

The Greatest Day: Sword, Juno, and Gold Beaches

Scenario Book



Multi-Man Publishing

Game Designer

Adam Starkweather

Series Designer

Adam Starkweather

Game Artist

Nicolás Eskubi



THE GREATEST DAY.
SWORD, JUNO, AND GOLD BEACHES
VERSION 1.1

Scenario List

Learning Scenario	
“The Black Baron”	3
Introductory Scenarios	
“Storming Gold”	4
“Storming Juno”	8
“Storming Sword”	11
“To The Sea”	14
“Day of the Tiger”	18
“On to Bayeux”	20
Intermediate Scenarios	
“Day of Days”	22
“The Race For Caen”	25
“Saga of the 6th Airborne”	29
“O Canada”	33
“The Bloody Battle of Tilly”	37
“Nemesis”	40
The Advanced and Campaign Scenarios	
The Advanced and Campaign Scenarios General Rules	43
“The Right Hook”	44
“The Initial Plan”	45
“Operation Perch”	47
“One Great Day”	48
“The Greatest Day: Sword, Juno, and Gold Beaches”	49
Master Set-up Guide	49
Night, June 5, 1944	49
0700, June 6, 1944	51
Master Reinforcement Guides	57
Sword/Orne Sectors	57
Juno Sector	59
Gold Sector	61
Victory Conditions	63
Events	65

General Scenario Comments

For the scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

Leaders stack with any of their Units at set-up, unless otherwise noted.

All Units may set up mounted or not, In Column or not at the owning player’s choice, except when otherwise noted. Terrain and stacking restrictions (no more than one Unit In Column in a hex) are in force.

No reinforcements may start piggy-backed unless otherwise noted.

Where several Units set up together or arrive as a single group of reinforcements, the number of Units is noted in parentheses to aid clarity.

Minefields, improved positions, entrenchments, roadblocks, and Rearguard Units are only set up where noted.

No artillery In Contact markers are placed at set-up, unless otherwise noted.

Leaders arrive with the first Unit of their Formation, unless otherwise noted.

The last chit drawn for a turn becomes the first chit in play the next turn, unless otherwise noted.

Half hexes are not in play unless otherwise noted.

Scenario rules take precedence over series or exclusive rules when there is a conflict.

If an Event is listed at the start of a turn, it is performed before anything else is done for that turn.

If a side must “Take and Hold” a hex, this means that at the end of the scenario, either:

- That side was the last to move a Unit through the hex and the hex is not in any enemy Fire Zone; or
- That side has a Unit occupying the hex, whether or not it is in an enemy Fire Zone.

Victory Conditions are often presented as three Tasks – a Primary Task, a Secondary Task and a Tertiary Task. These are worth 15, 10 and 6 Victory Points respectively. There is a “Banked” chit box on the Division Display and this is for Tasks accomplished that cannot be undone by future action – and thus are guaranteed to be included in a player’s Victory Point total. Tasks are tracked on the Division Display but which Division or Units actually accomplish a task is not important. Unless otherwise stated, the side with more Victory Points at the end of the scenario wins the game. Tasks are based on actual historical objectives and priorities.

“The Black Baron”

0900 6/13/44 — 0900 6/13/44

Learning Scenario

Michael Wittmann was one of the most notorious German soldiers of World War Two. Holder of the Knight's Cross of the Iron Cross and credited with destroying over 260 Allied tanks and guns, and innumerable other vehicles, few struck more fear into an Allied Tanker's heart than SS-Hauptsturmführer Wittmann. His ambush of the 7th Armoured Division on the morning of June 13th is one of the most infamous moments of the D-Day campaign.

At around 9am, the alarm went out from a Sergeant in the Rifle Brigade that German tanks had been spotted moving on Hill 213 but there wasn't time for it to be heard. The brewing up of a Sherman Firefly of the 4th CLY came first, and it was a well-chosen target as it blocked the road so reinforcements couldn't respond. Three Cromwells went up in quick succession and Wittmann moved towards Villers-Bocage for more targets. The Rifle Brigade fired Piats and 6-pounders at Wittmann but the shells simply bounced off the Tiger's hull. Wittmann would roam and fire at will for the next 15 minutes.

His tally of destruction in those 15 deadly minutes was:

- 10 Tanks
- 9 Halftracks
- 6 Carriers
- 2 AT Guns

A few moments later, Wittmann's Tiger would be immobilized by a lucky hit from a 6-pounder but the panic was on – and the British would not recover fully for 2 days.

This one-turn scenario is to learn the ins and outs of basic GTS play. It should take about an hour to play and plays well as a solitaire scenario.

Set-up

This scenario uses only the Black Baron map. Play begins with step H of the Sequence of Play. Play then proceeds until the last chit on the 0900 turn has been played. You will need the 7th Armoured Division Display and the 12.SS-Panzer-Division Display.

Allies (set up first):

22 Armoured Brigade; 7th Armoured Division:

A/4 CLY: 78.060

A/1 Rifle (mounted) 79.061

S(AT)/1 Rifle (mounted): 80.062

5 RHA, RA: 81.062

Leader Hinde, Recce/4 CLY: 82.063

B/4 CLY: 83.063

Germans:

German Independent Regiment (attached to 12.SS-Panzer-Division)

1./s.SS-Pz. 101: 76.059

2./s.SS-Pz. 101: 78.061

Note that Hero Wittmann, while available for use, is not “in play” and has not yet been placed with a Unit. Once you place Wittmann with a Unit, that Unit will gain all of his advantages. Historically, he was placed with 2./s.SS-Pz. 101.

Supporting Assets

None

Reinforcements

None

Markers

All Victory Tasks are “Pending”

7th Armoured Division Troop Quality: -1

12.SS-Panzer-Division Troop Quality: 0

Date is June 13, 1944

Time is 0900

Weather is Clear

Events

Events are not used in this scenario

Command Values

The 7th Armoured Division has a Command Rating of 0. The Division starts with 1 Command Point.

The 12.SS-Panzer-Division has a Command Rating of 1. The Division starts with 2 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents are provided below.)

Attachments

s.SS-Pz. 101 is attached to the 12.SS-Panzer-Division

Commonwealth Brigade Composition

7th Armoured Division:

22 Armoured Brigade: 1 Rifle, 4 CLY, 5 RHA (see special rules)

The Mug

The mug is not used in this scenario. The 12.SS-Panzer-Division Activation chit is played first, followed by the German Direct Command chit, then lastly, the 7th Armoured Division Activation chit. The scenario ends after all chits have been played.



Victory Conditions

12.SS-Panzer-Division Victory Tasks

Primary Task: Eliminate 4 steps of Allied Units

Secondary Task: There are no Allied Units on Hill 213 (78.060)

Tertiary Task: None for this scenario

The Allies do not have victory conditions here, only the Germans. If the Germans complete both of their tasks, they win. If not, the Allies win.

Exclusive Rules in Use

2.0 Terrain

16.2 German Named Heroes

16.4 German Tank Recovery

Scenario Special Rules

The s.SS-Pz. 101 Formation (both 1. And 2. Companies) are attached to the 12.SS-Panzer-Division for the entire scenario. Treat these Units as 12.SS-Panzer-Division Units in every way.

Unlike the standard activation rules, Black and white-stripped may activate when the Direct Command is drawn from the Mug the same way any other unit would activate.

1 Rifle Brigade, 5 RHA, RA, and 4 CLY battalions are

considered to comprise the 22 Armoured Brigade of the 7th Armoured Division in every way.

5 RHA may only Direct Fire in this scenario.

Hero Wittmann is available for use

.

“Storming Gold”

0700 6/06/44 — 1100 6/06/44

Introductory Scenario #1

Gold Beach was about three-and-a-half miles wide and stretched west from the resort town of La Rivière to the small coastal town of Le Hamel. It was comprised of Jig and King beaches and was the westernmost Commonwealth beach. It was flanked by the American Omaha beach to the west and the Canadian Juno beach to the east. The 50th (Northumbrian) Infantry Division commanded by Major General Douglas Alexander Graham was given the task of securing the beach and advancing inland. Attached to the 50th Division were elements of the 79th Armoured Division, the 8th Armoured Brigade and 47 Royal Marine Commando. 47 RM Commando was tasked to move rapidly to the west to take Port-en-Bessin and link up with the Americans, who would hopefully be rushing east with the same speed.

Facing the Northumbrians, the Germans had their emplaced Atlantic Wall defenses, manned mostly by the 716th Static Infantry Division, one good battalion of the 352nd Infantry Division and various small Unit attachments. The 352nd was well placed to make an immediate counterattack on Gold Beach but was confused by other Allied actions to the west into indecision. In addition, uncooperative French drivers performed some non-violent resistance by getting “lost” and making wrong turns as often as they dared.

In the end, Gold Beach was one of the easier beaches to secure, with only the strongpoint at Le Hamel causing major casualties. Outside of Wn 37 and Wn 38, resistance was light and the access off the beach was fairly easy. Had the commander of the 352nd been a little more energetic things might have turned out differently but this is a good place to start learning the game.

This scenario should take about 1½ hours to complete.

Set-up

This scenario uses only the Gold Beach overlay. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1100 turn has been played. You will also need the Gold Beach Naval Display, the 50th Infantry Division Display, the 352.Infanterie-Division Display and the 716. Infanterie-Division Display.

Map note: hex 76.005 has some gray in its southeast and south hexsides but this might be hard to see – this means that no movement is possible from hex 76.005 to either hex 76.006 or hex 75.005. We’ve added a somewhat dramatic graphic to the map to show this clearly on the Gold Beach Overlay but did not add this graphic to the main Campaign game map. These hexsides are impassable on that map too.

Germans (Set Up First):

Independent Units, 716.Infanterie-Division:

Wn 33: 71.004

Wn 33a: 69.004

Wn 34: 72.005

Wn 35: 75.005

Wn 36: 80.006

Marefntne Bty: 72.008

Mt Fleury Bty: 73.005

716 Artillery Park A (off map – see special rules)

Independent Units, 352.Infanterie-Division:

Wn 37: 82.007

Wn 38: 83.007

352 Artillery Park A (off map – see special rules)

KG Korfes, 352.Infanterie-Division:

4./Ost 441 (Ukr.): 72.007

2./I./Gren 916: 80.009

4./I./Gren 916, GrW./I./GR 916 (2 Units): 83.008

1./Bau-Pi. 59: 78.009

2./Bau-Pi. 59: 81.008

Allies:

Initial Assault Wave (placed on the Gold Beach Overlay)

Gold Beach; Jig Sub-Beach; Green Sector, Landing Wave box:

A, B/1 Hants; 231 Brigade; 50th Infantry Division (2 Units): In Landing Craft

82/6 AR, RE; Independent; 50th Infantry Division: In Landing Craft

73 Field, RE; Independent; 50th Infantry Division: In Landing Craft

505 Field, RE; Independent; 50th Infantry Division: In Landing Craft

B/Notts Yeo (DD Tank); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft (historical), it will arrive in Follow-up Assault Wave bound for Jig Sub-Beach – See Special Rules)

Gold Beach; Jig Sub-Beach; Red Sector, Landing Wave box:

A, B/1 Dorsets; 231 Brigade; 50th Infantry Division (2 Units): In Landing Craft

295 Field, RE; Independent; 50th Infantry Division: In Landing Craft

1/1 RMASG; Independent; 50th Infantry Division: In Landing Craft

C/Notts Yeo (DD Tank); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft (historical), it will arrive in Follow-up Assault Wave bound for Jig Sub-Beach – See Special Rules)

Gold Beach; King Sub-Beach; Green Sector, Landing Wave box:

A, D/6 Gr Hwrds; 69 Brigade; 50th Infantry Division (2 Units): In Landing Craft

81/6 AR, RE; Independent; 50th Infantry Division: In Landing Craft

B/WestDgns; Independent; 50th Infantry Division: In Landing Craft

2/1 RMASG; Independent; 50th Infantry Division: In Landing Craft

B/4/7 RDgns (DD Tank); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft (historical), it will arrive here but In Landing Craft – See Special Rules)

Gold Beach; King Sub-Beach; Red Sector, Landing Wave box:

A, D/5 E Yorks; 69 Brigade; 50th Infantry Division (2 Units): In Landing Craft

280 Field, RE; Independent; 50th Infantry Division: In Landing Craft

C/WestDgns; Independent; 50th Infantry Division: In Landing Craft

C/4/7 RDgns (DD Tank); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft (historical), it will arrive here but In Landing Craft – See Special Rules)

Allied Leaders:

Leader Knox: may be stacked with any 69 Brigade Unit

Leader Stanier: may be stacked with any 231 Brigade Unit

Leader Cracroft: may be stacked with any 8 Armoured Brigade Unit

Follow-up Assault Wave

Gold Beach Naval Display; Loading into Landing Craft; Bound for Jig Sub-Beach box:

B, C/Notts Yeo; 8 Armoured Brigade (2 Units) (If the player decides to land by Landing Craft – See Special Rules)

C, D/1 Hants; 231 Brigade; 50th Infantry Division (2 Units)

C, D/1 Dorsets; 231 Brigade; 50th Infantry Division (2 Units)

S(AT)/231 Bde; Independent; 50th Infantry Division

S(Mtr)/231 Bde; Independent; 50th Infantry Division

Gold Beach Naval Display; Loading into Landing Craft; Bound for King Sub-Beach box:

B, C/6 Gr Hwrds; 69 Brigade; 50th Infantry Division (2 Units)

B, C/5 E Yorks; 69 Brigade; 50th Infantry Division (2 Units)

233 Field, RE; Independent; 50th Infantry Division

S(AT)/69 Bde; Independent; 50th Infantry Division

S(Mtr)/69 Bde; Independent; 50th Infantry Division

A, Rec/4/7 RDgns; 8 Armoured Brigade (2 Units)

Gold Beach Naval Display; En Route From England, Bound for Gold Beach box:

B/2 Ches; Independent; 50th Infantry Division

A, B, C, D/7 Gr Hwrds; 69 Brigade; 50th Infantry Division (4 Units)

A, Rec/Notts Yeo; 8 Armoured Brigade (2 Units)

A, B, C, D/2 Devons; 231 Brigade; 50th Infantry Division (4 Units)

A, B, X, Y, Z, S/47 RM Cdo; Royal Marines (6 Units)

Supporting Assets

On the 50th Infantry Division Display:

4 Allied Air (4 total for the entire scenario)

On the Gold Beach Naval Display:

Ajax, Argonaut, Emerald, Flores, Belfast, Orion, Diadem: Medium Range box, Assault Force G

3 x *DD Flotilla*, 2 x *LC, Rocket*, 2 x *LC, Support:* Short Range box, Assault Force G

Assault Force G range marker: 78.003

Reinforcements

Germans (place when the 716.Infanterie-Division DivAct is pulled from the mug):

June 6, 1944

0700:

Independent Units, 716.Infanterie-Division:

Crépon Bty, 2./s.Art. 989, 3./s.Art. 989 (3 Units): place in 716 Artillery Park A, "In Contact" with Leader *Krug* (see special rules)

0900:

KG Krug, 716.Infanterie-Division:

Leader *Krug*, 5., 6., 7., 8./II./Gren 726, GrW./II./726 (all In Column) (5 Units + Leader): arrive at German Reinforcement Hex A

KG Korfes, 352.Infanterie-Division:

Leader *Korfes*, Zg./14./GR 726 (mounted and In Column): arrive at German Reinforcement Hex B

7., 8., 9./III./Art. 352 (3 Units): place in 352 Artillery Park A, "In Contact" with Leader *Korfes* (see special rules)

Markers

The German Beach Defense Track has the following values: Resistance Nests: 5; Beach Obstacles: 5; Gaps: 4; Sea State: 8

All Gaps are Not Open and there are no open Gaps at the start of play

Phone Lines are Open

Gold Beach is Not Clear

All Victory Tasks are "Pending"

50th Infantry Division Troop Quality: -1

716.Infanterie-Division Troop Quality: 0

352.Infanterie-Division Troop Quality: 0

The German player places a total of 6 *Minen* markers on any non-Beach hexes adjacent to a Beach hex

Place German Reinforcement A in hex 74.009

Place German Reinforcement B in hex 83.008

Note: Per a Special Rule (see below), no Allied Unit may enter either German Reinforcement Hex

Day is June 6, 1944

Time is 0700

Weather is Overcast

Events

Events are not used in this scenario

Command Values

The 50th Infantry Division has a Command Rating of 5. The Division starts with 11 Command Points.

The 716.Infanterie-Division has a Command Rating of 3. The Division starts with 5 Command Points.

The 352.Infanterie-Division has a Command Rating of 3. The Division starts with 4 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below.)

Attachments

8 Armoured Brigade is attached to the 50th Infantry Division.

Brigade Composition

50th Infantry Division:

69 Infantry Brigade: 5 *E Yorks*; 6 *Gr Howards*; 7 *Gr Howards*

231 Infantry Brigade: 2 *Devons*; 1 *Hants*; 1 *Dorsets*

8 Armoured Brigade: 4/7 *RDgn*; *Notts Yeo*

The Mug

The following Activation chits are placed in the mug and randomized for the 0700 June 6 turn:

Allied and German Direct Command, 50th Infantry Division Activation, 69 Infantry Brigade, 231 Infantry Brigade, 8 Armoured Brigade, 716.Infanterie-Division Activation, and 352. Infanterie-Division Activation.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit* once, place it back in the Mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time, place the *Royal Marines Chit* into the Mug.

The following Activation chits are placed in the mug and randomized for the 0900 June 6 turn:

Allied and German Direct Command, 50th Infantry Division Activation, 69 Infantry Brigade, 231 Infantry Brigade, 8 Armoured Brigade, 716.Infanterie-Division Activation, 352. Infanterie-Division Activation, and the Naval Chit.

The *Royal Marines* Activation chit is placed into the Mug after the *Naval Chit* is drawn on the 0900 turn.

The following Activation chits are placed in the mug and randomized for the 1100 June 6 turn:

Allied and German Direct Command, 50th Infantry Division Activation, Royal Marines, 716.Infanterie-Division Activation, 352. Infanterie-Division Activation, and the Naval Chit.

On the 1100 turn, both Players may buy Formation Activation Chits to add to the Mug at a cost of 2 Command Points each. So spend 2 points and you get one Formation Activation Chit of your choice added to the Mug. Spend 4 and you can add 2, and so on.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Victory Conditions

50th Infantry Division:

Primary Task: Clear Gold Beach by the end of the 1100 Turn (fulfill all the conditions listed in 4.1).

Secondary Task: Exit at least 4 steps of 47 *RM Cdo* from hex 83.007 by the end of the scenario (see special rule).

Tertiary Task: Have at least 10 Command Points remaining on the 50th Division Display at the end of the scenario.

The Germans do not have victory conditions here, only the Allies. If the Allies complete all three of their tasks, they win. If not, the Germans win.

GET OFF THE BEACH!!

Exclusive Rules in Use

- 1.0 Night and Weather
- 2.0 Terrain
- 4.0 The Naval Invasion System
- 7.0 Piggyback Mode
- 10.0 Land Mines
- 14.0 Auto-Command Units
- 16.1 German Phone Lines
- 17.1 Allied Air Power
- 17.3 Royal Marine Commandos
- 17.6 79th Armoured Division
- 17.7 Brigade Composition

Scenario Special Rules

The weather is Overcast the entire scenario. This doesn't matter for the scenario since you already have your fighter-bombers but it's nice to know. Wear a jacket.

Half hexes are in play.

The "Wn" Units of the 716.Infanterie-Division and 352.Infanterie-Division are always In Command with the use of telephones as long as the phone lines are not cut. Any other friendly Units stacked in the same hex with the Wn Units are also In Command (as long as the lines remain open). Leader *Krug* and Leader *Korfes* are considered off map until they enter play but are able to command all of these Units. Once the Leaders enter play, normal rules apply. See 16.1 for more information about this.

Crépon Bty is considered an "Orange Fire Power" Unit of the 716.Infanterie-Division for this scenario only. Thus it may go into Artillery Parks and all applicable rules that apply to Orange Firepower Units apply to this Unit as well.

Neither Player may use Roadblocks or Rearguards in this scenario.

German Reinforcements do not roll for Interdiction when they enter play.

You may skip sections A through F of the Sequence of Play since none of those apply to this scenario.

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as any Unit of 47 Commando enters hex 83.007, it is removed from play (and counts towards victory).

As soon as Gold Beach is cleared, move the 50th Infantry Division Troop Quality marker to "0".

The Allied Player may not enter a hex with a German Reinforcement marker (83.008 and 74.009) but otherwise may move within one hex of either hex. Except for that difference, these Reinforcement markers are treated as Reinforcement hexes in all other ways (Series rule 8.0).

The 716.Infanterie-Division and 352.Infanterie-Division Artillery Parks are off map. Once they enter play, Units inside the Artillery Parks may only be attacked by Allied Ships. All Allied Ships are considered to have the Artillery Parks in range regardless of their location on the Gold Beach Naval Display and do not require a spotter or contact to fire on these Units. Units in the 716 Artillery Park and the 352 Artillery Park may fire at any hex on the overlay (range is unlimited) but may not fire at ships on the Gold Beach Naval Display.

Note: In this scenario, it is assumed that the 716.Infanterie-Division is directing most of its attention here (to give the Germans more fun and to make it a "worst case" for the Allies).

(Optional Rule) Because of rough seas at Gold Beach, the British decided to land their DD tanks by Landing Craft instead of swimming ashore. This caused a delay to the *Notts Yeo* battalion. Players can choose to land them in Landing Craft or they may land their DDs by swimming them ashore. Follow the appropriate timeline in the landing schedule.

“Storming Juno”

0700 6/06/44 — 1100 6/06/44

Introductory Scenario #2

Juno Beach was about five miles wide and stretched west from the sleepy French fishing village of Courseulles-sur-Mer to the small hamlet of St. Aubin-sur-Mer. It was the second beach from the east and was flanked by Gold (to the west) and Sword (to the east) Beaches. The Canadians were spoiling for revenge after the debacle at Dieppe two years earlier and were to put the hard-fought lessons learned in 1942 to good work on D-Day.

The Germans had a static Infantry division in place to defend against the Canadians. The 716th Division was positioned both on the beaches and in a secondary defense line 1500-2000 meters behind the coast. The 716th fought well against the Canadians but was overmatched. Its only hope was to hold long enough to allow the better German forces deployed a few miles away to reinforce the beach defense. If the division could just hold the Allies from breaking out for one day, that would be enough – or so it was hoped.

Juno beach was the second hardest to take of the five invasion beaches (Omaha being the hardest of course) and, while it isn't commonly known, actual resistance was close to the same as on Bloody Omaha and the Canadians took losses almost equal to the Americans in the first few hours. What made the difference was easier access off the beach and the better armored support from the DD tanks. Additionally, and by no means least, was the very successful use of the “funnies” of the 79th Armoured Division. These would have been a godsend on Omaha to the west.

This scenario should take about 2 hours to complete.

Set-up

This scenario uses only the Juno Beach overlay. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1100 turn has been played. You will also need the Juno Beach Naval Display, the 3rd Canadian Division Display and the 716. Infanterie-Division Display.

Germans (set up first)

Independent Units, 716. Infanterie-Division:

Wn 27: 52.004

Wn 28: 56.004

Wn 28b: 57.005

Wn 29: 61.004

Wn 30: 61.005

Wn 31: 62.005

716 Artillery Park B: Off Map

Allies

Initial Assault Wave (placed on the Juno Beach Overlay)

Juno Beach; Mike Sub-Beach; Green Sector; Landing Wave box:

C/1 CanScots; 7 Brigade; 3rd Canadian Division: In Landing Craft

6 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

Juno Beach; Mike Sub-Beach; Red Sector; Landing Wave box:

B, D/R Winn; 7 Brigade; 3rd Canadian Division (2 Units): In Landing Craft

5 Field; Independent; 3rd Canadian Division: In Landing Craft

A/1st Hussars (DD Tank); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Green Sector; Landing Wave box:

26/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

B/22 Dragoons; Independent; 3rd Canadian Division: In Landing Craft

A, B/Régina; 7 Brigade; 3rd Canadian Division (2 Units): In Landing Craft

16 Field; Independent; 3rd Canadian Division: In Landing Craft

3/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/1st Hussars (DD Tank); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; White Sector; Landing Wave box:

80/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

A, B/QORC; 8 Brigade; 3rd Canadian Division (2 Units): In Landing Craft

4/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/FGH (DD Tank); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Red Sector; Landing Wave box:

A, B/N Shore; 8 Brigade; 3rd Canadian Division (2 Units): In Landing Craft

18 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

C/FGH (DD Tank); 2 Canadian Armoured Brigade

Leader *Foster* may start stacked with any Unit of 7 Canadian Brigade (Allied Player's Choice)

Leader *Blackader* may start stacked with any Unit of 8 Canadian Brigade (Allied Player's Choice)

Leader *Wyman* may start stacked with any Unit of 2 Canadian Armoured Brigade (Allied Player's Choice)

Follow-up Assault Wave

(placed in the Loading into Landing Craft box; Bound for Mike Beach)

A, B, D/1CanScots; 7 Canadian Brigade; 3rd Canadian Division (3 Units)

A, C/R Winn; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

C, Rec/1st Hussars; 2 Canadian Armoured Brigade (2 Units)

S(Mtr)/7th Can; Independent; 3rd Canadian Division

S(AT)/7th Can; Independent; 3rd Canadian Division

(placed in the Loading into Landing Craft box; Bound for Nan Beach)

A, B, C, D/Chaudière; 8 Canadian Brigade; 3rd Canadian Division (4 Units)

C, D/Regina; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

C, D/QORC; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

C, D/N Shore; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

S(Mtr)/8th Can; Independent; 3rd Canadian Division

S(AT)/8th Can; Independent; 3rd Canadian Division

A/FGH, Recce/FGH; 2 Canadian Armoured Brigade (2 Units)

A, B, X, Y, Z, S/48 RM Cdo; Royal Marines (6 Units)

Supporting Assets

On the 3rd Canadian Division Display:

4 *Allied Air* (4 total for the entire scenario)

On the Juno Beach Naval Display:

3 x *DD Flotilla*: Short Range box, Assault Force J

2 x *LC, Rocket*: Short Range box, Assault Force J

2 x *LC, Support*: Short Range box, Assault Force J

Assault Force J range marker: hex 59.002

Reinforcements

German Reinforcements (place when the 716. Inf-Div. DivAct is pulled from the mug):

June 6, 1944

0700:

Independent Units, 716.Infanterie-Division:

Add *1., 2., 3./s.Art. 989, Bény-s/Mer Bty* (4 Units) to 716 Artillery Park B, "In Contact" with Leader *Krug* (see special rules)

2./Pz.Jg. 716 (Mounted and In Column): Reinforcement Hex B

Grenadier-Regiment 736, 716.Infanterie-Division:

Leader *Krug*, *8./II./Gren 736*, *14./Gren 726* and *GrW/II./Gren 736* (all In Column) (3 Units + Leader): Reinforcement Hex B

KG Korfes, 352.Infanterie-Division

2./Ost 441 (In Column): Reinforcement Hex B (see special rules)

0900:

Grenadier-Regiment 736, 716.Infanterie-Division:

12./III./Gren 736, GrW/III/Gren 736 (both In Column) (2 Units): Reinforcement Hex A

5./II./Gren 726, 7./II./Gren 726, 8./II./Gren 726, GrW/II./726 (all In Column) (4 Units): Reinforcement Hex C

Markers

The German Beach Defense Track has the following values: Resistance Nests: 8; Beach Obstacles: 5; Gaps: 5; Sea State: 8

Juno Beach is Not Clear

Phone Lines are Open

All Gaps are Not Open and there are no open Gaps at the start of play

All Victory Tasks are set to "Pending"

3rd Canadian Division Troop Quality: -1

716.Infanterie-Division Troop Quality: 0

The German player places a total of 8 Minen markers on any non-Beach hexes adjacent to a Beach hex

Date is June 6, 1944

Time is 0700

Weather is Overcast

Place German Reinforcement A in hex 56.007

Place German Reinforcement B in hex 61.007

Place German Reinforcement C in hex 64.007

Note: the Allied Player may not enter any Reinforcement hex

Events

Events do not occur in this scenario

Command Values

The 3rd Canadian Division has a Command Rating of 7. The Division starts with 19 Command Points.

The 716.Infanterie-Division has a Command Rating of 3. The Division starts with 6 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below.)

Attachments

2 Canadian Armoured Brigade is attached to the 3rd Canadian Infantry Division.

Commonwealth Brigade Composition

- 7 Canadian Brigade: *1 CanScots, Regina, R Winn.*
- 8 Canadian Brigade: *N Shore, QORC, Chaudière.*
- 2 Canadian Armoured Brigade: *FGH, 1st Hussars.*

The Mug

The following chits are placed in the mug and randomized for the 0700 turn:

3rd Canadian Division Activation, 7 Canadian Brigade, 8 Canadian Brigade, 2 Canadian Armoured Brigade, Allied Direct Command, 716. Infanterie-Division Activation, German Direct Command.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit* the first time, place it back in the Mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time, place the *Royal Marines Chit* into the Mug.

For the 0900 turn, place the following chits in the mug:

3rd Canadian Division Activation, 7 Canadian Brigade, 8 Canadian Brigade, 2 Canadian Armoured Brigade, Allied Direct Command, 716. Infanterie-Division Activation, German Direct Command, Royal Marines, Naval Chit.

For the 1100 turn, place the following chits in the mug:

3rd Canadian Division Activation, Royal Marines, Allied Direct Command, 716. Infanterie-Division Activation, Gren.Rgt 736, German Direct Command, Naval Chit.

At the start of the 1100 turn, the Allied Player may add the *2 Canadian Armoured Brigade Formation chit*, the *7 Canadian Brigade Formation chit* and/or the *8 Canadian Brigade Formation chit* at a cost of two 3rd Canadian Division Command Points each. So spend 2 points and you get one of the three (your choice), spend 4 points and you can add two Formation Chits or spend 6 and you can add all three.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the following turn.

Victory Conditions

3rd Canadian Division Tasks:

Primary Task: Clear Juno Beach by the end of the 1100 Turn (fulfill all conditions lists in 4.1).

Secondary Task: Exit at least 4 Units of 48 RM Cdo from the map (see special rules).

Tertiary Task: Have at least 12 Command Points on the 3rd Canadian Division Display at the end of the scenario.

The Germans do not have victory conditions here, only the Allies. If the Allies complete all three of their tasks, they win. If not, the Germans win.

Suppress those Nests!!

Exclusive Rules in Use

- 2.0 Terrain
- 4.0 The Naval Invasion System
- 7.0 Piggyback Mode
- 10.0 Land Mines
- 13.0 Independent Unit Attachment
- 14.0 Auto-Command Units
- 16.1 German Phone Lines
- 17.1 Allied Air Power
- 17.3 Royal Marine Commandos
- 17.6 79th Armoured Division
- 17.7 Brigade Composition

Scenario Special Rules

The weather is Overcast the entire scenario. This doesn't matter for the scenario since you already have your fighter-bombers but it's nice to know. Wear a jacket.

Half hexes are in play.

The "Wn" and "Stp" Units of the 716. Infanterie-Division are always In Command with the use of telephones as long as the phone lines are not cut. Any other friendly Units stacked in the same hex with the Wn or Stp Units are also In Command (as long as the lines remain open). Leader *Krug* is considered off map until he enters play but able to command all of these Units. Once he enters play, normal rules apply. See 16.1 for more information about this.

Bény s/Mer Bty is considered an "Orange Fire Power" Unit of the 716. Infanterie-Division for this scenario only. Thus the Unit may go into Artillery Parks and all applicable rules that apply to Orange Firepower Units apply to this Unit as well.

Leader *Krug* may choose not to be "In Contact" with any or all of his artillery when he enters play (to allow him greater capacity to activate other Units) but if he does so, he may not regain contact later. If he loses contact with any Artillery Unit by choice or fate, he may not reestablish it.

Neither Player may use Roadblocks or Rearguards in this scenario.

You may skip sections A through F of the Sequence of Play since none of those apply to this scenario.

German Reinforcements do not roll for Interdiction when they enter play.

After the Naval Chit activation has been completed for the first time on the 0700 turn, the chit is placed back in the Mug to be drawn again on this turn (only).

After the Naval Chit is drawn the second time on the 0700 turn, place the Royal Marines Chit in the Mug.

Units of 48 RM Commando may exit the map by moving into either hex 51.004 or hex 51.005 and spending enough movement points to enter a clear hex (thus moving towards Sword Beach to link the two beaches). When they do this, remove them from the map. These removed Units count towards the Allied Tertiary Victory Task.

As soon as Juno Beach is cleared, move the 3rd Canadian Division Troop Quality marker to "0".

The Allied Player may not enter a hex with a German Reinforcement marker (64.007, 61.007, and 57.007) but otherwise may move within one hex of these hexes. Except for that difference, these Reinforcement markers are treated as Reinforcement hexes in all other ways (Series rule 8.0).

The 2./Ost 441 Unit is considered a white-striped Unit of the 716.Infanterie-Division for this scenario.

The 716.Infanterie-Division Artillery Park is off map. Once it enters play, Units inside the Artillery Park may only be attacked by Allied Ships. All Allied Ships are considered to have the Artillery Park in range regardless of their location on the Juno Beach Naval Display and do not require a spotter or contact to fire on these Units. Units in the 716 Artillery Park may fire at any hex on the overlay (range is unlimited) but may not fire at ships on the Juno Beach Naval Display.

Note: In this scenario, it is assumed that the 716th Division is directing most of its attention here (to give the Germans more fun and to make it a "worst case" for the Allies).

"Storming Sword"

0700 6/06/44 — 1100 6/06/44

Introductory Scenario #3

Sword Beach was the easternmost of the five Allied beaches, about 2 miles long and the narrowest of the three Commonwealth beaches. It stretched from Lion-sur-Mer to Ouistreham and was dotted with charming vacation homes and resorts. Caen, the largest city in the area, was about 9 miles to the south and was a major Allied objective for the first phase of the invasion. Much was expected of the 3rd Infantry Division. The Iron Division was to move quickly inland and take Caen and, with its supporting Commandos, link up with and support the 6th Airborne Division.

Facing the 3rd Division, the Germans had their emplaced Atlantic Wall defenses manned mostly by, once again, the 716th Static Infantry Division. Here, with more built-up areas and strong coastal guns, things were a bit harder than on Gold. Still, the British were ashore and driving inland within a few hours.

Sword Beach is another good place to get the landing mechanics under control before playing the big game. Things might be a bit harder this time and congestion will be a battle the Allies didn't anticipate having to fight, but with the force given to you, you should fulfill your tasks fairly easily.

This scenario should take about 2 hours to complete.

Set-up

This scenario uses only the Sword Beach overlay. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1100 turn has been played. You will also need the Sword Beach and Cabourg Naval Display, the 3rd Infantry Division Display and the 716.Infanterie-Division Display.

Germans (set up first)

Independent Units, 716.Infanterie-Division:

Zg./3./PzJ 716 (In Column): 28.012

Wn 10: 29.009

Wn 18: 32.010

Stp 20 (Cod): 34.009

Wn 21 (Trout): 39.007

Stp 08 (West): 28.010

Wn 19: 36.013

716 Artillery Park C: Off Map

Grenadier-Regiment 736, 716.Infanterie-Division

11./III./Gren 736: 41.010

3./Ost 642; Grenadier-Regiment 736: 37.012

4./I./Gren 736, GrW/I/736; Grenadier-Regiment 736 (2 Units): 36.013



Allies

Initial Assault Wave (placed on the Sword Beach Overlay)

Sword Beach; Queen Sub-Beach; White Sector; Landing Wave box:

A, B, C, D/1 S Lancs; 8 Brigade; 3rd Infantry Division (4 Units): In Landing Craft

79/5 AR, RE; Independent; 3rd Infantry Division: In Landing Craft

C/22 Dragoons; Independent; 3rd Infantry Division: In Landing Craft

5 RMASG; Independent; 3rd Infantry Division: In Landing Craft:

263 Field, RE; Independent; 3rd Infantry Division: In Landing Craft:

629 Field, RE; Independent; 3rd Infantry Division: In Landing Craft:

A/13/18 KRH (DD Tank); 27 Armoured Brigade

Sword Beach; Queen Sub-Beach; Red Sector; Landing Wave box:

A, B, C, D/2 E Yorks; 8 Brigade; 3rd Infantry Division (4 Units): In Landing Craft

77/5 AR, RE; Independent; 3rd Infantry Division: In Landing Craft

A/22 Dragoons; Independent; 3rd Infantry Division: In Landing Craft

246 Field, RE; Independent; 3rd Infantry Division: In Landing Craft

B/13/18 KRH (DD Tank); 27 Armoured Brigade

Leader *Cass* may start stacked with any Unit of 8 Brigade (Allied Player's Choice)

Leader *Palmer* may start stacked with any Unit of 27 Armoured Brigade (Allied Player's Choice)

Follow-up Assault Wave

(placed in the Loading into Landing Craft box; Bound for Queen Beach)

A, B, C, D/1 Suffolk; 8 Brigade; 3rd Infantry Division (4 Units)

S(AT)/8th Bde; Independent; 3rd Infantry Division

S(Mtr)/8th Bde; Independent; 3rd Infantry Division

A, B, X, Y, Z, S/41 Cdo; Royal Marines (6 Units)

C/13/18 KRH, Rec/13/18 KRH; 27 Armoured Brigade (2 Units)

76 Field, RA; Independent; 3rd Infantry Division

A, C, D, E, F, S/4 Cdo, 1, 8/10 Cdo; Royal Marines (8 Units)

1, 2, 3, 4, 5/6 Cdo; Royal Marines (5 Units)

Second Wave

(placed in the En Route from England box; Sword Beach)

1, 2, 3, 4, 5, 6/3 Cdo; Royal Marines (6 Units)

A, B, X, Y, Z, S/45 RM Cdo; Royal Marines (6 Units)

Supporting Assets

On the 3rd Infantry Division Display:

5 *Allied Air* (5 total for the entire scenario)

On the Sword Beach and Cabourg Naval Display:

Danae, Dragon, Frobisher, Scylla: Medium Range box, Assault Force S

3 x *DD Flotilla*: Short Range box, Assault Force S

1 x *LC, Rocket*: Short Range box, Assault Force S

1 x *LC, Support*: Short Range box, Assault Force S

Assault Force S range marker: hex 32.009

Reinforcements

German Reinforcements (place when the 716.Inf.-Div Act is pulled from the mug):

June 6, 1944

0700:

Independent Units, 716.Infanterie-Division:

Add *G'wldrsee, Water Tower Bty, Colleville Bty* (3 Units) to 716 Artillery Park C, "In Contact" with Leader *Krug* (see special rules)

Grenadier-Regiment 736, 716.Infanterie-Division:

14./Gren 736 (Mounted and In Column): Reinforcement Hex A

12./III./Gren 736, GrW/III/736 (2 Units): Reinforcement Hex B

Place Leader *Krug* with any Unit of his command

Markers

The German Beach Defense Track has the following values: Resistance Nests: 5; Beach Obstacles: 5 Gaps: 4; Sea State: 7

Sword Beach is Not Clear

Phone Lines are Open

All Gaps are Not Open and there are no open Gaps at the start of play

All Victory Tasks are "Pending"

3rd Division Troop Quality: -1

716.Infanterie-Division Troop Quality: 0

The German player places 3 Minen Markers on any non-Beach hex that is adjacent to a Beach hex, and also places 3 Minen in or adjacent to hex 39.007

Date is June 6, 1944

Time is 0700

Weather is Overcast

Place German Reinforcement A in hex 37.012

Place German Reinforcement B in hex 42.011

Note: the Allied Player may not enter either of the German Reinforcement hexes

Events

Events do not occur in this scenario

Command Values

The 3rd Infantry Division has a Command Rating of 5. The Division starts with 17 Command Points.

The 716.Infanterie-Division has a Command Rating of 3. The Division starts with 6 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below.)

Attachments

27 Armoured Brigade is attached to the 3rd Infantry Division.

Commonwealth Brigade Composition

8 Brigade: 2 E Yorks, 1 S Lancs, 1 Suffolk.

27 Armoured Brigade: 13/18 KRH.

The Mug

The following chits are placed in the mug and randomized for the 0700 turn:

3rd Infantry Division Activation, 8 Brigade, 27 Armoured Brigade, Allied Direct Command, 716.Infanterie-Division Activation, German Direct Command.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit* for the first time, place it back in the Mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time on the 0700 turn, place the *Royal Marines Chit* into the Mug.

For the 0900 turn, place the following chits in the mug:

3rd Infantry Division Activation, 8 Brigade, 27 Armoured Brigade, Royal Marines, Allied Direct Command, 716.Infanterie-Division Activation, German Direct Command, Naval Chit.

For the 1100 turn, place the following chits in the mug:

3rd Infantry Division Activation, Royal Marines, Allied Direct Command, 716.Infanterie-Divisional Activation, German Direct Command, Naval Chit.

At the start of the 1100 turn, the Allied Player may add either or both of the 27 Armoured Brigade Formation chit and the 8 Brigade Formation Chit at a cost of two 3rd Division Command Points each. So spend 2 points and you get one or the other (your choice). Spend 4 points and you can add both.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the following turn.

Victory Conditions

3rd Infantry Division Tasks:

Primary Task: Clear Sword Beach by the end of the 1100 turn (fulfill all the conditions listed in 4.1).

Secondary Task: Clear Connecting Road A from 38.009 to 28.011 (all hexes do not have a German Unit or Minefield) by the end of the scenario

Tertiary Task: Have at least 8 Command Points on the 3rd Division Display at the end of the scenario.

Royal Navy Tasks:

Primary Task: Exit at least 16 steps of Nos. 3, 4, 6 and 45 RM Commando from hex 28.011 by the end of the scenario (see special rule).

Secondary Task: Exit at least 4 steps of 41 RM Commando from hex 42.007 by the end of the scenario (see special rule).

Tertiary Task: None

The Germans do not have victory conditions here, only the Allies. If the Allies complete all five of their tasks, they win. If not, the Germans win.

CLEAR THOSE GAPS AND GET OFF THE BEACH!! Keep Moving!!

Exclusive Rules in Use

- 2.0 Terrain
- 4.0 The Naval Invasion System
- 7.0 Piggyback Mode
- 10.0 Land Mines
- 13.0 Independent Unit Attachment
- 14.0 Auto-Command Units
- 16.1 German Phone Lines
- 17.1 Allied Air Power
- 17.3 Royal Marine Commandos
- 17.6 79th Armoured Division
- 17.7 Brigade Composition

Scenario Special Rules

The weather is Overcast the entire scenario. This doesn't matter for the scenario since you already have your fighter-bombers but it's nice to know. Wear a jacket.

Half hexes are in play.

The "Wn" and "Stp" Units of the 716.Infanterie-Division are always In Command with the use of telephones as long as the phone lines are not cut. Any other friendly Units stacked in the same hex with the Wn or Stp Units are also In Command (as long as the lines remain open). Leader Krug is considered off map until he enters play but is able to command all of these Units. Once he enters play, normal rules apply. See 16.1 for more information about this.

Water Tower Bty and *Colleville* are considered "Orange Fire Power" Units of the 716.Infanterie-Division for this scenario only. Thus they may go into Artillery Parks and all applicable rules that apply to Orange Firepower Units apply to these Units as well.

**“To The Sea”****1700 6/06/44 — 1900 6/06/44****Introductory Scenario #4**

Leader *Krug* may choose not to be “In Contact” with any or all of his artillery when he enters play (to allow him greater capacity to activate other Units) but if he does so, he may not regain contact later. If he loses contact with any Artillery Unit by choice or fate, he may not reestablish it.

Neither Player may use Roadblocks or Rearguards in this scenario.

German Reinforcements do not roll for Interdiction when they enter play.

You may skip sections A through F of the Sequence of Play since none of those apply to this scenario.

After the first Naval Chit activation that starts the game has been completed on the 0700 turn, the Naval Chit is placed back in the Mug to be drawn again on this turn (only).

After the Naval Chit is drawn the second time on the 0700 turn, place the Royal Marines Chit in the Mug.

As soon as any Unit of No. 3, 4, 6, or 45 RM Commando enters hex 28.011, it is removed from play (and counts towards victory).

As soon as any Unit of 41 RM Commando enters hex 42.007, it is removed from play (and count towards victory).

As soon as Sword Beach is cleared, move the 3rd Division Troop Quality change marker to “0”.

The Allied Player may not enter a hex with a German Reinforcement marker (42.011 and 37.012) but otherwise may move within one hex of either hex. Except for that difference, these Reinforcement markers are treated as Reinforcement hexes in all other ways (Series rule 8.0).

The 716. Infanterie-Division Artillery Park is off map. Once it enters play, Units inside the Artillery Park may only be attacked by Allied Ships. All Allied Ships are considered to have the Artillery Park in range regardless of their location on the Sword Beach and Cabourg Naval Display and do not require a spotter or contact to fire on these Units. Units in the 716 Artillery Park may fire at any hex on the overlay (range is unlimited) but may not fire at ships on the Sword Beach and Cabourg Naval Display.

Note: In this scenario, it is assumed that the 716th Division is directing most of its attention here (to give the Germans more fun and to make it a “worst case” for the Allies).

The Allies had landed and the Germans faced the daunting task of how to respond. The Luftwaffe station at Douvres was proving to be a thorn in the sides of the Canadians and it was driving a wedge between the Canadians and the British 3rd Division. With a few scattered strongpoints still holding out, the 21st Panzer sensed an opportunity. Forming up into two strong Kampfgruppen, the Germans would run straight through the corridor between the two divisions and move to the coast. After that, they would crush each Allied Division in detail. That at least was the plan.

The Allies meanwhile had just cleared the last of the German defenses at Sword Beach and were rapidly moving inland. While 8th Brigade was still at the beach, the follow-up brigades had started to advance inland towards Caen. Pushing strongly to the east to relieve the isolated 6th Airborne division took up a third of the division’s strength but it seemed that more than enough remained to clear a path through the remaining strongpoints and take Caen. Armor had already moved to within 3 miles of the major French city. With the rest of the Division moving up, it seemed that little stood in their way. Or so they thought.

Both sides started to attack and both made ground at first, only to falter as resistance stiffened.

The Germans had a brief moment of elation when elements of both 192 Panzergrenadier and 22 Panzer reached the coast at Lion-sur-Mer but little else had gone well. When the massive daylight airdrop of Operation Mallard appeared overhead and fears of being isolated became very real, the Germans withdrew, disheartened.

The Allies pushed forward as well but could make little headway against the Germans as they used the available terrain to good effect. Elements of the 185th Brigade, supported by tanks, managed briefly to take Bréville before they had to retire to the north. Disaster struck the 9th Brigade when the Commander was seriously wounded almost immediately upon landing on French soil, and the 9th Brigade floundered along the beach directionless for most of the day. The 185th Brigade commander then got lost trying to find his lead elements and had to spend the night in a French barn. With 2 of Rennie’s Brigadiers out of the fight, all hope of advancing was lost.

Just as the Germans lost their cool when they saw the statement of Operation Mallard, the Allies got cold feet advancing to the south when they realized that linking up the beachheads wouldn’t be so easy.

Both sides historically lost this one.

This scenario should take about 3 hours to complete.

Set-up

This scenario uses the 21st Panzer Scenario Map (on the back of the Villers-Bocage Campaign Game map). Play begins with Step H of the Sequence of Play and proceeds until the last chit has been played on the 1900 turn. You will also need the Sword Beach and Cabourg Naval Display, the 3rd Infantry Division Display and the 21.Panzer-Division Display.

Allies (set up first)

Independent Units, 3rd Infantry Division:

41-45/20 AT, RA (Dismounted): 40.014
 A/2 Mddlesx: 41.017
 SP/20 AT, RA: 40.017
 S(AT)/8th Bde (Dismounted): 40.019
 67-101/20 AT, RA (Dismounted): 39.018
 S(Mtr)/185 Bde: 37.020
 C/2Mddlesx: 38.021
 S(AT)/185 Bde (Mounted): 37.022
 7 Field, RA (In Column): 38.016
 246 Field, RE: 36.009
 253 Field, RE: 35.009
 S(Mtr)/8th Bde: 37.014
 A/22 Drgns (In Column): 35.014
 D/2 Mddlesx: 32.010
 5 RMASG (-1 Step): 29.011
 C/22 Drgns (In Column): 28.013
 33 Field, RA, 76 Field, RA (2 Units): 3rd Division Artillery Park 1

8 Brigade, 3rd Infantry Division:

A/1 S Lancs: 41.015
 B/1 S Lancs (-1 Step): 41.017
 C/1 S Lancs: 40.018
 D/1 S Lancs (-1 Step): 40.019
 A/1 Suffolk: 36.015
 Leader Cass, B/1 Suffolk: 35.014
 C/1 Suffolk: 34.014
 D/1 Suffolk: 34.015
 A/2 E Yorks (-1 Step): 29.012
 D/2 E Yorks: 28.013
 B, C/2 E Yorks (B Coy -1 Step, 2 Units): 30.013

9 Brigade (KOSB attached to 8 Brigade), 3rd Infantry Division:

B/1 KOSB: 40.012
 A/1 KOSB: 40.013
 C, D/1 KOSB (2 Units): 39.010

185 Brigade, 3rd Infantry Division:

W/2 KSLI: 39.021
 X/2 KSLI: 38.021
 Y/2 KSLI: 38.022
 Z/2 KSLI: 37.022
 Leader Smith: 37.020
 C, D/2 Warwicks (2 Units): 33.014
 A, B/2 Warwicks (2 Units): 33.015
 A, B/1 Norfolk (B Coy -1 Step, 2 Units): 33.017
 C, D/1 Norfolk (D Coy -1 Step, 2 Units): 32.018

27 Armoured Brigade (Attached to 3rd Infantry Division):

B/Staffs Yeo (In Column): 40.019
 A/Staffs Yeo: 39.020
 Rec/Staffs Yeo: 38.019
 C/Staffs Yeo: 38.022
 Leader Palmer, A, Rec/13/18 KRH (A Coy -1 Step, Rec In Column, 2 Units + Leader): 37.015
 C/13/18 KRH (In Column): 34.014
 B/13/18 KRH (-1 Step): 30.013

Royal Marines:

A, Y, Z/41 RM Cdo (3 Units): 38.008
 B, X, S/41 RM Cdo (3 Units): 38.009
 5 Parachute Brigade, 6th Airborne Division:
 B/7 Para (-1 Step, Entrenched): 29.018
 A/7 Para (-1 Step, Entrenched): 30.020
 C/7 Para (-1 Step, Entrenched): 29.019

6 Air Landing Brigade, 6th Airborne Division:

D/2 OBLI, 249 Field, RE (D/2 OBLI -1 Step, both Units Entrenched): 29.019

Germans

Independent Units, 716.Infanterie-Division (see special rule):

Wn 24: 43.006
 Wn 22: 46.010
 1./Pz.Jg. 716 (-1 Step): 43.018
 Wn 21 (Trout): 39.007
 Stp 17 (Hillman): 35.015
 Water Twr Bty: 29.013
 G'wldrsee/1716, 2.s.Art 989 (2 Units): in 21.Panzer-Division Artillery Park A

Grenadier-Regiment 736, 716.Infanterie Division:

Leader Krug: 35.015
 GrW./III./736: 43.011
 12./III./736 (in IP): 42.011
 11./III./736 (in IP): 42.013

4./I./Gren 736: 37.023

GrW./I./736: 37.024

Independent Units, 21.Panzer-Division:

2./I./Pz. 22: 42.021

Stab/I./Pz. 22: 44.024

3./I./Pz. 22: 41.022

1./I./Pz. 22: 41.023

8./II./Pz. 22: 41.026

5./II./Pz. 22 (In Column): 38.026

6./II./Pz. 22 (In Column): 38.027

7./II./Pz. 22 (In Column): 36.026

4.-5./Pz.Art 155: In Artillery Park A

KG Rauch, 21.Panzer-Division:

7./II./PzGr 192: 42.019

GrW./II./PG 192: 42.020

1., 3./I./PzGr 192 (2 Units): 46.024

4./I./PzGr 192: 46.025

10./PzGr 192: 46.026

2., GrW/I./PzGr 192 (2 Units): 45.024

9./PzGr 192: 45.027

Leader Rauch, 5./II./PzGr 192: 38.023

6./II./PzGr 192 (Dismounted, -1 Step): 31.020

8./II./PzGr 192: 30.021

KG Oppeln, 21.Panzer-Division:

Leader v. Oppeln Bronkowski: 38.026

Supporting Assets

On the 3rd Division Display:

None

On the 21.Panzer-Division Display:

6 Nachhut; 6 Sperren are available for use

On the Sword Beach and Cabourg Naval Display:

Roberts, Rodney, Warspite: Long Range box, Assault Force S

Danae, Dragon, Frobisher, Scylla: Medium Range box, Assault Force S

3 x DD Flotilla: Short Range box, Assault Force S

Reinforcements

German Reinforcements

June 6, 1944

1700:

Independent Units, 21.Panzer-Division:

1./Pz.Pi. 220: Reinforcement Hex A

1./I./Pz.Art 155, 7.-8./Pz.Art 155: 21.Panzer-Division Artillery Park A (2 Units)

6.-9./Pz.Art 155: 21.Panzer-Division Artillery Park A

KG Oppeln, 21.Panzer-Division:

1., 2., 4., GrW/PzGr 125 (4 Units): Reinforcement Hex A

KG Rauch, 21.Panzer-Division:

2./Pz.Pi. 220: Reinforcement Hex B.

Allied Reinforcements

June 6, 1944

1700:

Royal Marines:

A, B, X, Y, Z/48 RM Cdo (5 Units): Enter at 3rd Division Reinforcement Hex C when the Royal Marines Chit is pulled from the Mug.

Markers

21.Panzer-Division Artillery Park A: 42.030

3rd Division Artillery Park 1: 33.009

Assault Force S range marker: 32.009

1./I./Pz.Art 155 and 4.-5./Pz.Art 155 In Contact with Leader Rauch (KG Rauch, 21.Panzer-Division)

Water Twr Bty, G'Wldrsee/1716, 2./s.Art. 989 In Contact with Leader Krug (Grenadier-Regiment 736, 716.Infanterie-Division)

33 Field, RA In Contact with Leader Cass (8 Bde, 3rd Division)

76 Field, RA In Contact with Leader Smith (185 Bde, 3rd Division)

Allied Mines: 30.019, 30.020, 29.018, 29.019, 29.020

German Minen: 39.007, 39.008, 38.008, 38.009, 36.015, 36.016, 35.014, 35.015, 35.016, 30.013, 30.014, 29.012, 29.013, 29.014, 28.013, 28.014

All Victory Tasks are Pending

All Troop Quality: 0

Date is June 6, 1944

Time is 1700

Weather is Overcast

Events

Events do not occur in this scenario

Command Values

The 3rd Division has a Command Rating of 5. The Division starts with 3 Command Points

The 21.Panzer-Division has a Command Rating of 10. The Division starts with 12 Command Points

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below)

Attachments

27 Armoured Brigade is attached to the 3rd Division

Commonwealth Brigade Composition

8 Brigade: 1 KOSB, 2 E Yorkshire, 1 S Lancashire, 1 Suffolk

185 Brigade: 2 KSLI, 1 R Norfolk, 2 R Warwicks

27 Armoured Brigade: Staffs Yeo, 13/18 KRH

The Mug

The following chits are placed in the mug and randomized for the 1700 turn:

3rd Infantry Division Activation, 8 Brigade, 185 Brigade, 27 Armoured Brigade, Allied Direct Command, Naval Chit, Royal Marines, 21.Panzer-Division Activation.

The German player may choose which chit is the first in play from the following: *German Direct Command, KG Oppeln, KG Rauch* – the chits not chosen are placed in the Mug for the turn.

For the 1900 turn, place the following chits in the mug:

3rd Infantry Division Activation, 8 Brigade, 185 Brigade, 27 Armoured Brigade, Allied Direct Command, Naval Chit, Royal Marines, German Direct Command, KG Oppeln, KG Rauch, 21.Panzer-Division Activation.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the following turn.

Victory Conditions:

21.Panzer-Division Tasks:

Primary Task: Interdict Connecting Road A at the end of the scenario (have a Unit or Minefield on any hex of Connecting Road A from 45.005 to 35.009 (inclusive))

Secondary Task: Take and Hold Pegasus Bridge

Tertiary Task: Stp 17 (Hillman) is still on the board

Only the German Player has a Victory Task in this scenario. At the beginning of the Scenario, the German Player secretly chooses one Task. He reveals which task he chose at the beginning of the 1900 turn.

If the German Player accomplishes his chosen task or accomplishes both of his not chosen tasks, he wins. In any other circumstance, the Allied Player wins.

Exclusive Rules in Use

2.0 Terrain

5.0 Roadblocks and Rearguards

7.0 Piggyback Mode

10.0 Land Mines

13.0 Independent Unit Attachment

14.0 Auto-Command Units

15.1 German Phone Lines

15.3 Bocage

15.5 German Tank Recovery

16.1 Allied Air Power

16.3 Royal Marine Commandos

16.6 79th Armoured Division

16.7 Brigade Composition

Scenario Special Rules

The weather is overcast the entire scenario. This doesn't matter for the scenario since you already have your fighter-bombers but it's nice to know. Wear a jacket.

German Reinforcements do not roll for Interdiction when they enter play.

All Units of the 6th Airborne in play are considered "Auto-Command" Units.

You may skip Steps A – D in the Sequence of Play for the duration of the scenario.

All Units of the 716.Infanterie-Division are considered to be attached to the 21.Panzer-Division and are 21.Panzer-Division Units in every way. Grenadier-Regiment 736 is a Formation of the 21.Panzer-Division.

The Allied Player may attack German Artillery Parks only by counter-battery fire for the duration of the scenario.

Both players may create one additional Artillery Park during Step E of the Sequence of Play on any one game turn automatically and without the normal Dispatch Point cost.

Note that the standard rules regarding Reinforcement hexes are fully in play. See Series rule 8.0.

“Day of the Tiger”

0700 6/13/44 — 1300 6/13/44

Introductory Scenario #5

The British had been banging their heads against a wall of Panzer Lehr troops for several days. It was time for something new. The 7th Armoured Division would be sent far to the west into the American sector, taking advantage of a recent successful advance by the Americans, and then swing around in a grand right hook. This would place a powerful Armoured Division in the rear of Panzer Lehr. They would be forced to retreat and the strong Tilly line would be taken en passant.

The 22nd Armoured Brigade plus strong support Units were chosen as the lead elements for this mission. They left their positions in Trunzy around 4pm on the 12th and started their march towards Villers-Bocage, deep in the German rear. 4 hours later they reached the outskirts of Livry and half the distance had been covered. The Germans, still unaware, had only two Lehr medical companies at Villers-Bocage. And even these two companies evacuated at first light on the 13th. The time to move was now – but not for the British. North of Livry, an AT gun brewed up a tank of the 8th Hussars and the British thought their unopposed advance would end. The German rearguard position was taken in short order, but with no idea what lay ahead, the 7th Armoured bedded down for the night. The 22nd entered Villers-Bocage at around 08:30 and moved to defensive positions around Hill 213. The Hussars then made contact with what they thought was an SP platoon. It wasn't, it was Michael Wittmann and the Tigers of the 2nd Company of schwere SS-Panzer Abteilung 101.

Wittmann, who had just arrived in the area, had only 6 Tigers with him. First Company, a little north of him, had only 10 tanks and the 3rd Company had only one Tiger. Air attacks and mechanical problems plagued the advance but they had what they had and moved to pounce on the British. Frantic calls to Lehr to the north were in vain. Lehr was facing a frontal attack itself and couldn't disengage. The Tigers would have to go it alone, 16 tanks against 200 or so vehicles. Wittmann attacked around 09:00. Before he had to abandon his damaged tank, Wittmann and his Tigers had destroyed 21 tanks and 20 other vehicles. He then walked north 6 km to ask for reinforcements from Lehr. They sent him a Panzer IV company (6./II/Pz 130).

Meanwhile, Mobius, commander of 1st Company/s. SS-Pz.101, continued to fight while Wittmann grabbed a staff car and headed back south to find another tank – but he never returned to the battle. At 1pm, the Tigers struck again – and 14 Panzer IVs from Lehr joined in. Close-in, urban, tank-to-tank fighting lasted until 5pm when the British finally retreated – spooked by tales of oncoming German reinforcements. The British pulled back and in the night formed a Brigade Box a few miles to the east around Amayé-sur-Soulles and awaited the German counterattack. But that is for another game (or expansion) to cover.

The final tally was:

- 10 Tigers and 4 Panzer IVs for the British.
- 16 Cromwells, 4 Fireflies, 3 Stuarts, 1 OP Sherman, 9 Half-tracks, 4 Loyd Carriers and 3 6-pdr guns for the Germans.

This scenario should take about 2-3 hours to play.

Set-up

This scenario uses Campaign Game map 4 (The Villers-Bocage map). Play begins with step H of the Sequence of Play and then proceeds until the last chit on the 1300 turn has been played. You will also need the 7th Armoured Division Display and the 12SS.Panzer-Division Display.

Neither side sets up any Units on the board.

Supporting Assets

Neither side has any Rearguards, Roadblocks, Nachhuten or Sperren to use.

Reinforcements

Allies

0700:

22 Armoured Brigade, 7th Armoured Division:

A, B, C, Recce/4 CLY (4 Units)

A/1 Rifle

A, B, C, D/1/7 Queen's (attached) (4 Units)

A, B, C, Recce/5 RTR (4 Units)

I/1 Rifle

Independent Units, 7th Armoured Brigade:

260/65 AT, RA

5 RHA, RA

These Units enter at hex 99.062 and must enter In Column in the order (top to bottom) written above

Germans

0700:

Independent Units, Independent Formation:

1./s.SS-Pz 101, 2./s.SS-Pz 101, Hero Wittmann (2 Units + Hero)

These Units may enter whenever the German 12.SS-Panzer-Division DivAct or German Direct Command is drawn from the Mug (at the German's player's choice). They may be placed together or separately in any hex not occupied by an Allied Unit anywhere on the map (Fire Zones are fine). Wittmann must be placed with the 2./s. SS-Pz. 101 Unit. Wittmann hero's effect is immediately in force when placed on his Unit.

0900:

KG Meyer, 12.SS.Panzer-Division:

Leader Meyer may be placed on any German Unit when the 12.SS-Panzer-DivAct is drawn from the Mug

1100:

Independent Units, Independent Formation:

4./s.SS-Pz 101: Lehr Reinforcement Hex B

Independent Units, Panzer-Lehr-Division:

6./II./Pz. 130: enters at any road hex leading off the northern map edge

Markers

Time is 0700

Day is June 13, 1944

Weather is Clear

All Victory Tasks are Pending

The 7th Armoured TQ change marker is set to -1

The 12.SS-Panzer-Division TQ change marker is set to 0

Events

Events do not occur in this scenario

Command Values

The 7th Armoured Division Command Rating is 3. The Division starts with 8 Command Points.

The 12.SS-Panzer-Division Command Rating is 4. The Division starts with 4 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below)

Attachments

All German Units are attached to the 12.SS-Panzer-Division

Commonwealth Brigade Composition

22 Armoured Brigade: 5 RTR, 4 CLY, 1 Rifle, 1/7 Qns Royal

Exclusive Rules in Use

2.0 Terrain

7.0 Piggyback Mode

13.0 Independent Unit Attachment

16.2 German Named Heroes

16.3 Bocage

16.5 German Tank Recovery

17.7 Brigade Composition

The Mug

The following chits are placed in the mug and randomized for the 0700 turn:

Allied Direct Command, 12.SS-Panzer-Division Activation, German Direct Command

7th Armoured Division Activation is not placed in the mug and is the first chit in play.

For the 0900, place the following chits in the mug:

7th Armoured Division Activation, Allied Direct Command, KG Meyer, 12.SS-Panzer-Division Activation, German Direct Command

For the 1100 turn, place the following chits in the mug:

7th Armoured Division Activation, Allied Direct Command, KG Meyer, 12.SS-Panzer-Division Activation, German Direct Command

For the 1300 turn, place the following chits in the mug:

7th Armoured Division Activation, Allied Direct Command, KG Meyer, 12.SS-Panzer-Division Activation, German Direct Command

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Note: See the Reinforcement section for additional effects when the 12th SS DivAct or German Direct Command is pulled from the Mug. For this and future scenarios, the standard rules for Reinforcement hexes are in effect.

Victory Conditions

7th Armoured Division Tasks:

Primary Task: Take and Hold Hill 213 (78.060) at the end of the scenario

Secondary Task: Take and Hold all four town hexes (82.062, 82.064, 81.062, 81.063) of Villers-Bocage at the end of the scenario

Tertiary Task: None

12.SS-Panzer-Division doesn't have Tasks in this scenario.

If the Allied Player accomplishes both of his tasks, he wins. Otherwise, the German Player wins.

Scenario Special Rules

The weather is Clear the entire scenario.

Half hexes are not in play.

German Reinforcements do not roll for Interdiction when they enter play.

Neither Player may use Roadblocks or Rearguards in this scenario.

You may skip sections A through F of the Sequence of Play for the entire scenario since none of those apply to this scenario.

Every time an Allied Unit activates in any Villers-Bocage hex, it is subject to an ambush attack. This is a 3 red attack with no Modifiers on the Fire Strength and its results are implemented immediately. The Unit has to activate in one of these hexes – moving through the hex does not cause an ambush.

One 7th Armoured Division Artillery Park may be placed free of charge but otherwise as per normal rules whenever the 7th Division Activation is in play. Once placed, the Allied Player may attempt to gain contact with a Leader when the 7th Armoured Division Activation chit is again pulled from the mug.



“On to Bayeux”

1100 6/09/44 — 1900 6/09/44

Introductory Scenario #6

As the Allies consolidated their forces and prepared to attack out of their bridgehead to the south, the German forces rushed onto the battlefield. All three of the arriving German armored divisions were ordered to attack in a coordinated assault. The Germans hoped to roll up the Allies' flank and defeat the invasion, but coordination proved impossible for the Germans as each division attacked piecemeal and, in turn, each was defeated. This scenario covers the Panzer Lehr's attack toward Bayeux. Ordered to take the town, the Lehr was delayed moving to the battlefield by Allied air strikes and wasn't finally ready to attack until D-Day +3. They formed up a strong *kampfgruppe* of Panzer Grenadiers and Pz IVs and marched forward. They got as far as Ellon within a few hours and could see the spires of Bayeux.

The Allies weren't idle and were also attacking from the northeast towards the vital crossroads of Tilly-sur-Seulles. The attack reached as far as St-Pierre and while the final assault was defeated, the attack did serve to force the Germans to fall back from their advanced positions to the north and settle in to a long, drawn out battle for Tilly that would last for many days.

This is a classic meeting engagement and is the most “free-form” of all the scenarios. Here, you'll be tested on your GTS knowledge and not be as constrained by historical set-ups and restrictions.

Set-up

This scenario uses only the Panzer Lehr scenario map. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1900 turn has been played. You will need the 50th Infantry Division Display, the Gold Beach Naval Display and the Panzer-Lehr-Division Display.

This scenario should take around 4-5 hours to play.

Allies (set up first)

(22nd Armoured Brigade and 56th Brigade are attached to the 50th Infantry Division):

Independent Units, 50th Infantry Division:

74 Medium, RA, 84 Medium, RA (2 Units): 50th Infantry Artillery Park 1 (78.024)

8 Armoured Brigade (attached to 50th Infantry Division):

A, B, C, Rec/Notts Yeo (4 Units): within 3 hexes of 81.031

231 Brigade, 50th Infantry Division:

Leader Stanier, A, B, C, D/1 Dorsets (4 Units + Leader): within 3 hexes of 75.025

151 Brigade, 50th Infantry Division:

Leader Senior, A, B, C, D/8 DLI (4 Units + Leader): within 3 hexes of 77.031

A, B, C/24 Lancers, Rec/24 Lncrs (8 Armoured Brigade) (4 Units): within 4 hexes of 77.031

Germans

Independent Units, Panzer-Lehr-Division:

1., 2., 3./H.Flak 311 (3 Units): Panzer-Lehr Artillery Park A: 79.045

5., 6., 7., 8./II./Pz. 130 (4 Units): Assault Force

Div.Begleit: within one hex of the road that goes from 88.044 to 79.040

1., 2., 3./Pz.Jg. 130 (3 Units): Assault Force

1., 2., 3., 4., 5./Pz.Aufk 130 (5 Units): Assault Force

KG Scholze, Panzer-Lehr-Division:

Leader Scholze, 1., 2., 3., 4./I./PzGr 901, GrW/II./PG 901, 5., 6., 7., 8./II./PzGr 901, GrW/II./PG 901, 9., 10., 11./PzGr 901 (13 Units + Leader): within one hex of the road that runs from 88.044 to 79.040

KG Gerhardt, Panzer-Lehr-Division:

Leader Gerhardt, 1., 2., 3., 4./I./PzGr 902, GrW/II./PG 902, GrW/II./PG 902 (6 Units + Leader): Assault Force

Units of the Assault Force must go on the road, in Column and adjacent to each other (obeying stacking rules).

Roll the die:

0-3: place a Unit on hex 92.041 and all other Assault Force Units must follow this Unit to the south

4-6: place a Unit on hex 82.041 and all other Assault Force Units must follow this Unit to the south.

7-9: place a Unit on hex 79.040 and all other Assault Force Units must follow this Unit to the south.

Note: you roll for Assault Force placement after you've chosen your Victory Condition

Supporting Assets

Diadem, Belfast, Flores, Orion, Emerald, Argonaut, Ajax, 3 x DD Flotilla: any legal box of Assault Force G

2 *Allied Air* are available on the 50th Infantry Division Display

Reinforcements

June 9, 1944

1100:

Independent Units, 50th Infantry Division:

S(AT), S(Mtr)/56 Bde (2 Units) (attached to the 50th Infantry Division): Reinforcement Hex C

22 Armoured Brigade (7th Armoured Division, attached to 50th Infantry Division):

Leader Hinde, A, B, C, Recce/1 RTR, A, B, C, Recce/5 RTR, A, B, C, Recce/4 CLY (12 Units + Leader): Reinforcement Hex C

56 Infantry Brigade (attached to 50th Infantry Division):

Leader Pepper, A, B, C, D/2 SWB, A, B, C, D/2 Essex, A, B, C, D/2 Gloucs (12 Units + Leader): Reinforcement Hex C

Markers

Assault Force G marker: 84.024 (add 10 hexes to all ranges)

All Victory Tasks are "Pending"

50th Infantry Division Troop Quality: 0

Panzer-Lehr-Division Troop Quality: 0

Date is June 9, 1944

Time is 1100

Weather is Clear

Events

Events do not occur in this scenario

Command Values

The 50th Infantry Division has a Command Rating of 4. The Division starts with 3 Command Points.

The Panzer-Lehr-Division has a Command Rating of 6. The Division starts with 8 Command Points.

Dispatch Points are not used in this scenario.

Attachments

22 Armoured Brigade, 8 Armoured Brigade and 56 Infantry Brigade are attached to the 50th Infantry Division

Commonwealth Brigade Composition

22 Armoured Brigade: 1 RTR, 5 RTR, 4 CLY

151 Brigade: 8 DLI, 24 Lancers

231 Brigade: 1 Dorsets, Notts Yeo

56 Brigade: 2 SWB, 2 Essex, 2 Gloucs

Special Rules in Use

2.0 Terrain

5.0 Roadblocks and Rearguards

7.0 Piggyback Mode

10.0 Land Mines

13.0 Independent Formation Attachment

16.3 Bocage

16.4 German Tank Recovery

17.1 Allied Air Power

17.7 Brigade Composition

The Mug

The following chits are placed in the mug and randomized for the 1100 turn:

The Allied Player randomly chooses one of the following: *151 Brigade Formation Chit* or *231 Brigade Formation Chit* and places it in the mug. Additionally, add the *50th Infantry Division Activation*, *Allied Direct Command*, the *Naval Chit*, *German Direct Command*, and *Panzer-Lehr-Division Activation*.

The *KG Gerhardt Formation Chit* is not placed in the mug and is the first chit in play.

On the 1300 turn and thereafter, each side always gets their *DivActs* and *Direct Commands*, and the Allies get the *Naval Chit*. Additionally, each player may purchase Formation activations with Command Points as desired. Each available Formation chit costs 2 Command Points to place in the mug and players secretly purchase these at the beginning of each turn.

Victory Conditions

In this scenario, both players secretly choose a primary task to achieve by the end of the scenario. There is only one task to accomplish. If one player accomplishes their task and the other does not, they are the winner for the scenario. If neither player accomplishes their task, the Germans win; if both accomplish their task, the Allies win. Both players reveal their chosen task at the end of the scenario.

The Allied Player secretly picks one of the following:

Take and Hold La Senaudière (94.044)

Take and Hold Lingèvres (88.044)

Take and Hold Tilly-sur-Seulles (81.042)

The German Player secretly picks one of the following:

Take and Hold Ellon (92.034)

Take and Hold Condé-sur-Seulles (85.032)

Take and Hold Ducy-Ste-Marguerite (81.031)

Scenario Special Rules

22 Armoured Brigade is considered a Formation of the 50th Infantry Division in all ways.

The German player may place 3 Units in Bocage at the start of play (and may add as many as desired after play has begun).

Neither player may use Roadblocks or Rearguards in this scenario.

If all hexes adjacent to a Reinforcement Hex C are in an enemy Fire Zone, the Allied player may enter the reinforcements at either Reinforcement Hex B or A if he wishes.

“Day of Days” Night 6/05/44 — Night 6/06/44 Intermediate Scenario #1

The first Allied troops to return to France were the Airborne Divisions. In the 6th Airborne sector, the drop started at 0016 hours on the 6th of June with the pathfinders and advance parties to mark the drop zones. In addition, in a daring coup-de-main, a reinforced D Company of the Ox and Bucks plus a platoon of engineers dropped almost on top of the Pegasus and Horsa Bridges in one of the most daring Allied operations of the war. These vital bridges were the lynchpins of the entire operation and securing them meant establishing a line of communications with the soon-to-be-arriving 3rd Infantry Division. Within 30 minutes, the bridges were secured and the Ox and Bucks set up a defensive perimeter and awaited the inevitable German counter-attack.

For the remainder of the 6th Airborne, despite being widely scattered throughout the drop zones, the paratroopers were able to achieve their first day objectives and urgent reinforcements from Sword Beach arrived to help the beleaguered Airborne as early as midday. There would be many hard days ahead but this first day has to be considered a stunning success.

This scenario covers the vital first full day of the drop and should take about 4 hours to complete.

Set-up

This scenario uses only the Saga of the 6th Airborne Scenario Map. Play begins with step H of the Sequence of Play and proceeds until the last chit on the June 6, Night turn has been played. You will also need the 6th Airborne Division Display, the 21.Panzer-Division Display, the 716.Infanterie-Division Display and the Sword Beach and Cabourg Naval Display.

Germans (set up first – no Units may be In Column or Mounted):

Grenadier-Regiment 736, 716.Infanterie-Division:

- 1./Ost 642 (Rus): 18.009
- 1./I./Gren 736: 21.010
- 3./I./Gren 736: 19.010
- 4./Ost 642 (Rus.): 15.020

Independent Units, 716.Infanterie-Division:

- Merville Bty: 18.013
- Varville Chat.: 12.015
- Stp 02: 17.008
- Wn 03: 20.010
- Stp 05: 22.010
- Wn 06: 22.013
- Wn 13: 29.019
- 2 x Zg./3./PzJ 716 (2 Units): 23.014
- 3./I./Art. 1716: 21.019

KG Luck, 21.Panzer-Division:

- 5./II./PzGr 125: 12.031
- 6./II./PzGr 125: 16.035
- 7./II./PzGr 125: 25.021
- 8./II./PzGr 125: 30.029
- GrW/II./PG 125: 30.029
- 10./PzGr 125: 31.028
- 1./Pi.716: 23.023

German Leaders:

Leader *Krug* appears in the game via the special rules.
 Leader *Luck* was in Bellengreville (hex 14.044 – just if you’re curious) when the drop started. He does not start in play and is placed on any Unit of his command when the German Direct Command chit is pulled from the mug.

Allies:

6 Air Landing Brigade, 6th Airborne Division:

Leader *Kindersley*, D/2 OBLI, 249 Field, RE (2 Units + Leader; may set up In Column or not, owner’s choice): 28.020

First Drop (arrives via Para Drop – decide on Column or not then roll at the start of play on the Drop Table):

Each listing below must be placed in a separate hex in the designated Drop/Landing Zone

3 Para Brigade, 6th Airborne Division:

- A, B, C/8 Para (3 Units): stacked in DZ/LZ K
- A, B, C/9 Para (3 Units): stacked in DZ/LZ V
- A, B, C/1 Cdn P (3 Units): stacked in DZ/LZ V
- 3 Para Sqn, RE: in DZ/LZ K or V

5 Para Brigade, 6th Airborne Division:

- A, B, C/7 Para (3 Units): stacked in DZ/LZ N
- A, B, C/12 Para (3 Units): stacked in DZ/LZ N
- A, B, C/13 Para (3 Units): stacked in DZ/LZ N
- 591 Sqn, RE: in DZ/LZ N

Independent Units, 6th Airborne Division:

- S(Mtr)/3 Para: in DZ/LZ K or V
- S(Mtr)/5 Para: in DZ/LZ N

Allied Leaders:

Leader *Hill* may be stacked with any 3 Para Brigade Unit prior to rolling on the Drop Table

Leader *Poett* may be stacked with any 5 Para Brigade Unit prior to rolling on the Drop Table

Independent Units, 6th Airborne Division; in Stragglers Box:

- A, B, D, G/1 Wing (4 Units)
- C, E, F/2 Wing (3 Units)
- 22 Ind Para
- Divisional Jeeps (4 Units)

Supporting Assets:

Allies:

Arethusa, Mauritius, 1 x *DD Flotilla*: Short range box, Assault Force C

7 *Para*, 12 *Para*, 13 *Para*, 8 *Para*, 9 *Para* and 1 *Cdn P Rally Points* may be placed in any village or town within 5 hexes of the DZ/LZ in which the corresponding battalions were dropped at the start of play. More than one Rally Point per hex is allowed (although not generally encouraged)

15 *Rearguard* and 6 *Roadblock* markers are placed on the 6th Airborne Division Display

Reinforcements

Germans:

June 5, 1944

Night:

KG Rauch, 21.Panzer-Division:

8./II./PzGr 192: arrives at 21.Panzer-Division Reinforcement Hex C (see special rule)

June 6, 1944

0700:

EVENT: Move the 21.Panzer-Division Troop Quality to: 0.

EVENT: Move the 716.Infanterie-Division Troop Quality to: 0.

0900:

KG Luck, 21.Panzer-Division:

3./I./PzGr 125: arrives at 21.Panzer-Division Reinforcement Hex A

Independent Units, 21.Panzer-Division:

1./StuG 200: 25.038 (see special rule)

2./StuG 200: 25.039 (see special rule)

3./StuG 200: 21.038 (see special rule)

4./StuG 200: 22.040 (see special rule)

Stab/StuG 200: 22.039 (see special rule)

1100:

KG Luck, 21.Panzer-Division:

9./PzGr 125: arrives at 21.Panzer-Division Reinforcement Hex A

1300:

Independent Units, 21.Panzer-Division:

1./Pz.Pi. 220: arrives at 21.Panzer-Division Reinforcement Hex A

1./H.Flak 305: arrives at 21.Panzer-Division Reinforcement Hex B

4./I./Pz.22: arrives at 21.Panzer-Division Reinforcement Hex B

Allies:

June 5, 1944

Night:

Second Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Drop/Landing Zone

Independent Units, 6th Airborne Division:

286 *Fld Pk, RE* (Para Drop): DZ/LZ N

s4 *AL AT, RA* (Glider Land): DZ/LZ N

s3 *AL AT, RA* (Glider Land): DZ/LZ N

4 *AL AT, RA* (Glider Land): DZ/LZ N

June 6, 1944

1100:

Royal Marines:

1, 2, 3, 4, 5, 6/6 *Cdo* (6 Units): arrive at I Corps Reinforcement Hex A

1300:

Royal Marines:

A, B, X, Y, Z, S/45 *RM Cdo* (6 Units): arrive at I Corps Reinforcement Hex A

27 Armoured Brigade (attached to 6th Airborne Division):

C, Rec/13/18 *KRH* (2 Units): arrive at I Corps Reinforcement Hex B

1500:

Royal Marines:

1, 2, 3, 4, 5, 6/3 *Cdo* (6 Units): arrive at I Corps Reinforcement Hex A

A, C, D, E, F, S/4 *Cdo*, 1., 8./10 *Cdo* (8 Units): arrive at I Corps Reinforcement Hex A

2100:

Third Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone

6 Air Landing Brigade, 6th Airborne Division:

A, B, C/2 *OBLI* (Glider Land) (3 Units): DZ/LZ W

A/12 *Devons* (Glider Land): DZ/LZ W

S(AT)/6 *AL*, S(Mtr)/6 *AL* (Glider Land) (2 Units): DZ/LZ W

A, B, C, D/1 *RUR* (Glider Land) (4 Units): DZ/LZ N

Independent Units, 6th Airborne Division:

A/6 *Recce* (Glider Land): DZ/LZ N

B/6 Recce (Glider Land): DZ/LZ N
 211/53 AL Lgt (Glider Land): DZ/LZ W

Markers

All Victory Tasks are “Pending”

6th Airborne Division Troop Quality: 0

21.Panzer-Division Troop Quality: -2

716.Infanterie Division Troop Quality: -2

All Straggler totals are set to “0”

Day is June 5, 1944

Time is Night

Weather is Overcast

Events

Events do not occur in this scenario

Command Values

The 6th Airborne Division has a Command Rating of 12 and a Dispatch Rating of 5. The Division starts with 11 Command Points and 3 Dispatch Points.

The 21.Panzer-Division has a Command Rating of 3 and a Dispatch Rating of 3. The Division starts with 0 Command Points and 0 Dispatch Points.

The 716.Infanterie-Division has a Command Rating of 0 (they're pretty busy elsewhere) and a Dispatch Rating of 0. The Division starts with 0 Command Points and 0 Dispatch Points.

Attachments

There are no Units attached at the start of the scenario.

Commonwealth Brigade Composition

This rule does not apply to this scenario.

The Mug

The following Activation chits are placed in the mug and randomized for the Night June 5 turn:

Allied Direct Command, 6th Airborne Division Activation, 3 Para Bde, 5 Para Bde.

The *6 AL Bde* chit is not placed in the mug and is the first chit in play.

When the *6th Airborne Division Activation* chit is drawn on the first turn, add the *German Direct Command, 21.Panzer-Division Activation*, and *716.Infanterie-Division Activation* chits to the mug.

It's mentioned in the special rules too but when the 21.Panzer-Division Activation chit is drawn, it does not get its automatic Command Points on the first turn – only half a roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn. Dispatch Points are rolled for normally.

Place the *Royal Marines* chit in the mug on the 1100 turn, June 6 and every turn thereafter.

The *Naval Chit* is placed in the mug on all non-night turns.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the following turn.

Victory Conditions

Allied Tasks:

6th Airborne Division:

Primary Task: Control Pegasus (29.019) and Horsa (27.020) Bridges at the end of the scenario.

Secondary Task: Take and hold the Merville Battery position (18.013) at the end of the scenario.

Tertiary Task: Destroy all 5 named bridges over the River Dives (Varaville, Robehomme, Bures Bridge, Bures RR Bridge, Troarn Bridge).

Royal Marines:

Primary Task: Take and hold Bréville (21.019) at the end of the scenario.

Secondary Task: Take and hold Amfreville (24.017) at the end of the scenario.

Tertiary Task: Take and hold the Le Plein Defensive Position (22.017) at the end of the scenario.

German Tasks:

716.Infanterie-Division:

Primary Task: Hold the Merville Battery position (18.013) at the end of the scenario.

Secondary Task: At least one named Bridge over the River Dives (Varaville, Robehomme, Bures Bridge, Bures RR Bridge, Troarn Bridge) is still standing at the end of the scenario.

Tertiary Task: Hold Sallenelles (23.014) at the end of the scenario.

21.Panzer-Division:

Primary Task: Contest or Control either Pegasus (29.019) or Horsa (27.020) Bridge at the end of the scenario.

Secondary Task: Enter the hexes containing at least 3 Rally Points at any time during the scenario.

Tertiary Task: Take and hold Bréville (21.019) at the end of the scenario.

Scenario Special Rules

The Weather for the entire scenario is considered overcast.

C/13/18 KRH and *Rec/13/18 KRH* are considered 6th Airborne Division white-striped Units for all purposes for the duration of the scenario.

Oberst Krug had a lot of ground to cover but there is a chance he shows up here. When the 716.Infanterie-Division

Activation chit is pulled from the mug, roll a die; roll a 0 and he can be placed with any Unit of his command. He stays on board until the next time the 716. Infanterie-Division Activation chit is pulled from the mug. If you roll a 0, he stays on the board. If not, he is removed until the next time the 716. Infanterie-Division Activation chit is pulled and you roll a 0.

StuG 200 Units – these guys got the order to move towards Sword Beach at 1000 and started on their way to attack the 3rd British Infantry Division. After a few hours, they got the order to move against the Paratroops and reversed direction – and then got lost in Caen. Roll a single die when the 21. Panzer-Division Activation chit is pulled on the 0900 turn.

0-1 – they are placed in their setup hexes and may move normally. If you listen closely, you'll hear a barely audible sigh from the Allied player if this happens.

2-3 – they get the word to reverse but don't get lost. They appear at 34.036 when the 21. Panzer-Division Activation chit is pulled on the 1300 turn.

4-9 – they get the order, they move out, they get lost, and arrive historically at hex 34.036 when the 21. Panzer-Division Activation chit is pulled on the 1500 turn.

The Allied Player may not move within 2 hexes of 34.036 for the entire scenario.

The German Player may not move within 2 hexes of any hex of DZ/LZ W for the entire scenario.

8./II./PzGr 192, KG Rauch, 21. Panzer-Division is considered a white-striped 21. Panzer-Division Unit for the duration of this scenario.

When the 21. Panzer-Division Activation chit is drawn during the June 5, Night Turn (the first turn of the game), it does not get its automatic Command Points this turn – only half a die roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn. Dispatch Points are rolled for normally.

Deployment restrictions are in force for the 6th Airborne (only). Any 6th Airborne Unit more than 2 hexes from its deployment area is Out of Command for all game purposes.

German Reinforcements do not roll for Interdiction when they enter play.

You may skip Steps A and B in the Sequence of Play for the duration of the scenario.

“The Race For Caen”

1300 6/06/44 — 2100 6/06/44

Intermediate Scenario #2

After the British 3rd Infantry Division had landed they were to rush to Caen and take the vital city before the Germans had a chance to react by sending their strong panzer forces in reserve, to the beachhead. Speed was vital to accomplish this but things rarely go as planned. Although the landing had gone more smoothly than anticipated, getting off the beach at Sword was proving slow going and congestion on such a small beachhead was slowing everything to a snail's pace. By noon, however, the 8th Brigade, which had carried out the initial invasion, was just finishing mopping up operations and was ready to move inland to attack the second line of German defenses manned by the 716. Infanterie-Division. Immediately behind them, 185th Brigade was to bypass the 8th and move inland towards Caen while the 9th was just landing and it was to move to the west to link up with the Canadians at Juno Beach.

The 8th ran into strong resistance and would be attacking the German strongpoints throughout the rest of the day while the 185th would march south and hit the strong forces of the rapidly deploying 21. Panzer-Division. These regular German troops were to prove a bit tougher than the 716th. Lastly, the 9th Brigade had lost its commander and was floundering on the beach without direction. They would be mostly inactive until the next day.

As the 9th was to move to the west and connect up with the Canadians, this left a gap in the Allied lines that the Germans would exploit in a counter-attack, and German Units actually reached the sea late in the afternoon. They would pull back only when they witnessed the massive parachute drop at the end of the day and, fearing their rear would be cut off, they hastily withdrew. It was here that the chance for victory was lost for both sides and the Allies would not liberate Caen, the first day objective, until after more than a month of grueling fighting.

This scenario should take about 4 to 5 hours to complete.

Set-up

This scenario uses only the 21st Panzer Scenario Map. Play begins with Step D of the Sequence of Play and ends when the 6th Airborne Division Activation chit is pulled from the mug on the 2100 turn (Operation Mallard begins). You will also need the 3rd Division Display, the 21. Panzer-Division Display, the 716. Infanterie-Division Display and the Sword Beach and Cabourg Naval Display.

Allies (set up first):

8 Infantry Brigade, 3rd Infantry Division:

A/1 S Lancs: 39.013

B/1 S Lancs (-1 Step, in IP): 38.016

C/1 S Lancs (in IP), D/1 S Lancs (-1 Step, in IP) (2 Units): 37.016

A/2 E Yorks (-1 Step), D/2 E Yorks (2 Units): 28.012

B/2 E Yorks (-1 Step), C/2 E Yorks (2 Units): 33.012



A, D/1 Suffolk (2 Units): 35.013

B/1 Suffolk: 34.014

C/1 Suffolk: 34.013

Rec/13/18 KRH (In Column): 31.009

A/13/18 KRH (-1 Step): 37.015

B/13/18 KRH (-1 Step): 33.013

C/13/18 KRH: 34.014

Leader *Cass, 33 Field, RA* "In Contact" marker: may be stacked with any 8 Infantry Brigade Unit

185 Infantry Brigade, 3rd Infantry Division:

W, X/2 KSLI (2 Units): 37.011

Y, Z/2 KSLI (2 Units): 37.012

A, B/2 Warwicks (2 Units): 39.011

C, D/2 Warwicks (2 Units): 38.011

A, B/1 Norfolk (2 Units): 36.012

C, D/1 Norfolk (2 Units): 35.012

Rec/Staffs Yeo (In Column): 33.009

A/Staffs Yeo (In Column): 35.009

B/Staffs Yeo (In Column): 32.010

C/Staffs Yeo (In Column): 34.009

Leader *Smith*: may be stacked with any 185 Infantry Brigade Unit

27 Armoured Brigade (attached to 3rd Infantry Division):

Leader *Palmer*: placed in the Attached Brigade Composition Box (all his Units have been attached to other brigades).

Independent Units, 3rd Infantry Division:

A, B, C, D/2 Middlesx (4 Units): 32.010

246 Field, RE: 36.009

253 Field, RE: 35.009

41-45/20 AT, RA (Dismounted): 36.010

67-101/20 AT, RA (Dismounted): 34.010

SP/20 AT, RA (In Column): 36.010

77/5 AR, RE (-1 Step, In Column): 37.008

A/22 Drgns (In Column): 34.010

C/22 Drgns (In Column): 29.011

S(Mtr)/8th Bde: 38.014

S(AT)/8th Bde (Dismounted): 37.016

S(Mtr)/185 Bde: 37.011

S(AT)/185 Bde (mounted): 37.011

7 Field, RA (In Column): 38.013

3rd Infantry Division Artillery Park 1: 33.009

33 Field, RA; 76 Field, RA (2 Units): placed in 3rd Infantry Division Artillery Park 1

5 RMASG: 29.011

Royal Marines:

A, Y, Z/41 RM Cdo (3 Units): 37.008

B, X, S/41 RM Cdo (3 Units): 38.010

6 Air Landing Brigade, 6th Airborne Division:

D/2 OBLI (Entrenched), 249 Field, RE (Entrenched) (2 Units): 29.019 (see special rule)

7 Para Brigade, 6th Airborne Division:

A/7 Para (-1 step, in IP): 30.020

B/7 Para (-1 step, Entrenched): 29.018

C/7 Para (-1 step, Entrenched): 29.019

Germans:

Grenadier-Regiment 736, 716. Infanterie-Division:

4./I./Gren 736 (-1 Step): 38.020

GrW./I./736: 37.020

11./III./Gren 736 (in IP): 42.013

12./III./Gren 736 (in IP): 42.011

GrW./III./736: 43.011

14./Gren 736 (-1 Step; dismounted): 35.018

Leader *Krug*: 35.015

Independent Units, 716. Infanterie-Division:

Stp 14 (Sole): 31.012

Stp 17 (Hillman): 35.015

Wn 21 (Trout): 39.007

Wn 22: 46.010

Wn 24: 43.006

1./Pz.Jg.: 40.017

Water Twr Bty: 29.013

716. Infanterie-Division Artillery Park A: 48.021

Gwldrsee/1716; 2./s.Art. 989 (2 Units): placed in 716. Infanterie-Division Artillery Park A

KG Rauch, 21. Panzer-Division:

5./II./PzGr 192 (in IP, dismounted): 36.018

6./II./PzGr 192 (in IP, dismounted): 34.018

7./II./PzGr 192 (in IP, dismounted): 39.016

8./II./PzGr 192 (In Column): 30.021

GrW/II./PG 192 (dismounted): 39.018

Leader *Rauch, 1./I./Pz.Art 155* "In Contact" marker: 36.018

Independent Units, 21. Panzer-Division:

21. Panzer-Division Artillery Park A: 42.030

1./I./Pz.Art 155: placed in 21. Panzer-Division Artillery Park A

Supporting Assets

Allies:

Roberts, Warspite, Rodney: Long Range box, Assault Force S

Danae, Dragon, Frobisher, Scylla: Medium Range box, Assault Force S

3 x *DD Flotilla*: Short Range box, Assault Force S

Assault Force S marker: 32.009

1 *Allied Air* available on the 3rd Infantry Division Display (1 total for the entire scenario)

5 *Mines* markers are placed, one in each of the following hexes: 30.019, 30.020, 29.018, 29.019, 29.020

The 3rd Infantry Division has no Divisional Trucks or Roadblocks available

Germans:

Place 18 *Minen* markers, one in each of the following hexes: 28.013, 28.014, 29.012, 29.013, 29.014, 30.013, 30.014, 34.015, 34.016, 35.014, 35.015, 35.016, 36.015, 36.016, 38.008, 39.007, 39.008, 40.008

21.Panzer-Division places 2 *Sperre* markers, one in each of the following hexes: 37.017 and 42.016

21.Panzer-Division places 1 *Nachhut* in hex 42.016

5 *Nachhut* and 4 *Sperre* markers are placed on the 21.Panzer-Division Display

716.Infanterie-Division receives no *Nachhut* or *Sperre* markers

Reinforcements

Germans:

1300:

Independent Units, 21.Panzer-Division:

Leader *Oppeln*, 5.II./Pz. 22: arrive at 21.Panzer-Division Reinforcement Hex A

1500:

KG Rauch, 21.Panzer-Division:

1., 2., 3., 4.I./PzGr 192, GrWl./PG 192, 9., 10./PzGr 192 (7 Units): arrive at 21.Panzer-Division Reinforcement Hex B

Independent Units, 21.Panzer-Division:

1., 2., 3., *Stab*.I./Pz. 22 (4 Units): arrive at 21.Panzer-Division Reinforcement Hex A

4.-5./Pz.Art 155: arrives at 21.Panzer-Division Reinforcement Hex B

6., 7., 8.II./Pz. 22 (3 Units): arrive at 21.Panzer-Division Reinforcement Hex C

1700:

KG Oppeln, 21.Panzer-Division:

1., 2., 4.I./PzGr 125, GrWl./PG 125 (4 Units): arrive at 21.Panzer-Division Reinforcement Hex A

KG Rauch, 21.Panzer-Division:

2./Pz.Pi. 220: arrives at 21.Panzer-Division Reinforcement Hex B

Independent Units, 21.Panzer-Division:

7.-8./Pz.Art 155: arrives at 21.Panzer-Division Reinforcement Hex A

1./Pz.Pi. 220: arrives at 21.Panzer-Division Reinforcement Hex A

6.-9./Pz.Art 155: arrives at 21.Panzer-Division Reinforcement Hex B

Allies:

1700:

Royal Marines:

A, B, X, Y, Z, S/48 RM Cdo: (6 Units) arrive at I Corps Reinforcement Hex C when the Royal Marines Chit is pulled from the Mug.

Markers

All Victory Tasks are "Pending"

3rd Infantry Division Troop Quality: 0

21.Panzer-Division Troop Quality: 0

716.Infanterie-Division Troop Quality: 0

Day is June 6, 1944

Time is 1300

Weather is Overcast

Events

Events do not occur in this scenario

Command Values

The 3rd Division has a Command Rating of 5 and a Dispatch Rating of 4. The Division starts with 7 Command Points and 3 Dispatch Points.

The 21.Panzer-Division has a Command Rating of 9 and a Dispatch Rating of 5. The Division starts with 6 Command Points and 3 Dispatch Points.

The 716.Infanterie-Division has a Command Rating of 3 and a Dispatch Rating of 2. The Division starts with 4 Command Points and 2 Dispatch Points.

Attachments

27 Armoured Brigade is attached to the 3rd Infantry Division.

Commonwealth Brigade Composition

3rd Infantry Division:

8 Brigade: 1 *Suffolk*, 2 *E Yorkshire*, 1 *S Lancashire*, 13/18 *KRH*.

185 Brigade: 2 *R Warwicks*, 1 *R Norfolk*, 2 *KSLI*, *Staffs Yeo*.

27 Armoured Brigade (attached to 3rd Division): empty; Leader Palmer is placed on 3rd Infantry Division Display.

The Mug

The following Activation chits are placed in the mug and randomized for the 1300 June 6 turn:

Allied and German Direct Command, 3rd Infantry Division Activation, 8 Infantry Brigade, 716. Infanterie-Division Activation, Gren-Rgt 736, Royal Marines, Naval Chit.

You may buy more chits during step D at the start of play.

The *21. Panzer-Division Activation* chit is not placed in the mug and is the first chit in play.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Place the *6th Airborne Division Activation* chit into the mug on the 2100 turn. When drawn from the mug, it ends the scenario.

Victory Conditions

Allied Tasks:

3rd Infantry Division Tasks:

Task: Take and Hold Lébissey (38.027) and Epron (43.026) at the end of the scenario.

Task: Take and Hold *Stp 17 (Hillman)* hex (35.015) and *Water Twr Bty* hex (29.013) at the end of the scenario.

Task: There are no German Units in any hex of DZ/LZ W at the end of the scenario.

German Tasks:

716. Infanterie-Division:

No tasks are assigned in this scenario.

21. Panzer-Division:

Task: Have a 21. Panzer-Division Unit on any hex of Connecting Road A (from hexes 45.005 to 27.011 inclusive) at the end of the scenario.

Task: Take and Hold Pegasus Bridge (hex 29.019) at the end of the scenario.

Task: Have a German Unit on Hill 61 (36.018) at the end of the scenario.

Neither player knows the priority of their victory tasks until the end of the scenario when it is randomly determined which of the above three tasks are their primary, secondary and tertiary tasks. After that, tally each player's Victory Point total to determine the winner of the scenario. If the Victory Points are equal, the German Player is considered the winner.

Scenario Special Rules

The Weather for the entire scenario is overcast. This doesn't matter for the scenario since you already have your fighter-bombers but it's nice to know. Wear a jacket.

All 6th Airborne Division Units are considered "Auto-Command" Units for the duration of the scenario.

German Reinforcements do not roll for Interdiction when they enter play.

You may skip Steps A and B in the Sequence of Play for the duration of the scenario.

The Allied Player may attack German Artillery Parks only by counter-battery fire for the duration of the scenario.

The German Player may not create any additional Artillery Parks during the scenario.

“Saga of the 6th Airborne”

Night 6/05/44 — 0900 6/11/44

Intermediate Scenario #3

After the first day of the Airborne Drop into the Orne Bridgehead, the troops of the 6th Airborne Division had accomplished all of their objectives. They held the Pegasus Bridge and had destroyed the Dives bridges to deny the Germans easier access into the bridgehead. They had pulled back and formed a defensive hedgehog position to await the fierce fighting that was to come. And fierce it was – day after day, the Germans attacked and the 6th Airborne held on precariously. Major reinforcements would not come for 5 days in the form of the 51st (Highland) Division. Until then, the 6th Airborne Division and reinforcing elements of the 1st Special Service Brigade would be on their own.

This scenario should take about 7-9 hours to complete.

Set-up

This scenario uses only the Saga of the 6th Airborne Scenario map. Play begins with step H of the Sequence of Play and proceeds until the 51st Division Activation chit is pulled from the Mug on the 0900, June 11th Turn (representing the arrival of the Highlanders to reinforce the Bridgehead). You will also need the 6th Airborne Division Display, the 21.Panzer-Division Display, the 346./711.Infanterie-Divisionen Display, the 716.Infanterie-Division Display, and the Sword Beach and Cabourg Naval Display.

Germans (set up first):

Grenadier-Regiment 736, 716.Infanterie-Division:

- 1./Ost 642 (Rus): 18.009
- 1./I./Gren 736: 21.010
- 3./I./Gren 736: 19.010
- 4./Ost 642 (Rus.): 15.020

Independent Units, 716.Infanterie-Division:

- Merville Bty: 18.013
- Varville Chat.: 12.015
- Stp 02: 17.008
- Wn 03: 20.010
- Stp 05: 22.010
- Wn 06: 22.013
- Wn 13: 29.019
- 2 x Zg./3./PzJ 716 (2 Units): 23.014
- 3./I./Art. 1716: 21.019

KG Luck, 21.Panzer-Division

- 5./II./PzGr 125: 12.031
- 6./II./PzGr 125: 16.035
- 7./II./PzGr 125: 25.021
- 8./II./PzGr 125: 30.029
- GrW/II./PG 125: 30.029
- 10./PzGr 125: 31.028
- 1./Pi.716: 23.023

German Leaders:

Leader *Krug* appears in the game via the special rules.
 Leader *Luck* was in Bellengreville (hex 14.044 – just if you’re curious) when the drop started. He does not start in play and is placed on any Unit of his command when the German Direct Command chit is pulled from the mug.

Allies:

6 Air Landing Brigade, 6th Airborne Division:

Leader *Kindersley*, D/2 OBLI, 249 Field, RE (2 Units + Leader; may set up In Column or not, owner’s choice): 28.020

First Drop (arrives via Para Drop – decide on Column or not then roll at the start of play on the Drop Table):

Each listing below must be placed on a separate hex in the designated Drop/Landing Zone

3 Para Brigade, 6th Airborne Division:

- A, B, C/8 Para (3 Units): stacked in DZ/LZ K
- A, B, C/9 Para (3 Units): stacked in DZ/LZ V
- A, B, C/1 Cdn P (3 Units): stacked in DZ/LZ V
- 3 Para Sqn, RE: in DZ/LZ K or V

5 Para Brigade, 6th Airborne Division:

- A, B, C/7 Para (3 Units): stacked in DZ/LZ N
- A, B, C/12 Para (3 Units): stacked in DZ/LZ N
- A, B, C/13 Para (3 Units): stacked in DZ/LZ N
- 591 Sqn, RE: in DZ/LZ N

Independent Units, 6th Airborne Division:

- S(Mtr)/3 Para: in DZ/LZ K or V
- S(Mtr)/5 Para: in DZ/LZ N

Allied Leaders:

Leader *Hill* may be stacked with any 3 Para Brigade Unit prior to rolling on the Drop Table

Leader *Poett* may be stacked with any 5 Para Brigade Unit prior to rolling on the Drop Table

Independent Units, 6th Airborne Division; in Stragglers Box:

- A, B, D, G/1 Wing (4 Units)
- C, E, F/2 Wing (3 Units)
- 22 Ind Para
- Divisional Jeeps (4 Units)

Supporting Assets:

Allies:

Arethusa, *Mauritius*, 1 x *DD Flotilla*: Short range box, Assault Force C

Assault Force C marker: 20.009

7 Para, 12 Para, 13 Para, 8 Para, 9 Para and 1 Cdn P Rally Points may be placed in any village or town within 5 hexes of the DZ/LZ in which the corresponding battalions were dropped at the start of play. More than one Rally Point per hex is allowed (although not generally encour-

aged)

15 Rearguard and 6 Roadblock markers are placed on the 6th Airborne Division Display

Reinforcements

Germans:

June 5, 1944

Night:

KG Rauch, 21.Panzer-Division:

8./II./PzGr 192: arrives at 21.Panzer-Division Reinforcement Hex C (see special rule)

June 6, 1944

0700:

EVENT: Move the 21.Panzer-Division Troop Quality to: 0.

EVENT: Move the 716.Infanterie-Division Troop Quality to: 0.

0900:

EVENT: Remove *8./II./PzGr 192* from play

KG Luck, 21.Panzer-Division:

3./I./PzGr 125: arrives at 21.Panzer-Division Reinforcement Hex A

Independent Units, 21.Panzer-Division:

1./StuG 200: 25.038 (see special rule)

2./StuG 200: 25.039 (see special rule)

3./StuG 200: 21.038 (see special rule)

4./StuG 200: 22.040 (see special rule)

Stab/StuG 200: 22.039 (see special rule)

1100:

KG Luck, 21.Panzer-Division:

9./PzGr 125: arrives at 21.Panzer-Division Reinforcement Hex A

1300:

Independent Units, 21.Panzer-Division:

1./Pz.Pi. 220: arrives at 21.Panzer-Division Reinforcement Hex A

1./H.Flak 305: arrives at 21.Panzer-Division Reinforcement Hex B

4./I./Pz.22: arrives at 21.Panzer-Division Reinforcement Hex B

June 7, 1944

0700:

Independent Units, 21.Panzer-Division:

1., 2., 3., 4., 5./Pz.Aufkl. 21, GrW/Pz.Auf. 21 (6 Units): arrive at 21.Panzer-Division Reinforcement Hex B

EVENT: Add 346.Infanterie-Division Activation chit to the Mug

EVENT: If any of Robehomme, Varaville, Bures, Bures

RR or Troarn bridges have not been destroyed, 346./711. Infanterie-Divisionen Troop Quality is increased by 1.

Note: Units of the 346.Infanterie-Division may arrive at any 346 Reinforcement Hex – Units listed as arriving in a single group must all use the same Reinforcement Hex.

KG Hartmann, 346./711.Infanterie-Divisionen:

5., 6., 7., 8./II./ Gren 857, GrW./II./857 (5 Units)

KG Lais, 346./711.Infanterie-Divisionen:

5., 6., 7., 8./II./Gren 858, GrW./II./858 (5 Units)

0900:

Independent Units, 346./711.Infanterie-Divisionen:

I./Art. 346

1100:

Independent Units, 346./711.Infanterie-Divisionen:

3./Art. 1711

June 8, 1944

0700:

KG Hartmann, 346./711.Infanterie-Divisionen:

Leader *Hartmann, 9., 10., 11., 12./III./Gren 857, GrW./III./857* (5 Units + Leader)

13., 14./Gren 857 (2 Units)

Pz.Jg.Zg./744

0900:

Independent Units, 346./711.Infanterie-Divisionen:

1.-2./H.Art 1151

Night:

KG Lais, 346./711.Infanterie-Divisionen:

Leader *Lais, 1., 2., 3., 4./I./Gren 858, GrW./I./858* (5 Units + Leader)

June 9, 1944

1900:

KG Lais, 346./711.Infanterie-Divisionen:

9., 10., 11., 12./III./Gren 858, GrW./III./858 (5 Units)

13./Gren 858

14./Gren 858

Night:

Independent Units, 346./711.Infanterie-Divisionen:

II., III./Art.346 (2 Units)

Allies:

June 5, 1944

Night:

Second Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Drop/Landing Zone

Independent Units, 6th Airborne Division:

286 Fld Pk, RE (Para Drop): DZ/LZ N

s4 AL AT, RA (Glider Land): DZ/LZ N

s3 AL AT, RA (Glider Land): DZ/LZ N

4 AL AT, RA (Glider Land): DZ/LZ N

June 6, 1944

1100:

Royal Marines:

1, 2, 3, 4, 5, 6/6 Cdo (6 Units): arrive at I Corps Reinforcement Hex A

1300:

Royal Marines:

A, B, X, Y, Z, S/45 RM Cdo (6 Units): arrive at I Corps Reinforcement Hex A

27 Armoured Brigade (attached to 6th Airborne Division):

C, Rec/13/18 KRH (2 Units): arrive at I Corps Reinforcement Hex B

1500:

Royal Marines:

1, 2, 3, 4, 5, 6/3 Cdo (6 Units): arrive at I Corps Reinforcement Hex A

A, C, D, E, F, S/4 Cdo, 1., 8./10 Cdo (8 Units): arrive at I Corps Reinforcement Hex A

2100:

EVENT: When the 6th Airborne Division Activation is pulled from the Mug (Operation Mallard starts), 6th Airborne Troop Quality is increased by 1 and 21.Panzer-Division and 716.Infanterie-Division Troop Quality are both reduced by 1

Third Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone

6 Air Landing Brigade, 6th Airborne Division:

A, B, C/2 OBLI (Glider Land) (3 Units): DZ/LZ W

A/12 Devons (Glider Land): DZ/LZ W

S(AT)/6 AL, S(Mtr)/6 AL (Glider Land) (2 Units): DZ/LZ W

A, B, C, D/1 RUR (Glider Land) (4 Units): DZ/LZ N

Independent Units, 6th Airborne Division:

A/6 Recce (Glider Land): DZ/LZ N

B/6 Recce (Glider Land): DZ/LZ N

211/53 AL Lgt (Glider Land): DZ/LZ W

June 7, 1944

0700:

EVENT: 6th Airborne Division Troop Quality is reduced by 1 and 21.Panzer-Division and 716.Infanterie-Division Troop Quality are both increased by 1

1500:

6 Air Landing Brigade, 6th Airborne Division:

B, C, D/12 Devons (3 Units): arrive at I Corps Reinforcement Hex A

Independent Units, 6th Airborne Division:

3 AL AT, RA: arrive at I Corps Reinforcement Hex A

June 9, 1944

2100:

27 Armoured Brigade (attached to 6th Airborne Division):

A, B/13/18 KRH (2 Units): arrive at I Corps Reinforcement Hex A

Markers

All Victory Tasks are "Pending"

6th Airborne Division Troop Quality: 0

21.Panzer-Division Troop Quality: -2

716.Infanterie-Division Troop Quality: -2

346./711.Infanterie-Divisionen Troop Quality: 0

All Straggler totals are set to "0"

Day is June 5, 1944

Time is Night

Weather is Overcast until 0700, June 7, 1944

Events

Events do not occur in this scenario

Command Values

The 6th Airborne Division has a Command Rating of 12 and a Dispatch Rating of 5. The Division starts with 11 Command Points and 3 Dispatch Points.

The 21.Panzer-Division has a Command Rating of 3 and a Dispatch Rating of 3. The Division starts with 0 Command Points and 0 Dispatch Points.

The 716.Infanterie-Division has a Command Rating of 0 (they're pretty busy elsewhere) and a Dispatch Rating of 0. The Division starts with 0 Command Points and 0 Dispatch Points.

The 346./711.Infanterie-Divisionen has a Command Rating of 3 and a Dispatch Rating of 2. The Division starts with 4 Command Points and 0 Dispatch Points.

Attachments

There are no Units attached at the start of the scenario.



Commonwealth Brigade Composition

This rule does not apply to this scenario.

The Mug

The following Activation chits are placed in the mug and randomized for the Night June 5 turn:

Allied Direct Command, 6th AB Division Activation, 3 Para Bde, 5 Para Bde.

The *6 AL Bde* chit is not placed in the mug but is the first chit in play.

When the *6th AB Division Activation* chit is drawn on the first turn, place the *German Direct Command, 21.Panzer-Division Activation, 716.Infanterie-Division Activation* chits in the mug.

It's mentioned in the special rules too but when the *21.Panzer-Division Activation* chit is drawn, it does not get its automatic Command Points on the first turn – only half a roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn. Dispatch Points are rolled for normally.

Place the *Royal Marines* chit in the mug on the 1100 turn, June 6 and every turn thereafter.

The *Naval Chit* is placed in the mug on all non-night turns.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the following turn.

Victory Conditions

Allied Tasks:

6th Airborne Division:

Primary Task: Control Pegasus (29.019) and Horsa (27.020) Bridges at the end of the scenario.

Secondary Task: Take and hold Bréville (21.019) Hérouvillette (23.023), Ranville (24.022) and the crossroads at 19.021 at the end of the scenario.

Tertiary Task: Destroy all 5 named bridges over the River Dives.

1st Special Service Brigade:

Primary Task: Take and hold Amfreville (24.017), Le Plein (23.017) and Le Bas de Breville (19.017) at the end of the scenario.

Secondary Task: Take and hold the Merville Battery position (18.013), Gonneville-sur-Merville (16.014) and Sallenelles (23.014) at the end of the scenario.

Tertiary Task: Eliminate at least 6 steps of the 346./711.Infanterie-Divisionen.

German Tasks:

716.Infanterie-Division:

No tasks are assigned in this scenario.

21.Panzer-Division:

Primary Task: Take and hold either Pegasus or Horsa Bridge at any time during the scenario.

Secondary Task: Take and hold any hex of Connecting Road B (running from 29.019 to 24.022) at the end of the scenario.

Tertiary Task: Take and hold the crossroads at 19.021 at the end of the scenario.

346./711.Infanterie-Divisionen:

Primary Task: Take and hold Bréville (21.019) and le Plein (23.017) at the end of the scenario.

Secondary Task: Take and hold the Merville Battery hex (18.013) at the end of the scenario.

Tertiary Task: Eliminate at least 12 total steps of either or both Commandos or 6th Airborne.

Both sides total all of their Victory Points to determine a winner for the scenario. Should the total be the same for each side, the Allied Player is considered the winner.

Scenario Special Rules

The Weather for the first day is considered overcast. Starting with the 0700, June 7 turn, players roll for weather normally: the Allied Player receives 1 Air for use each day if the weather is clear; none if it is not.

13/18 KRH automatically attaches to the 6th Airborne Division on the 1300, June 6 turn.

At the start of any turn in which the Germans control Pegasus or Horsa Bridge, reduce the 6th Airborne Troop Quality by 1 each turn (to a maximum of -2). If the Allies regain control of the Bridge at the beginning of a turn, raise the 6th Airborne Troop Quality by 1 (one time for the recapture). This can happen any number of times.

Oberst *Krug* had a lot of ground to cover but there is a chance he shows up here. When the 716.Infanterie-Division Activation chit is pulled from the mug, roll a die; roll a 0 and he can be placed with any Unit of his command. He stays on board until the next time the 716.Infanterie-Division Activation chit is pulled from the mug. If you roll a 0, he stays on the board. If not, he is removed until the next time the 716.Infanterie-Division Activation chit is pulled and you roll a 0.

StuG 200 Units – these guys got the order to move towards Sword Beach at 1000 and started on their way to attack the 3rd British Infantry Division. After a few hours, they got the order to move against the Paratroops and reversed direction – and then got lost in Caen. Roll a single die when the 21.Panzer-Division Activation chit is pulled on the 0900 turn.

0-1 – they are placed in their setup hexes and may move normally. If you listen closely, you'll hear a barely audible sigh from the Allied player if this happens.

2-3 – they get the word to reverse but don't get lost. They appear at 34.036 when the 21.Panzer-Division Activation chit is pulled on the 1300 turn.

4-9 – they get the order, they move out, they get lost, and arrive historically at hex 34.036 when the 21.Panzer-Division Activation chit is pulled on the 1500 turn.

The Allied Player may not move within 2 hexes of 34.036 for the entire scenario.

The German Player may not move within 2 hexes of any hex of DZ/LZ W for the entire scenario.

8./II./PzGr 192, KG Rauch, 21.Panzer-Division is considered a white-striped 21.Panzer-Division Unit for the duration of this scenario.

When the 21.Panzer-Division Activation chit is drawn during the June 5, Night Turn (the first turn of the game), it does not get its automatic Command Points this turn – only half a die roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn. Dispatch Points are rolled for normally.

Deployment restrictions are in force for all Units.

German Reinforcements do not roll for Interdiction when they enter play.

Units of the 346./711.Infanterie-Divisionen may enter at any 346./711.Infanterie-Divisionen Reinforcement Hex. Units listed together as a group must all enter at the same Reinforcement Hex.

“O Canada”

0700 6/06/44 — Night 6/07/44

Intermediate Scenario #4

The Canadians had received their baptism of fire on the beaches of Dieppe in August of 1942. Although a dismal failure by any measure, the lessons learned from the disaster were very important to the success of June 6. The division selected to invade at the pivotal middle beach was the 3rd Canadian Infantry Division commanded by Major General R. F. L. Keller. With support from the 2nd Canadian Armoured Brigade and the “funnies” of the 79th Armoured Division, this proud division, which fought at the Somme, Vimy Ridge and Passchendaele, was to have its first fight of this war on the shores of Normandy. Some 14,000 Canadians stormed Juno beach on June 6, 1944 but the war's fate rested on the 3,000 Canadians in the vital first wave of the attack. For the first two days, the Canadians were to prove the most successful of the three invading Commonwealth beaches, almost reaching the “Oak” line in just two days.

This scenario should take about 6-8 hours to complete.

Set-up

This scenario uses only the Nemesis Scenario Map and the Juno Beach Overlay. Play begins with step H of the Sequence of Play and ends when there is one chit remaining in the Mug on the Night turn of June 7th. You will also need the 3rd Canadian Division Display, the 12.SS-Panzer-Division Display, the 716.Infanterie-Division Display and the Juno Beach Naval Display.

Germans (Set Up First):

Grenadier-Regiment 736, 716.Infanterie-Division:

8./II./Gren 736, GrW./II./736 (2 Units): 56.011

12./III./Gren 736, GrW./III./736 (2 Units): 46.010

14./Gren 736 (Dismounted): 62.012

5./II./Gren 726: 70.014

7./II./Gren 726: 68.012

8./II./Gren 726, GrW./II./726 (2 Units): 71.012

Independent Units, 716.Infanterie-Division:

Wn 22: 46.010

Wn 23: 53.009

Wn 26: 48.005

Wn 27: 52.004

Wn 28: 56.004

Wn 28b: 57.005

Wn 29: 61.004

Wn 30: 61.005

Wn 31: 62.005

Wn 33a: 68.005

Bény s/Mer Bty: 59.012

1./s.Art. 989: 56.018

2./s.Art. 989: 66.015

3./s.Art. 989: 69.010

2./Pz.Jg. 716 (Dismounted): 62.012

German Independent Regiments:

Stp Douvres I, 8./Luft.N. 53 (b) (2 Units, both Entrenched): 51.013

Stp Douvres II, 8./Luft.N. 53 (a) (2 Units, both Entrenched): 52.012

1./le.Flak 996: 48.035

2./le.Flak 996: 57.037

4./le.Flak 996: 52.036

Allies:

Initial Assault Wave (placed on the Juno Beach Overlay)

Juno Beach; Mike Sub-Beach; Green Sector; Landing Wave box:

C/1CanScots; 7 Canadian Brigade; 3rd Canadian Division: In Landing Craft

6 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

Juno Beach; Mike Sub-Beach; Red Sector; Landing Wave box:

B, D/R Winn; 7 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

5 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

A/1st Hussars (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Green Sector; Landing Wave box:

26/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

B/22 Dragoons; Independent; 3rd Canadian Division: In Landing Craft

A, B/Regina; 7 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

16 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

3/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/1st Hussars (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; White Sector; Landing Wave box:

80/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

A, B/QORC; 8 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

4/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/FGH (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Red Sector; Landing Wave box:

A, B/N Shore; 8 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

18 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

C/FGH (DD Tank Unit); 2 Canadian Armoured Brigade

Allied Leaders:

Leader *Foster*: may be stacked with any 7 Canadian Brigade Unit

Leader *Blackader*: may be stacked with any 8 Canadian Brigade Unit

Leader *Wyman*: may be stacked with any 2 Canadian Armoured Brigade Unit

Follow-up Assault Wave

Juno Beach Naval Display; Loading into Landing Craft; Bound for Mike Sub-Beach box:

A, B, D/1CanScots; 7 Canadian Brigade; 3rd Canadian Division (3 Units)

A, C/R Winn; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

S(Mtr)/7th Can; Independent; 3rd Canadian Division

S(AT)/7th Can; Independent; 3rd Canadian Division

C, Rec/1st Hussars; 2 Canadian Armoured Brigade (2 Units)

A/CHO; Independent; 3rd Canadian Division

Juno Beach Naval Display; Loading into Landing Craft; Bound for Nan Sub-Beach box:

C, D/Regina; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

A, B, C, D/Chaudière; 8 Canadian Brigade; 3rd Canadian Division (4 Units)

C, D/QORC; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

C, D/N Shore; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

S(Mtr)/8th Can; Independent; 3rd Canadian Division

S(AT)/8th Can; Independent; 3rd Canadian Division

B/CHO; Independent; 3rd Canadian Division

19 Field, RCA; Independent; 3rd Canadian Division

14 Field, RCA; Independent; 3rd Canadian Division

A, Recce/FGH; 2 Canadian Armoured Brigade (2 Units)

A, B, X, Y, Z, S/48 RM Cdo; Royal Marines (6 Units)

Juno Beach Naval Display; En Route From England; Bound for Juno Beach box:

262 Field, RE; Independent; 3rd Canadian Division

C, D/CHO; Independent; 3rd Canadian Division (2 Units)

105/3 AT, RCA; Independent; 3rd Canadian Division

12 Field, RCA, 13 Field, RCA; Independent; 3rd Canadian Division (2 Units)

Supporting Assets

Allies:

3 x *DD Flotilla*, 2 x *LC, Rocket*, 2 x *LC, Support*: Short Range box, Assault Force J

Assault Force J marker: 59.002

4 *Allied Air* are available on the 3rd Canadian Infantry Division Display (4 total for the entire scenario)

5 *Rearguard* and 5 *Roadblock* markers are placed on the 3rd Canadian Infantry Division Display

3 *Rearguard* and 3 *Roadblock* markers are placed on the 51st Infantry Division Display

Germans:

8 *Minen* markers are placed on any non-Beach hexes adjacent to a Beach hex

Additionally, place 12 *Minen* markers, one in each of the following hexes: 53.011, 53.012, 52.011, 52.012, 52.013, 52.014, 51.011, 51.012, 51.013, 51.014, 50.013, 50.014

716. *Infanterie-Division* places 2 *Sperre* markers, one in each of the following hexes: 53.011 and 53.012

3 *Nachhut* and 1 *Sperre* markers are placed on the 716. *Infanterie-Division* Display

10 *Nachhut* and 6 *Sperre* markers are placed on the 12. *SS-Panzer-Division* Display

Reinforcements

Germans:

June 6, 1944

0700:

KG Meyer, 12.SS-Panzer-Division:

Leader *Meyer*, 15./SS-PG 25: arrive at Hex 46.019

Independent Units, 12.SS-Panzer-Division:

1./SS-Pz.Auf. 12: placed in Creully, 72.017

1100:

Independent Units, 12.SS-Panzer-Division:

2./SS-Pz.Auf 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

Night:

KG Meyer, 12.SS-Panzer-Division:

1., 2., 3., 4./I./SS-PG 25, GrW/I./SS 25, 5., 6., 7., 8./II./SS-PG 25, GrW/II./SS 25, 9., 10., 11., 12./III./SS-PG 25, GrW/III./SS 25, 13./SS-PG 25, 14./SS-PG 25, 16./SS-PG 25 (18 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Independent Units, 12.SS-Panzer-Division:

7-9, 10/SS-PzArt 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

3., 4., 5./SS-Pz.Auf. 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Div.Begleit: arrives at 12.SS-Panzer-Division Reinforcement Hex B

June 7, 1944

0700:

Independent Units, 12.SS-Panzer-Division:

5., 6., 7./II./SS-Pz. 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1100:

Independent Units, 12.SS-Panzer-Division:

8./II./SS-Pz. 12: arrives at 12.SS-Panzer-Division Reinforcement Hex B

2., 3./SS-Flak 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1300:

Independent Units, 12.SS-Panzer-Division:

9./II./SS-Pz. 12, St/II./SS-Pz 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1500:

KG Mohnke, 12.SS-Panzer-Division:

Leader *Mohnke*, 1., 2., 3., 4./I./SS-PG 26, GrW/I./SS 26 (5 Units + Leader): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Independent Units, 12.SS-Panzer-Division:

1.-2./SS-PzArt 12, 3./SS-PzArt 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1., 4./SS-Flak 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1700:

Independent Units, 12.SS-Panzer-Division:

4-6/SS-PzArt 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

Allies:

June 6, 1944

0900:

9 Canadian Brigade, 3rd Canadian Division:

Leader *Cunningham*, A, B, C, D/HLIC, A, B, C, D/N NS HL, A, B, C, D/S, D&G HL (12 Units + Leader) En Route from England, Bound for Juno Beach box

Independent Units, 3rd Canadian Division:

S(Mtr), *S(AT)/9th Can* (2 Units): En Route from England, Bound for Juno Beach box

1300:

Independent Units, 3rd Canadian Division:

4-52/3 AT, RCA, 94/3 AT, RCA (2 Units): En Route from England, Bound for Juno Beach box

1900:

153 Infantry Brigade, 51st Infantry Division:

Leader *Murray*, A, B, C, D/5 Bk Watch, A, B, C, D/1 Gordon HL, A, B, C, D/5/7 Gordons (12 Units + Leader): En Route from England, Bound for Juno Beach box

Independent Units, 51st Infantry Division:

S(Mtr), S(AT)/153 Bde (2 Units): En Route from England, Bound for Juno Beach box

June 7, 1944

0900:

Royal Marines:

A, B, X, Y, Z, S/46 RM Cdo (6 Units): En Route from England, Bound for Juno Beach box

1100:

Independent Units, 51st Infantry Division:

79 Medium, RA: En Route from England, Bound for Juno Beach box

1500:

Independent Units, 3rd Canadian Division:

68 Medium, RA: En Route from England, Bound for Juno Beach box

Independent Units, 51st Infantry Division:

65 Medium, RA: En Route from England, Bound for Juno Beach box

1700:

Independent Units, 3rd Canadian Division:

51 Hvy Art, RA: En Route from England, Bound for Juno Beach box

Markers

The German Beach Defense Track has the following values: Resistance Nests: 8; Beach Obstacles: 5; Gaps: 5; Sea State: 8

All Gaps are Not Open and there are no open Gaps at the start of play

Phone Lines are Open

Juno Beach is Not Clear

All Victory Tasks are "Pending"

3rd Canadian Infantry Division Troop Quality: -1

51st Infantry Division Troop Quality: 0

716.Infanterie-Division Troop Quality: 0

12.SS-Panzer-Division Troop Quality: 0

Day is June 6, 1944

Time is 0700

Weather is Overcast

Events

Events are not used in this scenario

Command Values

The 3rd Canadian Infantry Division has a Command Rating of 12 and a Dispatch Rating of 6. The Division starts with 11 Command Points and 3 Dispatch Points.

The 51st Infantry Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 5 Command Points and 1 Dispatch Point.

The 716.Infanterie-Division has a Command Rating of 0 (they're pretty busy elsewhere) and a Dispatch Rating of 0. The Division starts with 0 Command Points and 0 Dispatch Points.

The 12.SS-Panzer-Division has a Command Rating of 11 and a Dispatch Rating of 7. The Division starts with 8 Command Points and 3 Dispatch Points.

Attachments

2 Canadian Armoured Brigade is attached to the 3rd Canadian Infantry Division

The 1e.Flak 996 Battalion is attached to the 12.SS-Panzer-Division

Commonwealth Brigade Composition

3rd Canadian Division:

7 Canadian Brigade: *1 Can Scottish, Regina Rifles, R Winnipeg*

8 Canadian Brigade: *North Shore, Queens Own, La Chaudière*

9 Canadian Brigade: *S, D and G HL, Highland Lt Inf, N N Scotia HL*

2 Canadian Armoured Brigade: *FGH, 1st Hussars*

51st Infantry Division:

153 Infantry Brigade: *5 Black Watch, 1 Gordon HL, 5/7 Gordon HL*

The Mug

The following Activation chits are placed in the mug and randomized for the 0700 June 6 turn:

Allied and German Direct Command, 3rd Canadian Infantry Division Activation, 7 Canadian Brigade, 8 Canadian Brigade, 2 Canadian Armoured Brigade, 12.SS-Panzer-Division Activation, and 716.Infanterie-Division Activation.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit* once, place it back in the Mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time, place the *Royal Marines Chit* into the Mug.

The *Naval Chit* is placed in the mug on all non-night turns.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Victory Conditions

Allied Tasks:

3rd Canadian Division:

Primary Task: Clear connecting Road B of all German Units and Minefields from hex 73.015 to 50.018 inclusive.

Secondary Task: Take and hold Authie (52.031) and Abbaye d'Ardenne (49.033) at the end of the scenario.

Tertiary Task: Take and hold Putot-en-Bessin (70.032) and Norrey-en-Bessin (64.035) at the end of the scenario.

51st Infantry Division:

The 51st Infantry Division has no Tasks.

German Tasks:

716.Infanterie-Division:

The 716.Infanterie-Division has no Tasks.

12.SS-Panzer-Division:

Primary Task: Take and hold Creully (72.017), Thaon (58.021) and Anguerny (50.018) at the end of the scenario.

Secondary Task: Take and hold Secqueville-en-Bessin (67.027) and Hill 81 (50.030) at the end of the scenario.

Tertiary Task: Take and hold Carpiquet Airfield (hexes 55.037 and 54.037) and Abbaye d'Ardenne (49.033) at the end of the scenario.

Scenario Special Rules

The "Wn" and "Stp" Units of the 716.Infanterie-Division are always in command with the use of telephones as long as the phone lines are not cut. Any other friendly Units stacked in the same hex with the Wn or Stp Units are also in command (as long as the lines remain open). See 16.1 for more information about this.

German Reinforcements do not roll for Interdiction when they enter play.

After the Naval Chit activation has been completed on the 0700 turn, the Naval Chit is placed back in the Mug and is drawn again on this turn (only).

After the Naval Chit is drawn the second time, place the Royal Marines Chit in the Mug.

As soon as Juno Beach is cleared, move the 3rd Canadian Division Troop Quality marker to "0".

"The Bloody Battle of Tilly" 0700 6/11/44 — Night 6/12/44 Intermediate Scenario #5

After several unsuccessful attempts to force the Tilly-sur-Seulles line through isolated attacks, the 50th Infantry Division and the 7th Armoured Division regrouped and attempted a broad front approach to attack the strong forces of the Panzer-Lehr-Division. This would be an attack across the entire frontage of the 50th division and if a hole was made, the 7th Armoured would pass through and break through to the south. The Panzer Lehr was waiting and one of the bloodiest battles of the first week was fought here.

This scenario should take about 7-8 hours to play.

Set-up

This scenario uses only the Panzer Lehr Scenario map. Play begins with step D of the Sequence of Play and ends when there is one chit remaining in the Mug on the Night turn of June 12th. You will also need the 50th Infantry Division Display, the 7th Armoured Division Display, the Panzer-Lehr-Division Display and the Gold Beach Naval Display.

Allies (Set up first):

69 Infantry Brigade (4/7 RDgn attached), 50th Infantry Division:

A, B, C, D/5 E Yorks (A, B Coys -1 step) (4 Units): 78.034

A, B, C, D/6 Gr Hwrds (C Coy -1 step) (4 Units): 77.033

A, B, C, D/7 Gr Hwrds (4 Units): 74.030

A, Rec/4/7 RDgn (2 Units): 77.032

B, C/4/7 RDgn (2 Units): 78.033

Leader Knox, S(AT), S(Mtr)/69 Bde (2 Units + Leader): may be stacked with any Unit(s) of 69 Brigade

151 Infantry Brigade (Notts Yeo attached), 50th Infantry Division:

A, D/6 DLI (2 Units): 83.037

B, C/6 DLI (2 Units): 83.036

A, B/8 DLI (2 Units): 81.036

C, D/8 DLI (2 Units): 80.036

A, D/9 DLI (2 Units): 84.039

B, C/9 DLI (2 Units): 85.038

A, C/Notts Yeo (2 Units): 82.036

B, Rec/Notts Yeo (2 Units): 82.037

Leader Senior, S(AT), S(Mtr)/151 Bde (2 Units + Leader): may be stacked with any Unit(s) of 151 Brigade

56 Infantry Brigade (attached to the 50th Infantry Division):

A, B/2 Gloucs (2 Units): 86.037

C, D/2 Gloucs (2 Units): 87.036

A, D/2 SWB (2 Units): 89.037

B, C/2 SWB (2 Units): 89.036

A/2 Essex: 92.037

B/2 Essex: 94.038

C/2 Essex: 95.037

D/2 Essex: 93.037

Leader *Pepper, S(AT), S(Mtr)/56 Bde* (2 Units + Leader): may be stacked with any Unit(s) of 56 Brigade

Independent Units, 50th Infantry Division:

505 Field, RE, 233 Field, RE, 73 Field, RE (3 Units): may be placed within 1 hex of any Unit of the 50th Infantry Division

A, B, C, D/2 Ches (4 Units): may be placed within 2 hexes of any Unit of the 50th Infantry Division

99-288, 107-289, SP/102 AT, RA (3 Units): may be placed within 1 hex of any Unit of the 50th Infantry Division

74 Field, RA, 86 Field, RA, 987 Field (3 Units): placed in 50th Infantry Division Artillery Park 1, 80.028

84 Medium, RA, 147 Field, RA, 90 Field, RA (3 Units): placed in 50th Infantry Division Artillery Park 2, 86.028

Germans:

KG Scholze, Panzer-Lehr-Division:

Leader *Scholze, 1., 2., 3. 4./I./PzGr 901, GrW/II./PG 901, 5., 6., 7., 8./II./PzGr 901, GrW/II./PG 901, 9., 10., 11./PzGr 901* (13 Units + Leader): may be placed within 1 hex of the road that runs from 90.044 to 82.043

KG Gerhardt, Panzer-Lehr-Division:

Leader *Gerhardt, 1., 2., 3., 4./I./PzGr 902, GrW/II./PG 902, 5., 6., 7., 8./II./PzGr 902, GrW/II./PG 902, 9., 10./PzGr 902* (12 Units + Leader): may be placed within 1 hex of the road that runs from 81.042 to 74.037

Independent Units, Panzer-Lehr-Division:

1., 2., 3., 4., 5./Pz.Aufk (5 Units): may be placed within 2 hexes of 93.043

Pz. 316 (Fkl.): may be placed anywhere south of the road that runs from 95.043 to 74.037

1., 2., 3./Pz.Pi. 130 (3 Units): may be placed anywhere south of the road that runs from 95.043 to 74.037

1., 2., 3./Pz.Jg. 130 (3 Units): may be placed anywhere south of the road that runs from 95.043 to 74.037

Div.Begleit: may be stacked with any Panzer-Lehr-Division Unit

I. SS-PzK.Bglt: may be stacked with any Panzer-Lehr-Division Unit

1., 2., 3., 4./I./Pz. 6, Stab/Pz. 130 (5 Units): may be placed anywhere south of the road that runs from 95.043 to 82.043

5., 6., 7., 8./II./Pz. 130 (4 Units): may be placed anywhere south of the road that runs from 82.043 to 74.037

GrW/Pz.Auf 130: may be placed anywhere south of the road that runs from 82.043 to 74.037

GrW/Pz.Pi. 130: may be placed anywhere south of the road that runs from 95.043 to 82.043

PaK./Pz.Jg. 130: 78.038

1., 2., 3./H. Flak 311 (3 Units): placed in Panzer-Lehr-Division Artillery Park A, 77.047

s. Art 992: placed in Panzer-Lehr-Division Artillery Park B, 80.048

II., III./Pz.Art. 130 (2 Units): placed in Panzer-Lehr-Division Artillery Park C, 85.048

Supporting Assets

Allies:

Diadem, Belfast, Orion, Emerald, Argonaut, Ajax: any legal box of Assault Force G

Assault Force G marker: 84.024 (add 10 hexes to all ranges)

2 *Allied Air* are available on the 50th Infantry Division Display; on the 0700 turn of June 12th, the Allies receive 4 *Allied Air*

Germans:

4 *Minen* Markers are placed within 3 hexes of the road that runs from 95.043 to 74.037

4 *Sperre* and 6 *Nachhut* markers are placed on the Panzer-Lehr-Division Display

Additionally, Panzer-Lehr-Division places 2 *Sperre* and 4 *Nachhut* markers within 3 hexes of the road that runs from 95.043 to 74.037

Reinforcements

Germans:

June 12, 1944

0700:

Independent Regiment (attached to Panzer-Lehr-Division)

6.-8., 9., 10./II./22/Flak 3; 6.-8., 9.10./II/64/Flak 3 (6 Units): arrive at Panzer-Lehr-Division Reinforcement Hex A or B

(Conditional Reinforcements)

If the Allies choose not to do the end run with the 7th Armoured Division, the Germans receive the following reinforcements:

June 12, 1944

1100:

Independent Regiment (attached to Panzer-Lehr-Division)

1., 2., 3., 4./s.SS-Pz. 101 (4 Units): arrive at Panzer-Lehr-Division Reinforcement Hex C – Special entry roll for *3./s. SS-Pz. 101*; on a roll of 0-4: Unit arrives; 5-9: Unit does not arrive

Allies:**June 12, 1944****0700:****231 Infantry Brigade, 50th Infantry Division:**

Leader *Stanier*, A, B, C, D/2 *Devons*, A, B, C, D/1 *Hants*, A, B, C, D/1 *Dorsets*, S(AT), S(Mtr)/231 Bde (14 Units + Leader): arrive at XXX Corps Reinforcement Hex C

(Conditional Reinforcements)

If the Allies choose not to do the end run with the 7th Armoured Division, the Allies receive the following reinforcements:

June 11, 1944**1500:****22 Armoured Brigade, 7th Armoured Division:**

Leader *Hinde*, A, B, C, *Recce*/1 RTR (4 Units + Leader): arrive at XXX Corps Reinforcement Hex C

1700:**22 Armoured Brigade, 7th Armoured Division:**

A, B, C, *Recce*/4 CLY (4 Units): arrive at XXX Corps Reinforcement Hex B

A, C, I, S(AT)/1 Rifle (4 Units): arrive at XXX Corps Reinforcement Hex A

A, B, C, *Recce*/5 RTR (4 Units): arrive at XXX Corps Reinforcement Hex B

131 Infantry Brigade, 7th Armoured Division:

Leader *Ekins*, A, B, C, D/1/6 *Queen's* (4 Units + Leader): arrive at XXX Corps Reinforcement Hex B

A, B, C, D/1/5 *Queen's* (4 Units): arrive at XXX Corps Reinforcement Hex A

Markers

All Victory Tasks are "Pending"

50th Infantry Division Troop Quality: 0

7th Armoured Division Troop Quality: 0

Panzer-Lehr-Division Troop Quality: 0

Date is June 11, 1944

Time is 0700

Weather is Clear

Events

Events are not used in this scenario

Command Values

The 50th Infantry Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 6 Command Points and 2 Dispatch Points.

The 7th Armoured Division has a Command Rating of 3 and a Dispatch Rating of 3. The Division starts with 3 Command Points and 0 Dispatch Points.

The Panzer-Lehr-Division has a Command Rating of 10 and a Dispatch Rating of 5. The Division starts with 8 Command Points and 4 Dispatch Points.

Attachments

8 Armoured Brigade and 56 Infantry Brigade are attached to the 50th Infantry Division.

Commonwealth Brigade Composition**50th Infantry Division:**

69 Infantry Brigade: 5 *E Yorks*, 6 *Gr Howards*, 7 *Gr Howards*, 4/7 *RDgn*

151 Infantry Brigade: 6 *DLI*, 8 *DLI*, 9 *DLI*, *Notts Yeo*

231 Infantry Brigade: 2 *Devons*, 1 *Hants*, 1 *Dorsets*

7th Armoured Division:

22 Armoured Brigade: 4 *CLY*, 1 *RTR*, 5 *RTR*, 1 *Rifle*

131 Infantry Brigade: 1/5 *Qns Royal*, 1/6 *Qns Royal*

The Mug

The following Activation chits are placed in the mug and randomized for the 0700 June 11 turn:

Allied and *German Direct Command*, *50th Infantry Division Activation*, *Panzer-Lehr Division Activation*, *Naval* chit.

You may buy more chits during step D at the start of play.

The Naval Chit is placed in the mug on all non-night turns.

Victory Conditions**Allied Tasks:**

Primary Task: Take and Hold Tilly-sur-Seulles (81.042) at the end of the scenario

Secondary Task: Take and Hold Hill 103 (78.038) at the end of the scenario

Tertiary Task: Take and Hold Lingèvres (88.044) at the end of the scenario

German Tasks:

Only the Allied Player has tasks.

The Allied Player needs to accomplish one of his tasks if the 7th Armoured Division does the "end run". If it does not, he must accomplish two of his tasks to win. Otherwise, the Germans win the scenario.

Scenario Special Rules

At the start of the game, the Allied Player secretly decides if he will do the 7th Armoured Division end run. Should he do so, there are no conditional reinforcements and the victory conditions are affected.

No Allied Unit may move south of the xx.045 hex row.

No German Unit may move north of the xx.035 hex row.

“Nemesis”

0700 6/06/44 — Night 6/09/44

Intermediate Scenario #6

This scenario uses the starting point of “O Canada” and adds 2 additional days to the fight to show more comprehensively the brutal struggle between the Canadians and the Hitlerjugend (Hitler Youth) Division.

This scenario should take about 12-15 hours to complete.

Set-up

This scenario uses only the Nemesis Scenario Map and the Juno Beach Overlay. Play begins with step H of the Sequence of Play and ends when there is one chit remaining in the Mug on the Night turn of June 9th. You will also need the 3rd Canadian Division Display, the 51st Infantry Division Display, the 12.SS-Panzer-Division Display, the 716.Infanterie-Division Display and the Juno Beach Naval Display.

Germans (Set Up First):

As for “O Canada” Scenario

Allies:

Initial Assault Wave (placed on the Juno Beach Overlay)

As for “O Canada” Scenario

Follow-up Assault Wave

As for “O Canada” scenario

Supporting Assets

Allies:

3 x *DD Flotilla*, 2 x *LC*, *Rocket*, 2 x *LC*, *Support*: Short Range box of Assault Force J

The *Assault Force J* marker is placed in 59.002

4 *Allied Air* are available on the 3rd Canadian Division Display; on the 0700 turn of June 7th, 8th, and 9th the Allies get 4 *Allied Air* total

5 *Rearguard* and 5 *Roadblock* markers are placed on the 3rd Canadian Division Display

3 *Rearguard* and 3 *Roadblock* markers are placed on the 51st Infantry Division Display

Germans:

8 *Minen* markers are placed on any non-Beach hexes adjacent to a Beach hex

Additionally, place 12 *Minen* markers, one in each of the following hexes: 53.011, 53.012, 52.011, 52.012, 52.013, 52.014, 51.011, 51.012, 51.013, 51.014, 50.013, 50.014

716.Infanterie-Division places 2 *Sperre* markers, one in each of the following hexes: 53.011 and 53.012

3 *Nachhut* and 1 *Sperre* markers are placed on the 716. Infanterie-Division Display

10 *Nachhut* and 6 *Sperre* markers are placed on the 12.SS-Panzer-Division Display

Reinforcements

Germans:

June 6, 1944

0700:

KG Meyer, 12.SS-Panzer-Division:

Leader *Meyer*, 15./SS-PG 25: arrive at Hex 46.019

Independent Units, 12.SS-Panzer-Division:

1./SS-Pz.Auf. 12: placed in Creully, 72.017

1100:

Independent Units, 12.SS-Panzer-Division:

2./SS-Pz.Auf 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

Night:

KG Meyer, 12.SS-Panzer-Division:

1., 2., 3., 4./I./SS-PG 25, GrW/II./SS 25, 5., 6., 7., 8./II./SS-PG 25, GrW/II./SS 25, 9., 10., 11., 12./III./SS-PG 25, GrW/III./SS 25, 13./SS-PG 25, 14./SS-PG 25, 16./SS-PG 25 (18 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Independent Units, 12.SS-Panzer-Division:

7-9, 10/SS-PzArt 12, 3., 4., 5./SS-Pz.Auf. 12, *Div.Begleit* (6 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

June 7, 1944

0700:

Independent Units, 12.SS-Panzer-Division:

5., 6., 7./II./SS-Pz. 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1100:

Independent Units, 12.SS-Panzer-Division:

8./II./SS-Pz. 12, 2., 3./SS-Flak 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1300:

Independent Units, 12.SS-Panzer-Division:

9./II./SS-Pz. 12, *St.II./SS-Pz 12* (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

1500:

KG Mohnke, 12.SS-Panzer-Division:

Leader *Mohnke*, 1., 2., 3., 4./I./SS-PG 26, GrW/II./SS 26 (5 Units + Leader): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Independent Units, 12.SS-Panzer-Division:

1.-2./SS-PzArt 12, 3./SS-PzArt 12, 1., 4./SS-Flak 12 (4 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1700:**Independent Units, 12.SS-Panzer-Division:**

4-6/SS-PzArt 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

June 8, 1944**0700:****Independent Units, 12.SS-Panzer-Division:**

1., 2., 3., 4., St./I./SS-Pz.12, Stab/SS-Pz. 12 (6 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1300:**Independent Regiment Flak 3 (attached to 12.SS-Panzer-Division):**

6.-8., 9., 10./II./22/Flak 3, ; 6.-8., 9., 10./II./64/Flak 3 (6 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

June 9, 1944**0900:****Independent Units, 12.SS-Panzer-Division:**

1., 2., 3., 4./SS-Werf. 12 (4 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1100:**Independent Regiment Flak 4 (attached to 12.SS-Panzer-Division):**

1.-3.,4., 5./I./35/Flak 4, 1.-3., 4., 5./I./53/Flak 4, 1.-3., 4., 5./I./141/Flak 4 (9 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Allies:**June 6, 1944****0900:****9 Canadian Brigade, 3rd Canadian Division:**

Leader *Cunningham*, A, B, C, D/HLIC, A, B, C, D/N NS HL, A, B, C, D/S,D&G HL (12 Units + Leader): En Route from England, Bound for Juno Beach box

Independent Units, 3rd Canadian Division:

S(Mtr), S(AT)/9th Can (2 Units): En Route from England, Bound for Juno Beach box

1300:**Independent Units, 3rd Canadian Division:**

4-52/3 AT, RCA, 94/3 AT, RCA (2 Units): En Route from England, Bound for Juno Beach box

1900:**153 Infantry Brigade, 51st Infantry Division:**

Leader *Murray*, A, B, C, D/5 Bk Watch, A, B, C, D/1 Gordon HL, A, B, C, D/5/7 Gordons (12 Units + Leader): En Route from England, Bound for Juno Beach box

Independent Units, 51st Infantry Division:

S(Mtr), S(AT)/153 Bde (2 Units): En Route from England, Bound for Juno Beach box

June 7, 1944**0900:****Royal Marines:**

A, B, X, Y, Z, S/46 RM Cdo (6 Units): En Route from England, Bound for Juno Beach box

1100:**Independent Units, 51st Infantry Division:**

79 Medium, RA: En Route from England, Bound for Juno Beach box

1500:**Independent Units, 3rd Canadian Division:**

68 Medium, RA: En Route from England, Bound for Juno Beach box

Independent Units, 51st Infantry Division:

65 Medium, RA: En Route from England, Bound for Juno Beach box

1700:**Independent Units, 3rd Canadian Division:**

51 Hvy Art, RA: En Route from England, Bound for Juno Beach box

June 8, 1944**1300:****152 Infantry Brigade, 51st Infantry Division:**

Leader *Haugh*, A, B, C, D/2 Seaforth HL, A, B, C, D/5 Seaforth HL, A, B, C, D/QOCH (12 Units + Leader): En Route from England, Bound for Juno Beach box

1500:**Independent Units, 51st Infantry Division:**

S(Mtr), S(AT)/152 Bde (2 Units): En Route from England, Bound for Juno Beach box

Markers

The German Beach Defense Track has the following values: Resistance Nests: 8; Beach Obstacles: 5; Gaps: 5; Sea State: 8

All Gaps are Not Open and there are no open Gaps at the start of play

Phone Lines are Open

Juno Beach is Not Clear

All Victory Tasks are "Pending"

3rd Canadian Infantry Division Troop Quality: -1

51st Infantry Division Troop Quality: 0

716.Infanterie-Division Troop Quality: 0

12.SS-Panzer-Division Troop Quality: 0

Day is June 6, 1944
 Time is 0700
 Weather is Overcast

Events

When the Events Chit is pulled, roll a die to see if an Event occurred on this sector of the Normandy countryside. If you roll from 0-3, proceed to the Random Event table and resolve what happened, normally. Should you get an event that isn't applicable, treat as Event 1 or 2 (determined randomly).

Command Values

The 3rd Canadian Infantry Division has a Command Rating of 6 and a Dispatch Rating of 6. The Division starts with 11 Command Points and 3 Dispatch Points.

The 51st Infantry Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 5 Command Points and 1 Dispatch Point.

The 716.Infanterie-Division has a Command Rating of 0 (they're pretty busy elsewhere) and a Dispatch Rating of 0. The Division starts with 0 Command Points and 0 Dispatch Points.

The 12.SS-Panzer-Division has a Command Rating of 11 and a Dispatch Rating of 7. The Division starts with 8 Command Points and 3 Dispatch Points.

Attachments

2 Canadian Armoured Brigade is attached to the 3rd Canadian Infantry Division

The 1e.Flak 996 Battalion is attached to the 12.SS-Panzer-Division

Commonwealth Brigade Composition

3rd Canadian Division:

7 Canadian Brigade: *1 Can Scottish, Regina Rifles, R Winnipeg*

8 Canadian Brigade: *North Shore, Queens Own, La Chaudière*

9 Canadian Brigade: *S, D and G HL, Highland Lt Inf, N N Scotia HL*

2 Canadian Armoured Brigade: *FGH, 1st Hussars*

51st Infantry Division:

152 Infantry Brigade: *2 Seaforth HL, 5 Seaforth HL, QOCH*

153 Infantry Brigade: *5 Black Watch, 1 Gordon HL, 5/7 Gordon HL*

The Mug

The following Activation chits are placed in the mug and randomized for the 0700 June 6 turn:

Allied and German Direct Command, 3rd Canadian Infantry Division Activation, 7 Canadian Brigade, 8 Canadian Brigade, 2 Canadian Armoured Brigade, 716.Infanterie-Division Activation, 12.SS-Panzer-Division Activation, Event! Chit.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit* once, place it back in the mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time, place the *Royal Marines* chit into the mug.

The *Naval Chit* is placed in the mug on all non-night turns.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Victory Conditions

In this scenario, you compute how many victory points are awarded for accomplished tasks as listed below at the end of the June 7th, Night turn and those Victory Points are "banked". Players then may use any or all of their banked Victory Points and secretly wager on whether they will accomplish the following:

3rd Canadian Infantry Division:

Take and hold Carpiquet Airfield (hexes 55.037 and 54.037) at the end of the scenario.

12.SS-Panzer-Division:

Have a German Unit or Minefield on any hex of Connecting Road B from 73.015 to 50.018 inclusive.

If a side achieves its task, add the number of points wagered to the current points total and that is its final total. If a side fails to achieve its conditions, the points wagered are forfeit.

Compare the totals and the side with the higher total is declared the winner. Should there be a tie, the German Player is considered the winner.

Allied Tasks:

3rd Canadian Division:

Primary Task: Clear connecting Road B from hex 73.015 to 50.018 of all German Units and Minefields at the end of the scenario.

Secondary Task: Take and hold Authie (52.031) and Abbaye d'Ardenne (49.033) at the end of the scenario.

Tertiary Task: Take and hold Putot-en-Bessin (70.032) and Norrey-en-Bessin (64.035) at the end of the scenario.

51st Infantry Division:

The 51st Infantry Division does not have any Tasks.

German Tasks:

716.Infanterie-Division:

The 716.Infanterie-Division does not have any Tasks.

12.SS-Panzer-Division:

Primary Task: Take and hold Creully (72.017), Thaon (58.021) and Anguerny (50.018) at the end of the scenario.

Secondary Task: Take and hold Secqueville-en-Bessin (67.027) and Hill 81 (50.030) at the end of the scenario.

Tertiary Task: Take and hold Carpiquet Airfield (hexes 55.037 and 54.037) and Abbaye d'Ardenne (49.033) at the end of the scenario.

Scenario Special Rules

The “Wn” and “Stp” Units of the 716.Infanterie-Division are always in command with the use of telephones as long as the phone lines are not cut. Any other friendly Units stacked in the same hex with the Wn or Stp Units are also in command (as long as the lines remain open). See 16.1 for more information about this.

German Reinforcements do not roll for Interdiction when they enter play.

After the first Naval Chit activation has been completed on the 0700 turn, the Naval Chit is placed back in the Mug and is drawn again on this turn (only).

After the Naval Chit is drawn the second time, place the Royal Marines Chit in the Mug.

As soon as Juno Beach is cleared, move the 3rd Canadian Division Troop Quality marker to “0”.

The Advanced and Campaign Scenarios General Rules

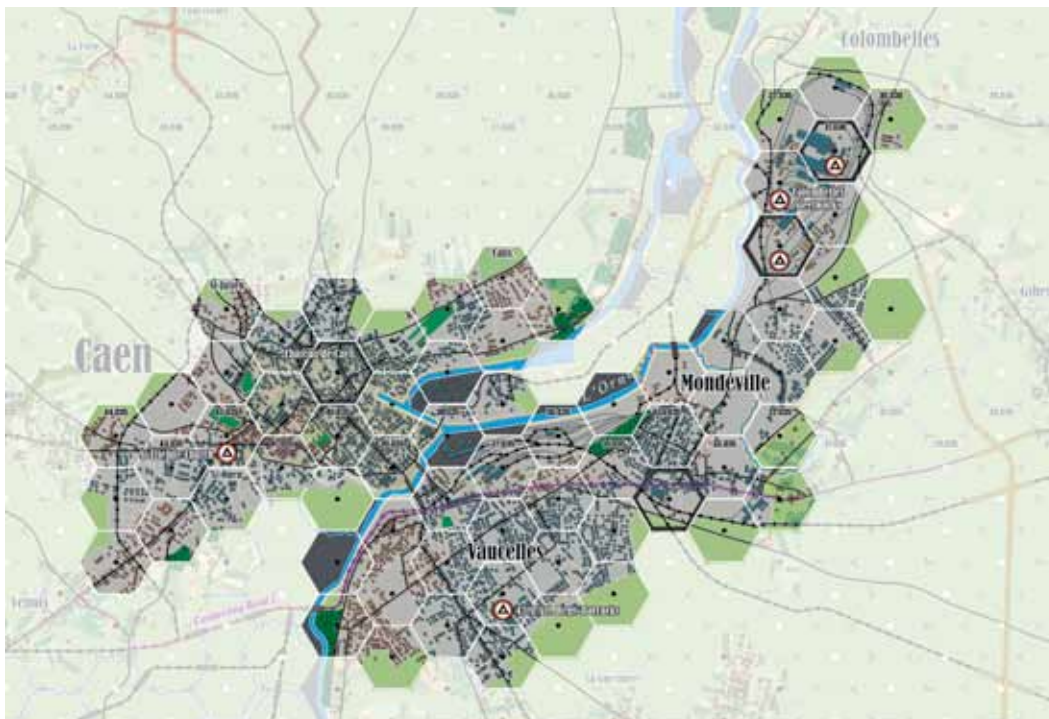
All general scenario rules also apply here unless specifically mentioned otherwise.

The Advanced Scenarios are all parts of the full campaign game and, as such, each of the following scenarios uses the Master Setup and Reinforcement Guide listed at the end of the Campaign Game introduction. The Guide is divided into sectors corresponding to the sectors marked on the map: Gold, Juno, Sword and Orne. Each of the following scenarios has one or more of these sectors associated with it and for the scenario in play, use only the Units, Markers and instructions listed for that sector. For example, for the Right Hook scenario (which is the most western part of the grand campaign) only set up and use information that is noted as Gold sector. Some Units are allocated to specific sectors in the scenarios but are not constrained in the Campaign; this is noted in the listings.

The Master Events Guide lists all of the fixed Events that occur. These are listed chronologically, with a letter code to indicate the sector to which they apply: G, J or S for the Gold, Juno or Sword/Orne sectors respectively. Some reinforcements arrive in the Campaign Game via events; in the scenarios they arrive according to the reinforcement guide and are contained in a gray box.

In all the Advanced Scenarios and in the Campaign Games, when playing with multiple players, each player only receives Victory Points for the Tasks listed for his force. His own forces do not have to physically accomplish the task – points are awarded simply if the task has been accomplished by his side.

Caen as defined by the rules and objectives is all the contiguous City and Fortified hexes in and around hex 40.035. This image below shows what constitutes Caen for all game rules.



At the end of the game, each player tallies up his point total and the player with the highest total is declared the winner. If the scores are tied, tally up all the scores from each side and the player on the side with the most points is declared the winner. If this still doesn't break the tie, the winner is the first one among the tied forces listed below:

- 1.) 6th Airborne Division
- 2.) 21.Panzer-Division
- 3.) 7th Armoured Division
- 4.) 12.SS-Panzer-Division
- 5.) 716.Infanterie-Division
- 6.) 3rd Canadian Infantry Division
- 7.) 50th Infantry Division
- 8.) Panzer-Lehr-Division
- 9.) Royal Marines
- 10.) 346./711.Infanterie-Division
- 11.) 51st Infantry Division
- 12.) 352.Infanterie-Division
- 13.) 3rd Infantry Division

If you see a notation with an asterisk like this: *1./Pz. 22: 43.008 (36.009) – it means that for the advanced scenarios, use the information in parentheses. If playing the campaign game, use the non-parenthetical information.

“The Right Hook”

0700 6/06/44 – 1900 6/13/44

Advanced Scenario #1

This scenario pits the 50th Infantry Division and the 7th Armoured Division against the Panzer-Lehr-Division and elements of the 352.Infanterie and 716.Infanterie-Division in the first week of the invasion. It is the smallest of the Advanced Scenarios and is an excellent campaign game for 2 players.

Set-up

This scenario uses the Bayeux Campaign Game map (Map 3), the Villers-Bocage map (Map 4), the Port-en-Bessin mini-map (Map D) and the Gold Beach Overlay. Play begins with Step “D” of the Sequence of Play.

The German Player sets up first and uses all Gold Sector forces listed in the Master Setup and Reinforcement Guide.

The Allied Player sets up second and uses all Gold Sector forces listed in the Master Setup and Reinforcement Guide.

Supporting Assets

The Allies use the Gold Sector Supporting Forces listed in the Master Setup and Reinforcement Guide.

The Germans use the Gold Sector Supporting Forces listed in the Master Setup and Reinforcement Guide.

Reinforcements

The Allies receive all reinforcements listed in the Gold Sector Master Setup and Reinforcement Guide.

The Germans receive all reinforcements listed in the Gold Sector Master Setup and Reinforcement Guide.

Markers

Place all Markers listed in the Gold Sector Master Setup and Reinforcement Guide.

Events

All events marked with a “G” in the Master Event Guide apply to this scenario. In addition, when the Event! Chit is drawn from the Mug, roll a die. If you roll 3-9, no event happens. If you roll 0-2, an Event occurs. If the rolled event is not applicable to the scenario in play, treat the event as either Event 1 or Event 2 (determined randomly). If a 0 is rolled as an Event, you are responsible for the areas in your sector of play.

Command Values

Use the Command Values listed in the Gold Sector Master Setup and Reinforcement Guide.

Attachments

Use the attachments listed in the Gold Sector Master Setup and Reinforcement Guide.

Brigade Composition

All applicable Brigade composition information is listed in the Gold Sector Master Setup and Reinforcement Guide.

The Mug

All Chits listed for Gold Sector are placed in the Mug at the start of play.

The *Naval Chit* is the first chit in play in this scenario. Once the first *Naval Chit* activation is complete, place the chit back in the Mug so that it may be drawn again this turn. Once the *Naval Chit* comes out the second time, place the *Royal Marines Chit* in the Mug so that it can be drawn this turn.

On the June 6, 0700 turn, all Chits are drawn from the Mug and the first Chit in play for the June 6, 0900 turn is drawn randomly from the Mug at the start of the turn.

Victory Tasks

All Victory Tasks listed for Gold Sector are in play for this scenario. The winner is the player who has scored the most points at the end of play.

Scenario Special Rules

No forces may enter the Juno Beach Sector throughout the scenario.

After the *Naval Chit* activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Gold Beach is cleared, move the 50th Infantry Division Troop Quality marker to "0".

(Optional Rule) Because of rough seas at Gold Beach, the British decided to land their DD tanks by Landing Craft instead of swimming ashore. This caused a delay to the Notts Yeo battalion. Players can choose to land them in Landing Craft or they may land their DDs by swimming them ashore. Follow the appropriate timeline in the landing schedule.

"The Initial Plan"

Night 6/05/44 – 1900 6/08/44

Advanced Scenario #2

This scenario pits the 3rd Infantry Division and the 6th Airborne Division against the 21. Panzer-Division and elements of the 711. Infanterie, 346. Infanterie and 716. Infanterie Divisions in the first few days of the invasion. It is the shortest of the Advanced Scenarios and is an excellent campaign game for 4 players who want a campaign game experience but with a shortened playing time. When playing with 4 players, one player takes the 3rd Infantry, one takes the 6th Airborne, one takes the German forces in the Orne Bridgehead and one takes the German forces in the Sword Beach Sector. There are no rules for which German forces fight in which sectors. This should be decided by agreement between the two German Players.

Set-up

This scenario uses the Caen Campaign map (Map 1), the Courseulles map (Map 2), the Robehomme mini-map (Map A), the St. Samson mini-map (Map B) and the Sword Beach Overlay. Play begins with Step D of the Sequence of Play.

The German Player sets up first and uses all forces listed in the Orne Bridgehead Setup Guide to set-up (p. 49). For all reinforcements, used the Sword/Orne Master Reinforcement Guide.

The Allied Player sets up second and uses all forces listed in the Orne Bridgehead Setup Guide to set-up (p. 49). For all reinforcements, used the Sword/Orne Master Reinforcement Guide.

Supporting Assets

The Allies use the Supporting Forces listed in the Sword/Orne Master Setup and Reinforcement Guide.

The Germans use the Supporting Forces listed in the Sword/Orne Master Setup and Reinforcement Guide.

Reinforcements

The Allies receive all reinforcements listed in the Sword/Orne Master Setup and Reinforcement Guide.

The Germans receive all reinforcements listed in the Sword/Orne Master Setup and Reinforcement Guide.

Markers

Place all Markers listed in the Sword/Orne Master Setup and Reinforcement Guide.

Events

All events marked with an "S" or an "O" in the Master Event Guide apply to this scenario. In addition, when the *Event!* Chit is drawn from the Mug, roll a die. If you roll 4-9, no event happens. If you roll 0-3, an Event occurs. If the rolled event is not applicable to the scenario in play, treat the event as either Event 1 or Event 2 (determined randomly). If a 0 is rolled as an Event, you are responsible for the areas in your sector of play.

Command Values

Use the Command Values listed in the Sword/Orne Master Setup and Reinforcement Guide.

Attachments

Use the attachments listed in the Sword/Orne Master Setup and Reinforcement Guide.

Brigade Composition

All applicable Brigade composition information is listed in the Sword/Orne Master Setup and Reinforcement Guide.

The Mug

All Chits listed for the Sword/Orne Sector are placed in the Mug at the start of play.

6 Air Landing Brigade Chit is the first chit in play in this scenario. Follow the instructions listed for the Sword/Orne Sector for the following turns.

On the June 5, Night turn, all Chits are drawn from the Mug; do not leave one last chit in the Mug.

Victory Tasks

Unlike other scenarios, in Advanced Scenario 2, the players play as a team and win or lose as a team. Players check to see how many of the following tasks were accomplished and the side that accomplished the most tasks wins the scenario. If there is a tie, the Allied Player is considered the winner. Tasks are only grouped geographically here only for the players' convenience - all tasks apply throughout the entire play area.

Allied Tasks (Sword Beach Sector)

- Clear Sword Beach by the 1500 Turn June 6
- Take and Hold Lébisey (hex 38.027)
- Clear Connection Road B of all German Mines and Units from hex 49.017 to 24.022 at the end of the scenario

Allied Tasks (Orne Bridgehead Sector)

- Destroy the following 5 named Bridges (Varaville, Robehomme, Bures Railroad, Bures, Troan)
- Control Pegasus and Horsa Bridges from 0900 June 6 until the end of the scenario
- Take and Hold Bréville (hex 21.019)

German Tasks (Sword Beach Sector)

- Have a German Unit or Minefield on any hex of Connecting Road A from hex 49.004 to 24.012 at the start of any game turn on or after 0900, June 7
- Take and Hold both Hill 61 (hex 36.018) and Hill 95 (48.019) at the end of the scenario
- Reduce 3 or more Firefly equipped British armor Units to one-step by the end of the scenario (see sidebar note on P 22)

German Tasks (Orne Bridgehead Sector)

- Control or contest Pegasus or Horsa Bridge at any time from 0700 June 6 until the end of the scenario
- Remove 3 or more Rally Points
- *Melville Bty* Unit is still in play at the end of the scenario

Scenario Special Rules

No forces may enter the Juno Beach sector throughout the scenario.

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Sword Beach is cleared, move the 3rd Infantry Division Troop Quality marker to "0".

“Operation Perch”

0700 6/06/44 – 1900 6/13/44

Advanced Scenario #3

This scenario pits the 50th Infantry Division, the 3rd Canadian Infantry Division, the 51st (Highland) Infantry Division and the 7th Armoured Division against the Panzer-Lehr-Division, the 12.SS-Panzer-Division and elements of the 352.Infanterie and 716.Infanterie Divisionen in the first week of the invasion. It is the largest of the Advanced Scenarios and is an excellent campaign game for 4-6 players who have enough time available to play the entire campaign but perhaps not enough players.

Set-up

This scenario uses the Courseulles Campaign map (Map 2), the Bayeux Campaign map (Map 3), the Villers-Bocage map (Map 4), the Port-en-Bessin mini-map (Map D) and the Gold Beach Overlay. Play begins with Step “D” of the Sequence of Play.

The German Player sets up first and uses all forces listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

The Allied Player sets up second and uses all forces listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Supporting Assets

The Allies use the Supporting Forces in the Gold and Juno Sector Master Setup and Reinforcement Guides.

The Germans use the Supporting Forces in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Reinforcements

The Allies receive all reinforcements listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

The Germans receive all reinforcements listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Markers

Place all Markers listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Events

All events marked with a “G” or a “J” in the Master Event Guide apply to this scenario. In addition, when the *Event!* Chit is drawn from the Mug, roll a die. If you roll 6-9, no event happens. If you roll 0-5, an Event occurs. If the rolled event is not applicable to the scenario in play, treat the event as either Event 1 or Event 2 (determined randomly). If a 0 is rolled as an Event, you are responsible for the areas in your sector of play.

Command Values

Use the Command Values listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Attachments

Use the attachments listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

Brigade Composition

All applicable Brigade composition information is listed in the Gold and Juno Sector Master Setup and Reinforcement Guides.

The Mug

All Chits listed for the Gold and Juno Sectors are placed in the Mug at the start of play.

The Naval Chit is the first chit in play in this scenario. Once the Naval Chit activation is complete, place the chit back in the Mug so it may be drawn again this turn. Once the Naval Chit comes out the second time, place the Royal Marines Chit in the Mug so that it can be drawn this turn.

On the June 6, 0700 turn, all chits are drawn from the Mug and the first chit in play in the June 6, 0900 turn is drawn from the Mug at the start of that turn.

Victory Tasks

All Victory Tasks listed for the Gold and Juno Sectors are in play for this scenario. The winner is the player that has scored the most points at the end of play.

Scenario Special Rules

No forces may enter the Sword Beach sector throughout the scenario.

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Gold Beach is cleared, move the 50th Infantry Division Troop Quality marker to “0”.

As soon as Juno Beach is cleared, move the 3rd Canadian Infantry Division Troop Quality marker to “0”.

(Optional Rule) Because of rough seas at Gold Beach, the British decided to land their DD tanks by Landing Craft instead of swimming ashore. This caused a delay to the Notts Yeo battalion. Players can choose to land them in Landing Craft or they may land their DDs by swimming them ashore. Follow the appropriate timeline in the landing schedule.

“One Great Day” Night, 6/05/44 – 2100, 6/06/44 Campaign Game #1

This scenario covers just the first day of the campaign game and is ideal for 2-6 players over a long weekend. While it covers only one day, it was an eventful day.

Use all of the Campaign Game information, setups, markers and Campaign Game maps 1, 2, 3, A, B and D. Ignore all references to the Panzer-Lehr and 12.SS-Panzer Divisions.

End the game at the conclusion of the June 6, 2100 turn – when one chit remains in the mug.

Victory is determined by evaluating how many of each of the command objectives have been achieved at the end of the game. If players are playing more than one command, they only receive benefit for the command that achieved the most objectives. If tied, choose the command that shows up first on this list:

- 6th Airborne Division
- 352.Infanterie-Division
- 50th Infantry Division
- 716.Infanterie-Division
- 3rd Infantry Division
- 21.Panzer-Division

6th Airborne Division:

- Pegasus Bridge (29.019) and Horsa Bridge (27.020) are both Allied Controlled at the end of the game
- Destroy the Merville Battery Unit (18.013)
- Destroy all five of the named Bridges over the Dives
- Take and Hold Amfreville (24.017), Bréville (21.019), Hérouvillette (23.023) and Ranville (24.022) at the end of the game

3rd Infantry Division:

- Connecting Road A is free of any German Units or Minefields from hex 49.004 to 24.012 at the end of the game
- DZ/LZ W is clear of any German Units when the 6th Airborne DivAct (Operation Mallard occurs) is pulled on the 2100 turn
- Take and Hold Anisy (48.021), Cambes-en-Plaine (45.024), Lébisey (38.027) and Beauregard (34.026) at the end of the game
- Sword Beach is cleared no later than the 1300 turn

3rd Canadian Infantry Division:

- Connecting Road A is free of any German Units or Minefields from hex 67.004 to 50.005 at the end of the game
- Take and Hold Creully (72.017) and Cully (70.024) at the end of the game
- Take and Hold Cairon (57.024) and Authie (52.031) at the end of the game
- Juno Beach is cleared no later than the 1300 turn

50th Infantry Division:

- Connecting Road A is free of any German Units or Minefields from hex 90.009 to 68.004 at the end of the game

Take and Hold Vaux-sur-Aure (99.017) and Sommer-vieu (90.018) at the end of the game

Take and Hold Esquay-sur-Seulles (85.021) and Cou-lombs (75.025) at the end of the game

Gold Beach is cleared no later than the 1300 turn

352.Infanterie-Division:

Take and Hold Hill 65 (78.015), Port-en-Bessin (109.009) and Séminaire de Bayeux (97.023) at the end of the game

Take and Hold the Hills of Magny (consists of hexes 95.015, 94.019, 94.018 and 93.020) at the end of the game)

Take and Hold Le Manoir (81.018) at the end of the game

Gold Beach is not clear at the end of the 1300 turn

716.Infanterie-Division:

Water Tower Bty and Stp 17 (Hillman) have not been eliminated at the end of the game

Juno Beach is not clear at the end of the 1300 turn

Sword Beach is not clear at the end of the 1300 turn

A German Unit is in any hex of DZ/LZ W when the 6th AB DivAct is pulled from the Mug on the 2100 turn (Operation Mallard has begun)

21.Panzer-Division:

Contest or control either Pegasus Bridge or Horsa Bridge during any daylight turn of the game

Hold Périers Ridge (have a Unit or Sperre in hexes 47.015, 46.015, 42.016, 37.017 and 36.018 at the end of the game

Take and Hold Hill 95 (48.019), the hills of Beuville (39.020), Mathieu (45.019) and Lébisey (38.027) at the end of the game

Eliminate 3 or more 6th Airborne Division Rally Points

Note: as per Victory Tasks, it does not matter which player achieves the objective but only the command listed gets the benefit of achieving the objective. Be careful not to hand victory to your historical allies – they will taunt you just as badly. Verbal agreements and promises (kept or not) are strongly encouraged.

Campaign Game Special Rules

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Gold Beach is cleared, move the 50th Infantry Division Troop Quality marker to “0”.

As soon as Juno Beach is cleared, move the 3rd Canadian Infantry Division Troop Quality marker to “0”.

As soon as Sword Beach is cleared, move the 3rd Infantry Division Troop Quality marker to “0”.

(Optional Rule) Because of rough seas at Gold Beach, the British decided to land their DD tanks by Landing Craft instead of swimming ashore. This caused a delay to the Notts Yeo battalion. Players can choose to land them in Landing Craft or they may land their DDs by swimming them ashore. Follow the appropriate timeline in the landing schedule.

“The Greatest Day: Sword, Juno, and Gold Beaches”

Night, 6/05/44 – 2100 6/13/44 Campaign Game #2

This is the whole thing and if you tackle it and finish it, please let me know how it goes. This entire game is about twice the size of *The Devil's Cauldron* and *Where Eagles Dare* combined and finishing it is a major accomplishment. In testing, 8 players (4 on a side) proved to work the best but we also played it with fewer, though there is a lot for players to do. It will take a very long time to play.

This scenario uses all the maps, displays and charts. Play begins with step G of the Sequence of Play and proceeds until the last chit is pulled, but not played, on the 2100, June 13 turn.

Optional Rules

Here are two optional rules for you to consider both during play (if things are getting out of hand and you don't want to restart) and, of course, at the start of the game.

0.1 Main Effort

If the Allies are moving south too quickly, consider using the Main Effort variant. If a sector is the Main Effort, nothing changes, but if not, the Allied Divisions suffer a penalty when rolling for Command and Dispatch Points. For Command, do not add the Command Rating to the roll – the Division only gets half of what it rolls. For Dispatch, Allied Divisions do not get the additional point for rolling under what they have on their chart nor do they get an additional Dispatch Point if they roll a “0” (in other words, they can only ever get 1 Dispatch Point).

Main Efforts:

June 6 – All Sectors

June 7 – Sword and Orne Bridgehead Sectors

June 8 – Gold and Orne Bridgehead Sectors

June 9 – Gold and Orne Bridgehead Sectors

June 10-13 – the Allied Player may choose one sector at the start of the 0700 turn to be the Main Effort Sector for that day.

0.2 Allied Air Supply Interdiction

If the Allies are having trouble getting off the beaches and moving towards their objectives, consider using this variant. The Allied Player may say he is bombing communication lines. The German Player must reduce the number of Command Points on each Division's Display by 8 and reduce the number of Dispatch Points on each Division's Display by 3 – this reduction is performed secretly by the German Player. The Allied Player may do this as the first thing done when any Allied DivAct is in play. Once the Allied Player does this, no more Allied Air is considered on Interdiction for the remainder of the Game Day. The Allied Player cannot do this in the 1700, 1900, 2100 or Night turns of the day.

Note: Using either of these optional rules mid-game is encouraged if the Players think it is needed. There's nothing wrong with the historicity of instituting them mid-game when you've invested so much time – have fun and keep playing! And it's also perfectly fine to stop using them if the Players think they have restored the balance of the game.

Master Setup Guide

Germans set up first – no Units may be In Column or Mounted, unless directed below or the terrain mandates that the Unit be In Column

Set-up, Night, June 5, 1944 (Orne Bridgehead)

Markers

All Victory Tasks are “Pending”

Day is June 5, 1944

Time is Night

Weather is Overcast

6th Airborne Division Troop Quality: 0

The 6th Airborne Division has a Command Rating of 12 and a Dispatch Rating of 5. The Division starts with 11 Command Points and 3 Dispatch Points

716.Infanterie-Division Troop Quality: -2

The 716.Infanterie-Division starts with 0 Command Points and 0 Dispatch Points

21.Panzer-Division Troop Quality: -2

The 21.Panzer-Division starts with 3 Command Points and 0 Dispatch Points

All Straggler totals are set to “0”

Place all 7 bridges (Pegasus, Horsa, Varville, Robehomme, Bures RR, Bures, Troarn) adjacent to their indicated hex-sides. All are unwired

Place 4 Rubble Markers in any city/fortified hex in Caen. The Allied player places one Rubble counter in a City/Fortified hex, the German player must place one Rubble marker adjacent to the first one in a City/Fortified hex, then the Allied Player places one adjacent to either of the first two placed, then the German Player places the last one adjacent to any of the first three placed. If there isn't an applicable City/Fortified hex available, no Rubble marker is placed.

The Mug

The following Activation chits are placed in the mug and randomized for the Night, June 5 turn:

Sword/Orne Sector: *6th AB Division Activation, 3 Para Bde, 5 Para Bde, Allied Direct Command*

The *6 AL Bde* chit is not placed in the mug but is the first chit in play.

When the *6th AB Division Activation* chit is drawn on the first turn, add the following chits to the mug:

Sword/Orne sector: *German Direct Command, 716.Infanterie-Division Activation, 21.Panzer-Division Activation*

When the 21.Panzer-Division Activation and 716.Infanterie-Division Activation chits are drawn, they do not get their automatic Command Points on this first turn – only half a roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn on June 6. Dispatch Points



are not rolled for during the Night, June 5 turn and none are received.

For the Night, June 5 turn only, all chits in the Mug are drawn; no chit is left in the Mug at the end of the turn.

German Set-up:

Gren-Rgt 736, 716.Infanterie-Division:

- 1./Ost 642 (Rus.): 18.009
- 4./Ost 642 (Rus.): 15.020
- 1./I./Gren 736: 21.010
- 3./I./Gren 736: 19.010

Independent Units, 716.Infanterie-Division:

- Merville Bty: 18.013
- Varaville Chat.: 12.015
- Stab/Ost 642: 23.016
- Stp 02: 17.008
- Wn 03: 20.010
- Stp 05: 22.010
- Wn 06: 22.013
- Wn 13: 29.019
- 2 x Zg./3./PzJ 716: 23.014
- Zg./3./PzJ 716 (In Column): 27.012
- 3./I./Art. 1716: 21.019

KG Luck, 21.Panzer-Division:

- 5./II./PzGr 125: 12.031
- 6./II./PzGr 125: 16.035
- 7./II./PzGr 125: 25.021
- 8./II./PzGr 125: 30.029
- GrW/II./PG 125: 30.029
- 10./PzGr 125: 31.028
- 1./Pi.716: 23.023

KG Rauch, 21.Panzer-Division:

- 8./II./PzGr 192 (In Column): 48.021
- Independent Units, 346./711.Infanterie-Divisionen:
- Wn Cab 05: 11.007
- Wn Cab 06: 12.008
- Wn Cab 07: 15.008

German Leaders:

Leader *Luck* was in Bellengreville (hex 14.044 – just if you're curious) when the drop started. He does not start in play and is placed on any Unit of his command when the 21.Panzer-Division Activation chit is pulled from the mug.

Allied Set-up:

6 Air Landing Brigade, 6th Airborne Division:

Leader *Kindersley*, D/2 OBLI, 249 Field, RE (2 Units + Leader: may set up In Column or not, owner's choice) 28.020 (start on the map, so do not roll for landing casualties on the Drop Table)

First Drop (arrives via Para Drop – decide on Column or not then roll at the start of play on the Drop Table):

Each listing below must be placed on a separate hex in the designated Drop/Landing Zone

3 Para Brigade, 6th Airborne Division:

- A, B, C/8 Para (3 Units): stacked in DZ/LZ K
- A, B, C/9 Para (3 Units): stacked in DZ/LZ V
- A, B, C/1 Cdn P (3 Units): stacked in DZ/LZ V
- 3 Para Sqn, RE: in DZ/LZ K or V

5 Para Brigade, 6th Airborne Division:

- A, B, C/7 Para (3 Units): stacked in DZ/LZ N
- A, B, C/12 Para (3 Units): stacked in DZ/LZ N
- A, B, C/13 Para (3 Units): stacked in DZ/LZ N
- 591 Sqn, RE: in DZ/LZ N

Independent Units, 6th Airborne Division:

- S(Mtr)/3 Para: in DZ/LZ K or V
- S(Mtr)/5 Para: in DZ/LZ N

Allied Leaders:

Leader *Hill*: may be stacked with any 3 Para Brigade Unit prior to rolling on the Drop Table

Leader *Poett*: may be stacked with any 5 Para Brigade Unit prior to rolling on the Drop Table

Independent Units, 6th Airborne Division; in Stragglers Box:

- A, B, D, G/1 Wing (4 Units)
- C, E, F/2 Wing (3 Units)
- 22 Ind Para
- Divisional Jeeps (4 Units)

Supporting Assets:

Allies:

7 Para, 12 Para, 13 Para, 8 Para, 9 Para and 1 Cdn P Rally Points may be placed in any village or town within 5 hexes of the DZ/LZ in which the corresponding battalions were dropped at the start of play. More than one Rally Point per hex is allowed (although not generally encouraged).

15 *Rearguard* and 6 *Roadblock* markers are placed on the 6th Airborne Division Display.

Events

Random events occur per rule 6.0 in the exclusive rules. Other events are noted in the Master Event Guide.

Reinforcements

Night, June 5, 1944

Allied Reinforcements

Second Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Drop/Landing Zone

Independent Units, 6th Airborne Division:

286 *Fld Pk, RE* (Para Drop): DZ/LZ N

s4 *AL AT, RA* (Glider Land): DZ/LZ N

s3 *AL AT, RA* (Glider Land): DZ/LZ N

4 *AL AT, RA* (Glider Land): DZ/LZ N

Set-up, 0700, June 6, 1944 (All sectors)

Note: All reinforcements and markers are placed in-situ at the very start of the 0700, June 6 turn (only), before any Chits are drawn from the Mug. All Germans must set up dismounted and not In Column (unless the terrain mandates being In Column).

Start this turn with Step G of the Sequence of Play.

The *Naval Chit* is the first Chit in play.

Weather is Overcast.

Set the 716.Infanterie-Division Troop Quality to: 0.

The 716.Infanterie-Division now has a Command Rating of 8 and a Dispatch Rating of 3. Add 3 Command Points and 2 Dispatch Points to the Division.

Markers

Sword/Orne Sector

The German Beach Defense Track on Sword Beach has the following values: Resistance Nests: 5; Beach Obstacles: 5; Gaps: 4; Sea State: 7

All Gaps are Not Open and there are no open Gaps at the start of play

Sword Beach is Not Clear

Phone Lines are Open

3rd Infantry Division Troop Quality: -1. This is changed to 0 once the beach is cleared

The 3rd Infantry Division has a Command Rating of 5 and a Dispatch Rating of 4. The Division starts with 17 Command Points and 1 Dispatch Point

Set the 21.Panzer-Division Troop Quality to: 0

The 21.Panzer-Division now has a Command Rating of 10 and a Dispatch Rating of 7. Add 3 Command Points and 0 Dispatch Points to the Division

Juno Sector

The German Beach Defense Track on Juno Beach has the following values: Resistance Nests: 8; Beach Obstacles: 5; Gaps: 5; Sea State: 8

All Gaps are Not Open and there are no open Gaps at the start of play

Juno Beach is Not Clear

Phone Lines are Open

3rd Canadian Infantry Division Troop Quality: -1. This is changed to 0 once the beach is cleared

The 3rd Canadian Infantry Division has a Command Rating of 6 and a Dispatch Rating of 6. The Division starts with 19 Command Points and 3 Dispatch Points

The 12.SS-Panzer-Division has a Command Rating of 11 and a Dispatch Rating of 7. The Division starts with 8 Command Points and 3 Dispatch Points

Gold Sector

The German Beach Defense Track on Gold Beach has the following values: Resistance Nests: 5; Beach Obstacles: 5; Gaps: 4; Sea State: 8

All Gaps are Not Open and there are no open Gaps at the start of play

Gold Beach is Not Clear

Phone Lines are Open

50th Infantry Division Troop Quality: -1. This is changed to 0 once the beach is cleared

The 50th Infantry Division has a Command Rating of 5 and a Dispatch Rating of 5. The Division starts with 17 Command Points and 2 Dispatch Points

352.Infanterie-Division Troop Quality: 0

The 352.Infanterie-Division has a Command Rating of 7 and a Dispatch Rating of 4. The Division starts with 6 Command Points and 2 Dispatch Points

The Mug

The following Activation chits are placed in the mug and randomized for the 0700 June 6 turn:

All sectors: *Allied and German Direct Command, 716.Infanterie-Division Activation, Event! chit*

Sword/Orne Sector: *6th Airborne Division Activation, 3rd Infantry Division Activation, 27 Armoured Brigade, 8 Infantry Brigade, 21.Panzer-Division Activation*

Juno Sector: *3rd Canadian Infantry Division Activation, 7 Canadian Brigade, 8 Canadian Brigade, 2 Canadian Armoured Brigade, 12.SS-Panzer Division Activation*

Gold Sector: *50th Infantry Division Activation, 69 Infantry Brigade, 231 Infantry Brigade, 8 Armoured Brigade, 352. Infanterie-Division Activation*



All Sectors: The *Naval Chit* is not placed in the mug and is the first chit in play. After playing out the *Naval Chit*, place it back in the mug so that it may be drawn again in the 0700 turn.

When the *Naval Chit* is drawn the second time, place the *Royal Marines* chit into the mug.

For following turns, the Mug contents are determined as normal.

Attachments

German Attachments:

leichte Flak-Abteilung 996 is attached to the 21. Panzer-Division.

Allied Attachments:

27 Armoured Brigade is attached to the 3rd Infantry Division.

2 Canadian Armoured Brigade is attached to the 3rd Canadian Infantry Division.

8 Armoured Brigade is attached to the 50th Infantry Division.

56 Infantry Brigade is attached to the 50th Infantry Division.

Brigade Composition

3rd Infantry Division:

8 Infantry Brigade: 1 *Suffolk*; 2 *E Yorkshire*; 1 *S Lancashire*

9 Infantry Brigade: 2 *Lincolnshire*; 1 *KOSB*; 2 *Royal Ulster*

185 Infantry Brigade: 2 *R Warwicks*; 1 *R Norfolk*; 2 *KSLI*

27 Armoured Brigade: 13/18 *KRH*; *Staffs Yeo*; *ER Yeo*

3rd Canadian Infantry Division:

7 Canadian Brigade: 1 *Can Scottish*; *Regina Rifles*; *R Winnipeg*

8 Canadian Brigade: *North Shore*; *Queens Own*; *La Chaudière*

9 Canadian Brigade: *S, D and G HL*; *Highland Lt Inf*; *N N Scotia HL*

2 Canadian Armoured Brigade: *FGH*; *1st Hussars*; *Sherbrooke*

50th Infantry Division:

69 Infantry Brigade: 5 *E Yorks*; 6 *Gr Howards*; 7 *Gr Howards*

151 Infantry Brigade: 6 *DLI*; 8 *DLI*; 9 *DLI*

231 Infantry Brigade: 2 *Devons*; 1 *Hants*; 1 *Dorsets*

56 Infantry Brigade: 2 *SWB*; 2 *Essex*; 2 *Gloucs*

8 Armoured Brigade: 4/7 *RDgn*; *Notts Yeo*; 24 *Lancers*

51st Infantry Division:

152 Infantry Brigade: 2 *Seaforth HL*, 5 *Seaforth HL*, *QOCH*

153 Infantry Brigade: 5 *Black Watch*, 1 *Gordon HL*, 5/7 *Gordon HL*

7th Armoured Division:

22 Armoured Brigade: 1 *RTR*, 5 *RTR*, 4 *CLY*, 1 *Rifle*

131 Motorized Brigade: 1/5 *Qns Royal*, 1/6 *Qns Royal*, 1/7 *Qns Royal*

German Sword Sector Setup

Independent Units, 716. Infanterie-Division:

Wn 07 (east): 24.012

Wn 07 (west): 26.012

Stp 08 (east): 27.009

Stp 08 (west): 28.010

Wn 10: 29.009

Wn 11: 28.016

Stp 14 (Sole): 30.012

Wn 15: 32.016

Wn 15a: 31.016

Stp 17 (Hillman): 35.015

Wn 18: 32.010

Wn 19: 34.013

Stp 20 (Cod): 34.009

Wn 21 (Trout): 39.007

Wn 22: 46.010

Wn 24: 43.006

Water Twr Bty: 29.013

Riva Bella Bty: 30.016

Colleville Bty: 35.013

GWldrsee/1716: 44.014

1./Pz.Jg. 716: 37.022

2./Pi. 716: 44.019

Gren-Rgt 736, 716. Infanterie-Division:

Leader *Krug*: 35.015 (He may be relocated to any Unit of his command as soon as the 716. Infanterie-Division Activation chit is pulled on 0700, June 6 (special movement)).

4./I./Gren 736, GrW./I./736 (2 Units): 34.013

11./III./Gren 736: 41.010

12./III./Gren 736, GrW./III./736 (2 Units): 46.010

14./Gren 736 (Dismounted): 35.018

3./Ost 642 (Rus.): 37.012

Independent Units, 21. Panzer-Division:

*1./Pz.Jg. 200: 72.030 (69.041)

*2./Pz.Jg. 200: 70.035 (69.041)

3./Pz.Jg. 200: 53.015

*3./Pz.Pi. 220: 72.017 (69.017)

KG Rauch, 21. Panzer-Division:

1./I./PzGr 192: 53.041

2./I./PzGr 192: 53.044

3./I./PzGr 192: 52.037

4./I./PzGr 192, GrW/II./PG 192 (2 Units): 56.037

5./II./PzGr 192: 42.025

6./II./PzGr 192: 51.028

7./II./PzGr 192: 41.015

GrW/II./PG 192: 57.024

German Independent Regiments:

1./le.Flak 996: 48.035

2./le.Flak 996: 57.038

4./le.Flak 996: 52.036

Supporting Assets:

16 *Minen* markers are placed, one in each of the following hexes: 28.013, 28.014, 29.009, 29.012, 29.013, 29.014, 30.010, 30.013, 30.014, 34.015, 34.016, 35.014, 35.015, 35.016, 36.015, 36.016

3 *Minen* markers are placed, 1 per hex, on any non-Beach hexes that are adjacent to a Beach hex on the Sword Beach Overlay

3 *Minen* markers are placed in or adjacent to hex 39.007

4 *Nachhut* and 2 *Sperre* markers are placed on the 21.Panzer-Division Display

2 *Nachhut* and 1 *Sperre* marker are placed on the 716. Infanterie-Division Display

German Juno Sector Setup

Independent Units, 716. Infanterie-Division:

Wn 23: 53.009

Wn 26: 48.005

Wn 27: 52.004

Wn 28: 56.004

Wn 28b: 57.005

Wn 29: 61.004

Wn 30: 61.005

Wn 31: 62.005

Bény s/Mer Bty: 59.012

1./s.Art. 989: 56.018

2./s.Art. 989: 66.014

3./s.Art. 989: 69.015

2./Pz.Jg. 716 (Dismounted): 62.012

KG Krug, 716. Infanterie-Division:

8./II./Gren 736, GrW/II./736 (2 Units): 56.011

14./Gren 726: 62.012

Independent Units, 12.SS-Panzer-Division:

1./SS-Pz.Auf. 12: 93.015

KG Meyer, 12.SS-Panzer-Division:

Leader Meyer, 15./SS-PG 25: arrive at Hex 51.028

German Independent Regiments:

Stp Douvres I (Entrenched), 8./Luft.N. 53 (b) (Entrenched) (2 Units): 51.013

Stp Douvres II (Entrenched), 8./Luft.N. 53 (a) (Entrenched) (2 Units): 52.012

Supporting Assets:

12 *Minen* markers are placed, one in each of the following hexes: 50.013, 50.014, 51.011, 51.012, 51.013, 51.014, 52.011, 52.012, 52.013, 52.014, 53.011, 53.012

8 *Minen* markers are placed, 1 per hex, on any non-Beach hexes adjacent to a Beach hex on the Juno Beach Overlay

German Gold Sector Setup

Independent Units, 716. Infanterie-Division:

Wn 33: 71.004

Wn 33a: 69.004

Wn 34: 72.005

Wn 35: 75.005

Wn 36: 80.006

Marefontne Bty: 72.009

Mt Fleury Bty: 73.005

Crépon Bty: 77.011

Gren-Rgt 736, 716. Infanterie-Division:

5./II./Gren 726: 70.014

6./II./Gren 726: 75.014

*7./II./Gren 726: 68.012 (70.011)

8./II./Gren 726, GrW/II./726 (2 Units): 71.012

Independent Units, 352. Infanterie-Division:

Wn 37: 82.007

Wn 38: 83.007

Wn 39: 85.007

Wn 40: 86.009

Wn 41: 87.010

Stp 42: 86.008

Wn 43: 88.008

Wn 44: 89.008

Stp 51: 101.009

Wn 53: 104.019

Wn 54: 107.015

Stp 55: 108.009

Wn 56, 6. AFP.Flott. (2 Units): 109.008

Scharfsch.Sch.: 105.015

7., 8./III./Art. 352 (2 Units): 93.015

9./III./Art. 352: 87.016

Longues Bty: 99.008

KG Korfes, 352. Infanterie-Division:

4./I./Gren 726: 96.010

Zg./14./GR 726: 86.009

*2./Ost 441(Ukr.): 59.008 (70.011)
 4./Ost 441 (Ukr.): 72.007
 2./I./Gren 916: 80.009
 4./I./Gren 916, GrW./I./GR 916 (2 Units): 84.009
 1./Bau-Pi. 59: 79.009
 2./Bau-Pi. 59: 81.008
 Leader *Korfes*: may be stacked with any KG *Korfes* Unit

Supporting Assets:

4 *Minen* markers are placed, one in each of the following hexes: 82.007, 102.009, 103.008, 103.009
 6 *Minen* markers are placed, 1 per hex, on any non-Beach hexes that are adjacent to a Beach hex on the Gold Beach Overlay
 1 *Nachhut* and 1 *Sperre* marker are placed on the 352. *Infanterie-Division* Display

Allied Invasion Force – Sword Beach

Initial Assault Wave (placed on the Sword Beach Overlay)

Sword Beach; Queen Sub-Beach; White Sector; Landing Wave box:
A, B, C, D/1 S Lancs; 8 Brigade; 3rd Infantry Division (4 Units): In Landing Craft
79/5 AR, RE; Independent; 3rd Infantry Division: In Landing Craft
C/22 Drgns; Independent; 3rd Infantry Division: In Landing Craft
5 RMASG; Independent; 3rd Infantry Division: In Landing Craft
263 Field, RE; Independent; 3rd Infantry Division: In Landing Craft
629 Field, RE; Independent; 3rd Infantry Division: In Landing Craft
A/13/18 KRH (DD Tank Unit); 27 Armoured Brigade

Sword Beach; Queen Sub-Beach; Red Sector; Landing Wave box:
A, B, C, D/2 E Yorks; 8 Brigade; 3rd Infantry Division (4 Units): In Landing Craft
77/5 AR, RE; Independent; 3rd Infantry Division: In Landing Craft
A/22 Drgns; Independent; 3rd Infantry Division: In Landing Craft
246 Field, RE; Independent; 3rd Infantry Division: In Landing Craft
B/13/18 KRH (DD Tank Unit); 27 Armoured Brigade

Allied Leaders:

Leader *Cass*: may be stacked with any 8 Brigade Unit
 Leader *Palmer*: may be stacked with any 27 Armoured Brigade Unit

Follow-up Assault Wave

Sword Beach Naval Display; Loading into Landing Craft; Bound for Queen Sub-Beach box:

A, B, C, D/1 Suffolk; 8 Brigade; 3rd Infantry Division (4 Units)
S(AT)/8th Bde; Independent; 3rd Infantry Division
S(Mtr)/8th Bde; Independent; 3rd Infantry Division
76 Field, RA; Independent; 3rd Infantry Division
C, Rec/13/18 KRH; 27 Armoured Brigade (2 Units)
A, B, X, Y, Z, S/41 RM Cdo; Royal Marines (6 Units)
A, C, D, E, F, S/4 Cdo, 1, 8/10 Cdo; Royal Marines (8 Units)
1, 2, 3, 4, 5, 6/6 Cdo; Royal Marines (6 Units)

Sword Beach Naval Display; En Route From England; Bound for Sword Beach box:

1, 2, 3, 4, 5, 6/3 Cdo; Royal Marines (6 Units)
A, B, X, Y, Z, S/45 RM Cdo; Royal Marines (6 Units)

Supporting Assets:

Mauritius, 1 x *DD Flotilla*: any legal box of Assault Force C
Rodney, Warspite, Ramillies, Roberts, Arethusa, Frobisher, Dragon, Danae, Scylla, 3 x *DD Flotilla*, 1 x *LC, Rocket*, 1 x *LC, Support*: any legal box of Assault Force S
 Assault Force C Marker: 19.008
 Assault Force S Marker: 32.009
 4 *Allied Air* are available on the 3rd Infantry Division Display
 5 *Rearguard* and 5 *Roadblock* markers are placed on the 3rd Infantry Division Display
 2 x *DD Flotilla*: any Assault Force box - Allied Player Choice (not limited to Sword sector in Campaign Game)

Allied Invasion Force – Juno Beach

Initial Assault Wave (placed on the Juno Beach Overlay)

Juno Beach; Mike Sub-Beach; Green Sector; Landing Wave box:
C/1 CanScots; 7 Canadian Brigade; 3rd Canadian Division: In Landing Craft
6 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

Juno Beach; Mike Sub-Beach; Red Sector; Landing Wave box:
B, D/R Winn; 7 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft
5 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft
A/1st Hussars (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Green Sector; Landing Wave box:

26/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

B/22 Drgns; Independent; 3rd Canadian Division: In Landing Craft

A, B/Regina; 7 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

16 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

3/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/1st Hussars (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; White Sector; Landing Wave box:

80/5 AR, RE; Independent; 3rd Canadian Division: In Landing Craft

A, B/QORC; 8 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

4/2 RMASG; Independent; 3rd Canadian Division: In Landing Craft

B/FGH (DD Tank Unit); 2 Canadian Armoured Brigade

Juno Beach; Nan Sub-Beach; Red Sector; Landing Wave box:

A, B/N Shore; 8 Canadian Brigade; 3rd Canadian Division (2 Units): In Landing Craft

18 Field, RCE; Independent; 3rd Canadian Division: In Landing Craft

C/FGH (DD Tank Unit); 2 Canadian Armoured Brigade

Allied Leaders:

Leader *Foster*: may be stacked with any 7 Canadian Brigade Unit

Leader *Blackader*: may be stacked with any 8 Canadian Brigade Unit

Leader *Wyman*: may be stacked with any 2 Canadian Armoured Brigade Unit

Follow-up Assault Wave
Juno Beach Naval Display; Loading into Landing Craft; Bound for Mike Sub-Beach box:

A, B, D/1CanScots; 7 Canadian Brigade; 3rd Canadian Division (3 Units)

A, C/R Winn; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

C, Rec/1st Hussars; 2 Canadian Armoured Brigade (2 Units)

S(Mtr)/7th Can; Independent; 3rd Canadian Division

S(AT)/7th Can; Independent; 3rd Canadian Division

A/CHO; Independent; 3rd Canadian Division

Juno Beach Naval Display; Loading into Landing Craft; Bound for Nan Sub-Beach box:

A, B, C, D/Chaudière; 8 Canadian Brigade; 3rd Canadian Division (4 Units)

C, D/Regina; 7 Canadian Brigade; 3rd Canadian Division (2 Units)

C, D/QORC; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

C, D/N Shore; 8 Canadian Brigade; 3rd Canadian Division (2 Units)

S(Mtr)/8th Can; Independent; 3rd Canadian Division

S(AT)/8th Can; Independent; 3rd Canadian Division

B/CHO; Independent; 3rd Canadian Division

19 Field, RCA; Independent; 3rd Canadian Division

A, Recce/FGH; 2 Canadian Armoured Brigade (2 Units)

A, B, X, Y, Z, S/48 RM Cdo; Royal Marines (6 Units)

Juno Beach Naval Display; En Route From England, Bound for Juno Beach box:

262 Field, RE; Independent; 3rd Canadian Division

C, D/CHO; Independent; 3rd Canadian Division (2 Units)

105/3 AT, RCA; Independent; 3rd Canadian Division

12 Field, RCA, 13 Field, RCA, 14 Field, RCA; Independent; 3rd Canadian Division (3 Units)

Supporting Assets:

3 x DD Flotilla, 2 x LC, Rocket, 2 x LC, Support: any legal box of Assault Force J

Assault Force J Marker: 59.002

4 *Allied Air* are available on the 3rd Canadian Infantry Division Display

5 *Rearguard* and 5 *Roadblock* markers are placed on the 3rd Canadian Infantry Division Display

Allied Invasion Force – Gold Beach
Initial Assault Wave (placed on the Gold Beach Overlay)
Gold Beach; Jig Sub-Beach; Green Sector; Landing Wave box:

A, B/1 Hants; 231 Brigade; 50th Infantry Division (2 Units): In Landing Craft

82/6 AR, RE; Independent; 50th Infantry Division: In Landing Craft

73 Field, RE; Independent; 50th Infantry Division: In Landing Craft

505 Field, RE; Independent; 50th Infantry Division: In Landing Craft

B/WestDgns; Independent; 50th Infantry Division: In Landing Craft

B/Notts Yeo (DD Tank Unit); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft, it will arrive in Follow-up Assault Wave bound for Jig Sub-Beach)

Gold Beach; Jig Sub-Beach; Red Sector; Landing Wave box:

A, B/1 Dorsets; 231 Brigade; 50th Infantry Division (2 Units): In Landing Craft

295 Field, RE; Independent; 50th Infantry Division: In Landing Craft

1/1 RMASG; Independent; 50th Infantry Division: In Landing Craft

C/Notts Yeo (DD Tank Unit); 8 Armoured Brigade (If player decides to land this Unit by Landing Craft, it will arrive in Follow-up Assault Wave bound for Jig Sub-Beach)

Gold Beach; King Sub-Beach; Green Sector; Landing Wave box:

A, D/6 Gr Hwrds; 69 Brigade; 50th Infantry Division (2 Units): In Landing Craft

81/6 AR, RE; Independent; 50th Infantry Division: In Landing Craft

2/1 RMASG; Independent; 50th Infantry Division: In Landing Craft

B/4/7 RDgn (DD Tank Unit); 8 Armoured Brigade (Player may decide to land this Unit by Landing Craft, it will arrive here but In Landing Craft)

Gold Beach; King Sub-Beach; Red Sector; Landing Wave box:

A, D/5 E Yorks; 69 Brigade; 50th Infantry Division (2 Units): In Landing Craft

280 Field, RE; Independent; 50th Infantry Division: In Landing Craft

C/WestDgns; Independent; 50th Infantry Division: In Landing Craft

C/4/7 RDgn (DD Tank Unit); 8 Armoured Brigade (Player may decide to land this Unit by Landing Craft, it will arrive here but In Landing Craft)

Allied Leaders:

Leader *Knox*: may be stacked with any 69 Brigade Unit

Leader *Stanier*: may be stacked with any 231 Brigade Unit

Leader *Cracraft*: may be stacked with any 8 Armoured Brigade Unit

Follow-up Assault Wave

Gold Beach Naval Display; Loading into Landing Craft; Bound for Jig Sub-Beach box:

B, C/Notts Yeo; 8 Armoured Brigade (2 Units) (If the player decides to land by Landing Craft)

C, D/1 Hants; 231 Brigade; 50th Infantry Division (2 Units)

C, D/1 Dorsets; 231 Brigade; 50th Infantry Division (2 Units)

S(AT)/231 Bde; Independent; 50th Infantry Division

S(Mtr)/231 Bde; Independent; 50th Infantry Division

Gold Beach Naval Display; Loading into Landing Craft; Bound for King Sub-Beach box:

B, C/6 Gr Hwrds; 69 Brigade; 50th Infantry Division (2 Units)

B, C/5 E Yorks; 69 Brigade; 50th Infantry Division (2 Units)
233 Field, RE; Independent; 50th Infantry Division
S(AT)/69 Bde; Independent; 50th Infantry Division
S(Mtr)/69 Bde; Independent; 50th Infantry Division
A, Rec/4/7 RDgn; 8 Armoured Brigade (2 Units)

Gold Beach Naval Display; En Route From England; Bound for Gold Beach box:

B/2 Ches; Independent; 50th Infantry Division

A, B, C, D/7 Gr Hwrds; 69 Brigade; 50th Infantry Division (4 Units)

A, Rec/Notts Yeo; 8 Armoured Brigade (2 Units)

A, B, C, D/2 Devons; 231 Brigade; 50th Infantry Division (4 Units)

A, B, X, Y, Z, S/47 RM Cdo; Royal Marines (6 Units)

Supporting Assets:

Diadem, Belfast, Flores, Orion, Emerald, Argonaut, Ajax, 3 x DD Flotilla, 2 x LC, Rocket, 2 x LC, Support: any legal box of Assault Force G

Assault Force G Marker: 78.003

4 *Allied Air* are available on the 50th Infantry Division Display

5 *Rearguard* and 5 *Roadblock* markers are placed on the 50th Infantry Division Display

Campaign Game Special Rules

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Gold Beach is cleared, move the 50th Infantry Division Troop Quality marker to "0".

As soon as Juno Beach is cleared, move the 3rd Canadian Infantry Division Troop Quality marker to "0".

As soon as Sword Beach is cleared, move the 3rd Infantry Division Troop Quality marker to "0"

(*Optional Rule*) Because of rough seas at Gold Beach, the British decided to land their DD tanks by Landing Craft instead of swimming ashore. This caused a delay to the Notts Yeo battalion. Players can choose to land them in Landing Craft or they may land their DDs by swimming them ashore. Follow the appropriate timeline in the landing schedule

Master Reinforcement Guides

Reinforcements – Sword/Orne Sectors

0900, June 6, 1944

German Reinforcements:

Independent Units, 21.Panzer-Division:

1., 2., 3., *Stab/I./Pz. 22*, 5., 6., 7., 8./I./Pz. 22, 1./Pz.Pio 220 (9 Units): arrive at 21.Panzer-Division Reinforcement Hex A

KG Oppeln, 21.Panzer-Division:

Leader v. *Oppeln-Bronikowski*, 1., 2., 4./I./PzGr 125, *GrW/I./PG 125* (4 Units + Leader): arrive at 21.Panzer-Division Reinforcement Hex A

KG Luck, 21.Panzer-Division:

3./I./PzGr 125, 9./PzGr 125 (2 Units): arrives at 21.Panzer-Division Reinforcement Hex A

Allied Reinforcements:

9 Infantry Brigade, 3rd Infantry Division:

Leader *Cunningham*, A, B, C, D/2 *R Ulster* (4 Units + Leader): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

185 Infantry Brigade, 3rd Infantry Division:

Leader *Smith*, A, B, C, D/2 *Warwicks*, A, B, C, D/1 *Norfolk*, W, X, Y, Z/2 *KSLI* (12 Units + Leader): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

Independent Units, 3rd Infantry Division:

SP/20 AT, RA, S(Mtr)/185 Bde, S(AT)/185 Bde, 33 Field, RA (4 Units): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

27 Armoured Brigade (attached to 3rd Infantry Division):

A, B, C, *Rec/Staffs Yeo*; A, B, C, *Rec/1 ER Yeo* (8 Units): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

1100, June 6, 1944

German Reinforcements:

Independent Units, 21.Panzer-Division:

4./I./Pz.22, 1., 2., 3., 4.-5., 7.-8., 6.-9., 10./Pz.Art 155 (8 Units): arrive at 21.Panzer-Division Reinforcement Hex B

KG Rauch, 21.Panzer-Division:

*9., 10./PzGr 192 (2 Units): arrive at 21.Panzer-Division Reinforcement Hex A (21.Panzer-Division Reinforcement Hex B)

Allied Reinforcements:

9 Infantry Brigade, 3rd Infantry Division:

A, B, C, D/2 *Lincs*, A, B, C, D/1 *KOSB* (8 Units): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

Independent Units, 3rd Infantry Division:

A, B, C, D/2 *Mddlesx*, 41-45/20 *AT, RA*, 67-101/20 *AT, RA*, 15 *Fld Pk, RE*, 17 *Field, RE*, 71 *Field, RE*, 253 *Field, RE*, S(AT)/9th *Bde*, S(Mtr)/9th *Bde*, 7 *Field, RA* (13 Units): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

1300, June 6, 1944

German Reinforcements:

Independent Units, 21.Panzer-Division:

1./H.*Flak 305* (Dismounted): 36.038

2./H.*Flak 305* (Dismounted): 37.029

3./H.*Flak 305* (In Column): 37.034

1./StuG 200: 25.038

2./StuG 200: 25.039

3./StuG 200: 21.038

4./StuG 200: 22.040

5./StuG 200: 44.025

Stab/StuG 200: 22.039

KG Rauch, 21.Panzer-Division:

2./Pz.Pi. 220: arrives at 21.Panzer-Division Reinforcement Hex A

Independent Units, 716.Infanterie-Division:

1., 2., 3., 4./Bau-Pi. 803 (4 Units): arrive at 21.Panzer-Division Reinforcement Hex B

1500, June 6, 1944

Allied Reinforcements:

Independent Units, 3rd Infantry Division:

245/62 *AT, RA*, A, B, C/3 *Recce*, 2 *Bridge, RE* (5 Units): En Route from England, Bound for Sword Beach box or I Corps Reinforcement Hex (if Sword Beach is clear)

2100, June 6, 1944

Allied Reinforcements:

Third Drop (place when the 6th Airborne Division Activation Chit is drawn, Units are In Column or not and mounted or not (Allied player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone

6 Air Landing Brigade, 6th Airborne Division:

A, B, C/2 *OBLI* (Glider Land) (3 Units): DZ/LZ W

A/12 *Devon* (Glider Land): DZ/LZ W

A, B, C, D/1 *RUR* (Glider Land) (4 Units): DZ/LZ N

**Independent Units, 6th Airborne Division:**

A/6 Recce (Glider Land): DZ/LZ N

B/6 Recce (Glider Land): DZ/LZ N

S(AT)/6 AL, S(Mtr)/6 AL (Glider Land) (2 Units): DZ/LZ W

211/53 AL Lgt (Glider Land): DZ/LZ W

Night, June 6, 1944**German Reinforcements:****Independent Units, 21.Panzer-Division:**

1., 2., 3., 4., 5./Pz.Aufkl. 21, GrW/Pz.Auf. 21 (6 Units): arrive at 21.Panzer-Division Reinforcement Hex B

0700, June 7, 1944**German Reinforcements:****KG Hartmann, 346./711.Infanterie-Divisionen:**

5., 6., 7., 8./II./ Gren 857, GrW./II./857 (5 Units): arrive at any 346./711.Infanterie-Divisionen Reinforcement Hex

KG Lais, 346./711.Infanterie-Divisionen:

1./Pi 346, 5., 6., 7., 8./II./Gren 858, GrW./II./858 (6 Units): arrive at any 346./711.Infanterie-Divisionen Reinforcement Hex

0900, June 7, 1944**German Reinforcements:****Independent Units, 346./711.Infanterie-Divisionen:**

I./Art. 346: Any 346./711.Infanterie-Divisionen Reinforcement Hex

1100, June 7, 1944**Historical Event Two:**

Add 8 Nachhuten to the 21.Panzer-Division Display; add 4 Divisional Trucks to 716.Infanterie-Division Display

German Reinforcements:**Independent Units, 346./711.Infanterie-Divisionen:**

3./Art. 1711: arrives at any 346./711.Infanterie-Division Reinforcement Hex

Allied Reinforcements:**Independent Units, 3rd Infantry Division:**

53 Medium, RA: arrives at I Corps Reinforcement Hex

1500, June 7, 1944**Allied Reinforcements:****6 Air Landing Brigade, 6th Airborne Division:**

B, C, D/12 Devon (3 Units): arrive at I Corps Reinforcement Hex

Independent Units, 6th Airborne Division:

3 AL AT, RA: arrives at I Corps Reinforcement Hex

Night, June 7, 1944**Historical Event Three:**

Add 6 Divisional Trucks to the 3rd Infantry Division Display

0700, June 8, 1944**German Reinforcements:****KG Hartmann, 346./711.Infanterie-Divisionen:**

Leader *Hartmann, 9., 10., 11., 12./III./Gren 857, GrW./III./857, 13., 14./Gren 857, Pz.Jg.Zg./744* (8 Units + Leader): arrive at any 346./711.Infanterie-Division Reinforcement Hex

0900, June 8, 1944**German Reinforcements:****Independent Units, 346./711.Infanterie-Divisionen:**

1.-2./H.Art 1151: arrives at any 346./711.Infanterie-Division Reinforcement Hex

KG Hartmann, 346./711.Infanterie-Divisionen:

9., 10., 11., 12./III./Gren 744, GrW./III./744 (5 Units): arrive at any 346./711.Infanterie-Division Reinforcement Hex

Night, June 8, 1944**German Reinforcements:****KG Lais, 346./711.Infanterie-Divisionen:**

Leader *Lais, 1., 2., 3., 4./I./Gren 858, GrW./I./858* (5 Units + Leader): arrive at any 346./711.Infanterie-Division Reinforcement Hex

0900, June 9, 1944**German Reinforcements:****Independent Units, 12.SS-Panzer-Division:**

Historically, the Werfer-Battalion of the 12th SS was woefully equipped in artillery tractors and could initially only motorize its 1st Battery, which indeed arrived in the Invasion area around June 9. The other batteries, though, could only rejoin the division at the beginning of July.

Roll a die to see which Units actually arrive:

0-1: *1., 2., 3., 4./SS-Werf. 12* (4 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

2-4: *1., 2./SS-Werf. 12* (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

5+: *1./SS-Werf. 12:* arrives at 12.SS-Panzer-Division Reinforcement Hex A

Allied Reinforcements:**Independent Units, 3rd Infantry Division:**

4 RHA, RA, 150 Field, RA (2 Units): arrive at I Corps Reinforcement Hex

1900, June 9, 1944**Historical Event Four:**

(Attached to 21.Panzer-Division) 1.-3., 4., 5./I./20/Flak 2; 6.-8., 9., 10./II/52/Flak 2 (6 Units): arrive at 21.Panzer-Division Reinforcement Hex B

German Reinforcements:**KG Lais, 346./711.Infanterie-Divisionen:**

9., 10., 11., 12./III./Gren 858, GrW./III./858, 13., 14./Gren 858 (7 Units): arrive at any 346./711.Infanterie-Division Reinforcement Hex

Independent Units, 346./711.Infanterie-Divisionen:

2., 3., GrW./Pi. 346, 1., 2., 3./Pz.Jg. 346, 1., 2., 3., 4./Füs. 346: (10 Units) arrive at any 346./711.Infanterie-Division Reinforcement Hex

Night, June 9, 1944**German Reinforcements:****Independent Units, 346./711.Infanterie-Divisionen:**

II., III./Art. 346 (2 Units): arrive at any 346./711.Infanterie-Division Reinforcement Hex

0700, June 10, 1944**Allied Reinforcements:****Royal Navy**

Nelson: any legal range box of Assault Force S

1500, June 11, 1944**Historical Event Five**

Increase 3rd Infantry Division Troop Quality by 1

Add 5 Divisional Trucks to the 51st Infantry Division Display

Reinforcements – Juno Sector**0900, June 6, 1944****German Reinforcements:****Independent Units, 12.SS-Panzer-Division:**

2./SS-Pz.Auf. 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

Add 10 Nachhuten and 6 Sperren to the 12.SS-Panzer-Division Display

Allied Reinforcements:**9 Canadian Brigade, 3rd Canadian Division:**

Leader *Cunningham*, A, B, C, D/HLIC, A, B, C, D/N NS HL, A, B, C, D/S,D&G HL (12 Units + Leader): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

Independent Units, 3rd Canadian Division:

S(Mtr), *S(AT)/9th Can* (2 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

2 Canadian Armoured Brigade (attached to 3rd Canadian Infantry Division):

A, B, C, *Rec/Sherbrooke* (4 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

Independent Brigades:

C/Inns of Ct; Independent: En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

1300, June 6, 1944**Allied Reinforcements:****Independent Units, 3rd Canadian Division:**

4-52/3 AT, *RCA*, 94/3 AT, *RCA* (2 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

1700, June 6, 1944**Allied Reinforcements:****Independent Units, 3rd Canadian Division:**

3 *Bridge*, *RCE*, 248/62 AT, *RA* (2 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

1900, June 6, 1944**Allied Reinforcements:****153 Infantry Brigade, 51st Infantry Division:**

Leader *Murray*, A, B, C, *D/5 Bk Watch*, A, B, C, *D/1 Gordon HL*, A, B, C, *D/5/7 Gordons* (12 Units + Leader): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

Independent Units, 51st Infantry Division:

S(Mtr), *S(AT)/153 Bde* (2 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

Night, June 6, 1944**German Reinforcements:****KG Meyer, 12.SS-Panzer-Division:**

1., 2., 3., 4./I./SS-PG 25, GrW/I./SS 25, 5., 6., 7., 8./II./SS-PG 25, GrW/II./SS 25, 9., 10., 11., 12./III./SS-PG 25, GrW/III./SS 25, 13./SS-PG 25, 14./SS-PG 25, 16./SS-PG 25 (18 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Independent Units, 12.SS-Panzer-Division:

7-9, 10/SS-PzArt 12, 3., 4., 5./SS-Pz.Auf.12, GrW/Pz.Auf 12, *Div.Begleit*, *Flak/Div.Begleit* (8 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B



0700, June 7, 1944

Historical Event One:

A, B, X, Y, Z, S/46 RM Cdo (6 Units): En Route from England, Bound for Juno Beach box or I Corps Reinforcement Hex (if Juno Beach is clear)

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

5., 6., 7./II./SS-Pz. 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Allied Reinforcements:

Independent Units, 3rd Canadian Division:

246-7/62 AT, RA: arrives at I Corps Reinforcement Hex

1100, June 7, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

8./II./SS-Pz. 12, 2., 3./SS-Flak 12 (3 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

Allied Reinforcements:

Independent Units, 51st Infantry Division:

79 Medium, RA: arrives at I Corps Reinforcement Hex

1300, June 7, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

9./II./SS-Pz. 12, St/II./SS-Pz 12 (2 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex B

KG Mohnke, 12.SS-Panzer-Division:

Leader *Mohnke, 1., 2., 3., 4./I./SS-PG 26, GrW/I./SS 26, 5., 6., 7., 8./II./SS-PG 26, GrW/II./SS 26, 9., 10., 11., 12./III./SS-PG 26, GrW/III./SS 26, 13., 14., 15., 16./SS-PG 26* (19 Units + Leader): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Allied Reinforcements:

4 Armoured Brigade (attached to any Division – Allied player's choice):

Leader *Currie, A, B, C, R/Scots Greys, A, B, C, Recce/3 CLY, A, B, C, Recce/44 RTR, A, B, C, D/2 KRRC*: (16 Units + Leader) arrive at any Allied Reinforcement Hex

Note that in the Campaign Game these Units may be allocated to any sector.

Independent Unit, 4 Armoured Brigade:

S(AT)/2 KRRC: arrives at any Allied Reinforcement Hex with the rest of the 4 Armoured Brigade

1500, June 7, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

1., 2., 3./SS-Pz.Pi. 12, GrW/Pz.Pi. 12, 1.-2., 3./SS-PzArt 12, 1., 4./SS-Flak 12 (8 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Allied Reinforcements:

Independent Units, 51st Infantry Division:

65 Medium, RA, 127 Field, RA, (2 Units): arrive at I Corps Reinforcement Hex

1700, June 7, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

4-6/SS-PzArt 12: arrives at 12.SS-Panzer-Division Reinforcement Hex A

Night, June 7, 1944

Historical Event Three:

Add 6 Divisional Trucks to the 3rd Canadian Infantry Division Display

0700, June 8, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

1., 2., 3., 4., St./I./SS-Pz.12, Stab/SS-Pz. 12 (6 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

1300, June 8, 1944

Allied Reinforcements:

152 Infantry Brigade, 51st Infantry Division:

Leader *Haugh, A, B, C, D/2 Seaforth HL, A, B, C, D/5 Seaforth HL, A, B, C, D/QOCH* (12 Units + Leader): arrive at I Corps Reinforcement Hex

1500, June 8, 1944

Allied Reinforcements:

Independent Units, 3rd Canadian Division:

68 Medium, RA: arrives at I Corps Reinforcement Hex

Independent Units, 51st Infantry Division:

6 Field RA, S(Mtr), S(AT)/152 Bde, 128 Field, RA (4 Units): arrive at I Corps Reinforcement Hex

0900, June 9, 1944

German Reinforcements:

Independent Units, 12.SS-Panzer-Division:

1., 2., 3., 4./SS-Werf. 12 (4 Units): arrive at 12.SS-Panzer-Division Reinforcement Hex A

Allied Reinforcements:**Independent Units, 3rd Canadian Division:**

51 Hvy Art, RA, 191 Field, RA (2 Units): arrive at I Corps Reinforcement Hex

1900, June 9, 1944**Historical Event Four:**

(Attached to 12.SS-Panzer.Division) 1.-3., 4., 5./I./35/Flak 4; 1.-3., 4., 5./I./53/Flak 4; 1.-3., 4., 5./I./141/Flak 4 (9 Units): arrive at 21.Panzer-Division Reinforcement Hex C

1100, June 10, 1944**Allied Reinforcements:****Independent Units, 3rd Canadian Division:**

B/17DoY Rec: arrive at I Corps Reinforcement Hex

Independent Units, 51st Infantry Division:

274 Field, RE, 275 Field, RE, 276 Field, RE, 239 Fld Pk, RE (4 Units): arrive at I Corps Reinforcement Hex

1300, June 10, 1944**Allied Reinforcements:****Independent Units, 51st Infantry Division:**

241, 242, 243, 244/61 AT, RA, 16 Bridge, RE (5 Units): arrive at I Corps Reinforcement Hex

1500, June 10, 1944**Allied Reinforcements:****Independent Units, 51st Infantry Division:**

A, B, C/2 Derby Yeo, A, B, C, D/1/7 Middlsx (7 Units): arrive at I Corps Reinforcement Hex

1700, June 10, 1944**Allied Reinforcements:****Independent Units, 51st Infantry Division:**

126 Field, RA: arrives at I Corps Reinforcement Hex

1500, June 11, 1944**Historical Event Five**

Increase 3rd Canadian Infantry Division Troop Quality by 1

0900, June 12, 1944**Allied Reinforcements:****Independent Units, 51st Infantry Division:**

196/73 AT, RA: arrives at I Corps Reinforcement Hex

Reinforcements – Gold Sector**0900, June 6, 1944****Allied Reinforcements:****151 Infantry Brigade, 50th Infantry Division:**

Leader Senior, A, B, C, D/6 DLI, A, B, C, D/8 DLI, A, B, C, D/9 DLI (12 Units + 1 Leader): En Route from England,

Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

Independent Units, 50th Infantry Division:

99-288/102 AT, SP/102 AT, RA, 147 Field, RA (3 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

8 Armoured Brigade (attached to 50th Infantry Division):

A, B, C/24 Lancers, Rec/24 Lncrs (4 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

1100, June 6, 1944**Allied Reinforcements:****Independent Units, 50th Infantry Division:**

198/73 AT, RA, 234/73 AT, RA, 235 Fld Pk, RE, A, C, D/2 Ches, S(Mtr)/151 Bde, S(AT)/151 Bde, 189/73 AT, RA, 90 Field, RA, 74 Field, RA, 86 Field, RA (12 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

1300, June 6, 1944**German Reinforcements:****KG Meyer, 352.Infanterie-Division:**

Leader Meyer, 1., 2., 3., 4., GrW./Füs. 352, 2./Pz.Jg. 352, 1., 2., 3., 4./I./Gren 915, GrW./I./GR 915, 13., 14./Gren 915 (13 Units + Leader): arrive at 352.Infanterie-Division Reinforcement Hex A

Allied Reinforcements:**Independent Units, 50th Infantry Division:**

A, B, C/61 Recce (3 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

56 Infantry Brigade (attached to 50th Infantry Division):

Leader Pepper, A, B, C, D/2 SWB, A, B, C, D/2 Essex, A, B, C, D/2 Gloucs (12 Units + Leader): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

Independent Units, 56 Infantry Brigade:

S(AT)/56 Bde, S(Mtr)/56 Bde (2 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

1500, June 6, 1944**Allied Reinforcements:****Independent Units, 50th Infantry Division:**

987 Field: En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)



1700, June 6, 1944

Allied Reinforcements:

Independent Units, 50th Infantry Division:

107/289/102 AT, 5 Bridge, RE (2 Units): En Route from England, Bound for Gold Beach box or XXX Corps Reinforcement Hex (if Gold Beach is clear)

2100, June 6, 1944

German Reinforcements:

KG Gerhardt, Panzer-Lehr-Division:

Leader Gerhardt, 5., 6., 7., 8./II./PzGr 902, GrW/II./PG 902 (5 Units + Leader): arrive at Panzer-Lehr-Division Reinforcement Hex C

1100, June 7, 1944

German Reinforcements:

KG Gerhardt, Panzer-Lehr-Division:

1., 2., 3., 4./I./PzGr 902, GrW/I./PG 902, 9., 10./PzGr 902 (7 Units): arrive at Panzer-Lehr-Division Reinforcement Hex C

Independent Units, Panzer-Lehr-Division:

1., 2., 3./H.Flak 311, Div.Begleit (4 Units): arrive at Panzer-Lehr-Division Reinforcement Hex A

Allied Reinforcements:

Independent Units, 50th Infantry Division:

7 Medium, RA: arrives at XXX Corps Reinforcement Hex

1300, June 7, 1944

German Reinforcements:

KG Scholze, Panzer-Lehr-Division:

Leader Scholze, 1., 2., 3. 4./I./PzGr 901, GrW/I./PG 901, 5., 6., 7., 8./II./PzGr 901, GrW/II./PG 901, 9., 10., 11./PzGr 901 (13 Units + Leader): arrive at Panzer-Lehr-Division Reinforcement Hex C

Independent Units, Panzer-Lehr-Division:

1., 2., 3./Pz.Jg. 130, Pak./Pz.Jg. 130 (4 Units): arrive at Panzer-Lehr-Division Reinforcement Hex B

5., 6., 7., 8./II./Pz. 130 (4 Units): arrive at Panzer-Lehr-Division Reinforcement Hex C

1700, June 7, 1944

German Reinforcements:

KG Meyer, 352.Infanterie-Division:

1., 2., 3./sch. 518 (3 Units): arrive at 352.Infanterie-Division Reinforcement Hex A

Independent Units, Panzer-Lehr-Division:

1., 2., 3., 4., 5./Pz.Aufk 130, GrW/Pz.Auf 130 (6 Units): arrive at Panzer-Lehr-Division Reinforcement Hex B

1900, June 7, 1944

German Reinforcements:

Independent Units, Panzer-Lehr-Division:

1., 2., 3./Pz.Pi. 130, GrW/Pz.Pi. 130 (4 Units): arrive at Panzer-Lehr-Division Reinforcement Hex A

II., III./Pz.Art. 130 (2 Units): arrive at Panzer-Lehr-Division Reinforcement Hex C

KG Korfes, 352.Infanterie-Division:

1., 2., 3./sch. 513 (3 Units): arrive at 352.Infanterie-Division Reinforcement Hex A

Night, June 7, 1944

Historical Event Three:

Add 6 Divisional Trucks to the 50th Infantry Division Display

Allied Reinforcements:

22 Armoured Brigade, 7th Armoured Division

Leader Hinde, A, B, C, Recce/1 RTR, A, B, C, Recce/5 RTR, (8 Units + Leader): arrive at XXX Corps Reinforcement Hex

Independent Units, 7th Armoured Division:

5 RHA, RA: arrives at XXX Corps Reinforcement Hex

0700, June 8, 1944

German Reinforcements

Independent Units, Panzer-Lehr-Division:

s.Art. 992: arrives at Panzer-Lehr-Division Reinforcement Hex C

1300, June 8, 1944

Allied Reinforcements:

Independent Units, 50th Infantry Division:

84 Medium, RA: arrives at XXX Corps Reinforcement Hex

22 Armoured Brigade, 7th Armoured Division:

A, B, C, Recce/4 CLY, A, I, C, S(AT)/1 Rifle (8 Units): arrive at XXX Corps Reinforcement Hex

0900, June 9, 1944

Allied Reinforcements:

Independent Units, 7th Armoured Division:

64 Med, RA: arrives at XXX Corps Reinforcement Hex

1500, June 9, 1944

Allied Reinforcements:

Independent Units, 7th Armoured Division:

3 RHA, RA: arrives at XXX Corps Reinforcement Hex

1900, June 9, 1944

Historical Event Four:

(Attached to Panzer-Lehr-Division) 6.-8., 9., 10./II/22/Flak 3, 6.-8., 9., 10./II./64/Flak 3 (6 Units): arrive at 21.Panzer-Division Reinforcement Hex C

0700, June 10, 1944**German Reinforcements:****Independent Units, Panzer-Lehr-Division:**

Pz. 316 (Fkl.), I. SS-PzK.Bglt (2 Units): arrive at Panzer-Lehr-division Reinforcement Hex B

0900, June 10, 1944**German Reinforcements:****Independent Units, Panzer-Lehr-Division:**

1., 2., 3., 4./I./Pz. 6, Stab/Pz. 130 (5 Units): arrive at Panzer-Lehr-Division Reinforcement Hex C

German Independent Regiment (attached to any Division - German player's choice):

1./s.SS-Art. 101, 2-3/s.SS-Art101 (2 Units): arrive at 21.Panzer-Division Reinforcement Hex C

Note: These Units may be allocated to any sector in the Campaign Game

1100, June 10, 1944**Allied Reinforcements:****131 Infantry Brigade, 7th Armoured Division:**

Leader *Ekins, A, B, C, D/1/7 Queen's* (4 Units + Leader): arrive at XXX Corps Reinforcement Hex

1300, June 10, 1944**Allied Reinforcements:****Independent Units, 7th Armoured Division:**

A, B, Recce/8 KRII, C/11 Hussars (4 Units): arrive at XXX Corps Reinforcement Hex

1100, June 11, 1944**Allied Reinforcements:****Independent Units, 50th Infantry Division:**

52 Hvy Art, RA: arrives at XXX Corps Reinforcement Hex

131 Infantry Brigade, 7th Armoured Division:

A, B, C, D/1/5 Queen's, A, B, C, D/1/6 Queen's (8 Units): arrive at XXX Corps Reinforcement Hex

Independent Units, 7th Armoured Division:

D/11 Hussars, S(AT)/131 Bde, S(Mtr)/131 Bde (3 Units): arrive at XXX Corps Reinforcement Hex

1500, June 11, 1944**Historical Event Five**

Increase 50th Infantry Division Troop Quality by 1

1300, June 12, 1944**Allied Reinforcements:****Independent Units, 7th Armoured Division:**

621 Field, RE, 143 Fld Pk, RE, 4 Field, RE, 121 Med, RA, 7 Bridge, RE (5 Units): arrive at XXX Corps Reinforcement Hex

1500, June 12, 1944**Allied Reinforcements:****Independent Units, 7th Armoured Division:**

3/RNF, 257, 258, 259, 260/65 AT, RA, (5 Units): arrive at XXX Corps Reinforcement Hex

Night, June 12, 1944**German Reinforcements:****German Independent Regiments (attached to any Division - German player's choice):**

1., 2., 3., 4./s.SS-Pz. 101 (4 Units): arrive at 21.Panzer. Division Reinforcement Hex C. Special entry roll for *3./s. SS-Pz. 101* – a roll of 0-4: Unit arrives; 5-9: Unit does not arrive

Note: These Units may be allocated to any sector in the Campaign Game

1100, June 13, 1944**Historical Event Six:**

(Attached to Panzer-Lehr-Division) Leader *Brassert, 1., 2., 3., 4./I PzGr 2; 5., 6., 7., 8./II PzGr 2; 10/PzGr 2; 11/PzArt 74; 1., 4./H.Flak 273; 3/Pz.Pi 38* (13 Units + Leader) arrive at Panzer-Lehr-Division Reinforcement Hex C

Victory Conditions

This is a little tricky. I want to have, as much as possible, the actual tasks and objectives that were given to the Division commanders for the game but often this is difficult in the context of hard and fast rules for a game. For example, taking Caen was an inescapable and absolute objective for the 3rd Infantry Division, but how do I make victory conditions for this at this scale? No Germans inside Caen as a condition for example would encourage a last turn movement by a single company through Allied Fire Zones that would be meaningless in the historical context but would prevent victory. I decided therefore to make the victory conditions somewhat more nebulous than would normally be the case for a wargame – but with guidelines for the players to adjudicate the task and hopefully come to an agreement as to whether the task was accomplished or not. If players can't agree, take advantage of the technology today and take a picture of the ending position and ask me online. I'll make a ruling for you.

Tasks**Allied Tasks:****Royal Marines:**

Primary Task: Connecting Road A is clear of any German Units, Minefields or Fire Zones at each indicated Event on the Game Turn Record.

Secondary Task: The 6th Airborne Division has accomplished its tertiary victory task "Force in Being".

Tertiary Task: Lose not more than 15 total steps of Commando Units by the end of the game.

51st (Highland) Infantry Division:

Primary Task: Connecting Road B is clear of any German Units, Minefields or Fire Zones at each indicated Event on the Game Turn Record.

Secondary Task: Take and hold both hexes of Douvres Radar Station (52.012 and 51.013) at the end of the game.

Tertiary Task: Have at least one Brigade of the 51st (Highland) Infantry Division within one movement activation and capable of exiting the map at either 21.Panzer-Division Reinforcement Hex A or B at the end of the game.

Note on the “exiting the map” task:

If you have roughly 80% or more of 1 of the 2 Brigades of the 51st (Highland) Infantry Division that could move off the map in one move activation and it isn’t something you would never do if the game went on for another day or two, consider the task accomplished.

Sword/Orne Sector

6th Airborne Division:

Primary Task: Take and Hold both Pegasus (29.019) and Horsa (27.020) Bridges at the 1300 turn of June 6 and keep them Allied Controlled or Contested for the entire game thereafter.

Secondary Task: Destroy all 5 Bridges over the River Dives (Varaville, Robehomme, Bures Bridge, Bures RR Bridge, Troarn Bridge).

Tertiary Task: Maintain a Force in Being in the Orne Bridgehead at the end of the game.

Note on the “Force in Being” task:

One of the primary objectives of 6th Airborne as the campaign progressed was to maintain a foothold in the Orne Bridgehead. This might be obvious if 6th Airborne has been completely wiped out or is advancing at will all over the southern part of the map, but often this isn’t the case and both sides have forces arrayed against each other in the Bridgehead. To determine if the task has been completed, ask yourselves if 6th Airborne’s position was getting worse or better as the latter quarter of the game went on. If it was getting better, consider the task accomplished – if it was getting consistently worse, consider the task likely is not accomplished.

3rd Infantry Division:

Primary Task: Take and Hold Caen at the end of the game.

Secondary Task: Have at least two Brigades within one movement activation and capable of exiting the map at either German 21.Panzer-Division Reinforcement Hex C or 12.SS Panzer-Division Reinforcement Hex A at the end of the game.

Tertiary Task: Connecting Road C is clear of any German Units, Minefields or Fire Zones from hex 48.040 to 12.030 at the end of the game. (Will most likely have to rely on other Commonwealth support).

Note on the “Take and Hold Caen” task:

This is the hardest one to define but absolutely must be here as it was the primary task of the entire campaign. While it might be obvious, if it isn’t, ask yourselves if Caen would hold out as a major German defensive position for another day or two if the game went on? How much force would be needed by the Allies to take the town? If major forces would still be needed, then the task is not considered completed.

Note on the “exiting the map” task:

This task is also somewhat hard to define as I don’t want to have hard and fast lists of acceptable losses or how much resistance is remaining in the way. But if you have roughly 80% or more of 2 Brigades of the 3rd Infantry Division that could move off the map in one move activation and it isn’t something you would never do if the game went on for another day or two, consider the task accomplished.

Juno Sector

3rd Canadian Infantry Division:

Primary Task: Have at least two Brigades of the 3rd Canadian Infantry Division within one movement activation and capable of exiting the map at either Panzer-Lehr-Division Reinforcement Hex A or B at the end of the game.

Secondary Task: Connecting Road C is clear of any German Units, Minefields or Fire Zones from hex 48.040 to 70.052.

Tertiary Task: Take and Hold Hill 113 (58.053) at the end of the game.

Note on the “exiting the map” task:

If you have roughly 80% or more of 2 Brigades of the 3rd Canadian Infantry Division that could move off the map in one move activation and it isn’t something you would never do if the game went on for another day or two, consider the task accomplished.

Gold Sector

50th Infantry Division:

Primary Task: Have at least two Brigades of the 50th Infantry Division within one movement activation and capable of exiting the map at either Panzer-Lehr-Division Reinforcement Hex B or C at the end of the game.

Secondary Task: Take and Hold Hills 152 (72.062) and 213 (78.060) at the end of the game.

Tertiary Task: Connecting Road C is clear of any German Units, Minefields or Fire Zones from hex 70.052 to 99.062 at the end of the game.

Note on the “exiting the map” task:

If you have roughly 80% or more of 2 Brigades of the 50th Infantry Division that could move off the map in one move activation and it isn’t something you would never do if the game went on for another day or two, consider the task accomplished.

7th Armoured Division:

Primary Task: Have major armored Strike force within one movement activation and capable of exiting the map at either Panzer-Lehr-Division Reinforcement Hex B or C at the end of the game.

Secondary Task: Take and Hold Tilly-sur-Seulles (81.042) by the end of the game.

Tertiary Task: Take and Hold Hills 174 (87.064) and 223 (92.065) by the end of the game.

Note on the “exiting the map” tasks:

If you have roughly 80% or more of the total tank strength of the 7th Armoured Division that could move off the map in one move activation and it isn't something you would never do if the game went on for another day or two, consider the task accomplished.

German Tasks:

Sword/Orne Sector

21.Panzer-Division:

Primary Task: Hold Caen at the end of the game (see Caen note for the 3rd Infantry Division).

Secondary Task: Take and Hold the towns of Troarn (11.030 and 12.031), Sannerville (19.032), Cuverville (25.030) and the Colombelles Steelworks (31.030, 32.031 and 32.032) at the end of the game.

Tertiary Task: Have a 2-Step Unit on any hex of Connecting Road A in the Sword Beach Sector on June 6 for 2 full and entire consecutive turns.

716.Infanterie-Division:

Primary Task: Have at least one of the following Units still in play at the end of the 2100 turn, June 7: *Water Twr Bty* (29.013), *Stp 17 (Hillman)* (35.015) or *Merville Bty* (18.013).

Secondary Task: Either of the two Douvres Radar Station hexes (52.012 and 51.013) are still controlled by the German Player at the end of the game.

Tertiary Task: Interdict Connecting Road B in the Sword Sector whenever an Event mandates a check for clearance on Connecting Road B.

346./711.Infanterie-Divisionen:

Primary Task: Control Pegasus (29.019) or Horsa (27.020) Bridges at any time after the 0900 June 6 turn.

Secondary Task: Take and hold Bréville (21.019) at the end of the game.

Tertiary Task: Take and hold Ranville (24.022) at the end of the game.

Juno Sector

12.SS-Panzer-Division:

Primary Task: Take and Hold Carpiquet Airfield (54.037, 55.037, 55.039, 52.038, 51.038) at the end of the game.

Secondary Task: Interdict Connecting Road B in the Juno Beach Sector whenever an Event mandates a check for clearance on Connecting Road B.

Tertiary Task: Take and Hold Abbaye d'Ardenne (49.033) at the end of the game.

Gold Sector

Panzer-Lehr-Division:

Primary Task: Take and Hold the Tilly-sur-Seulles line (defined as having a Unit in hexes 97.043, 94.044, 88.044, 81.042, 79.041 and 74.040) at the end of the game.

Secondary Task: Interdict Connecting Road B in the Gold Beach Sector whenever an Event mandates a check for clearance on Connecting Road B.

Tertiary Task: Take and Hold Rauray Manor Park (70.046) at the end of the game.

352.Infanterie-Division:

Primary Task: Take and hold Port-en-Bessin (109.009) at the end of the 2100, June 7 turn.

Secondary Task: Take and hold Séminaire de Bayeux (97.023) at the end of the 2100, June 8 turn.

Tertiary Task: Interdict Connecting Road B in the Gold Sector whenever an Event mandates a check for clearance on Connecting Road B.

Events

Random Events occur per rule 6.0 in the exclusive rules.

Other events are listed below.

0700, June 6, 1944

All reinforcements and markers are placed in-situ at the very start of the 0700, June 6 turn (only), before any Chits are drawn from the Mug. All Germans must set up dismounted and not In Column (unless the terrain mandates being In Column).

J. Start Advanced Scenario 3.

G. Start Advanced Scenario 1.

0900, June 6, 1944

S. Begin 346./711.Infanterie-Division Primary Task Check.

G. Hero *Stanley Hollis* is available for use.

1100, June 6, 1944

S. Place Leader *Rauch*, 21.Panzer-Division, with any Unit of his command.

1300, June 6, 1944

S. Air Raid Caen! Place 5 Rubble markers in Caen. The Allied Player first, then the German Player alternate placing Rubble Markers until all 5 have been placed. Each Rubble placed must be placed adjacent to another placed Rubble marker (except the first one placed).

- S. Begin 6th Airborne Division Primary Task Check.
- G. Add 2 Divisional Trucks, 2 *Nachhut* and 2 *Sperre* markers to the 352.Infanterie-Division Display.

1500, June 6, 1944

- S. Add 4 *Nachhut* and 10 *Sperre* markers to the 21.Panzer-Division Display.

1900, June 6, 1944

- J. Add 3 *Rearguard* and 3 *Roadblock* markers to the 51st Infantry Division Display.
- J. Add the 51 Infantry Division Activation to the Mug. Place 5 Command Points and 1 Dispatch Point on the 51st Division Display. The 51st Infantry Division has a rating of 4 Command and 3 Dispatch.

2100, June 6, 1944

- S. When the 6th Airborne Division Activation is pulled from the Mug (Operation Mallard starts), 6th Airborne Troop Quality is increased by 1 and 21.Panzer-Division Troop Quality is reduced by 1.
- G: Add the Panzer-Lehr-Division Activation to the Mug. Place 9 Command Points and 4 Dispatch Point on the Panzer-Lehr-Division Display. The Panzer-Lehr-Division has a rating of 12 Command and 7 Dispatch.
- G. Add 4 *Nachhut* markers to the Panzer-Lehr-Division Display.
- All. All three beaches must be cleared by the end of the turn or the Allies forfeit the game.

Night, June 6, 1944

- S. Air Raid Caen! Place 6 Rubble markers in Caen. Allied Player first, then the German Player and alternate placing until all 6 are placed. Each Rubble placed must be placed adjacent to another placed Rubble marker (except the first one placed).
- S. Add 7 *Nachhut* and 3 *Sperre* markers to the 716. Infanterie-Division Display.
- S. End 21.Panzer-Division Tertiary Task Check.
- S. Operation Mallard ends, 6th Airborne Troop Quality is reduced by 1 and 21.Panzer-Division Troop Quality is increased by 1.
- J. Add 10 *Nachhut* and 6 *Sperre* markers to the 12.SS-Panzer-Division Display.
- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 7, 1944

- S. 346./711.Infanterie-Divisionen Activation is added to the Mug.
- S. 346./711.Infanterie-Divisionen now has a Command Rating of 6 and a Dispatch Rating of 3. Add 3 Command Points and 1 Dispatch Point to the Division.

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):

S: Available Air (8/4/0), On Interdiction (4/2/0).

S: For the remainder of the game, reduce the 6th Airborne Division TQ by one each turn (to a maximum of -2) should the Horsa or Pegasus Bridges be German controlled or contested, Should the Allies control the bridge after this, add one to the 6th Airborne TQ. This can occur multiple times throughout the game.

J: Available Air (4/2/0), On Interdiction (4/2/0).

G: Available Air (2/2/0), On Interdiction (4/2/0).

- All. Remove any *French!* Markers in play.

1100, June 7, 1944

- G. Add 6 *Nachhut* markers to the Panzer-Lehr-Division Display.

1900, June 7, 1944

- G. Add 6 *Sperre* markers to the Panzer-Lehr-Division Display.

2100, June 7, 1944

- G. 352.Infanterie-Division Primary Task Check.

Night, June 7, 1944

- S. 716.Infanterie-Division Primary Task Check.
- J. Add the 7th Armoured Division Activation to the Mug. Place 3 Command Points and 0 Dispatch Points on the 7th Armoured Division Display. The 7th Armoured Division has a rating of 3 Command and 3 Dispatch.
- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 8, 1944

- All. 716.Infanterie-Division Phone Lines (rule 16.1) are no longer in effect.

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):

S: Available Air (8/4/0), On Interdiction (4/2/0).

J: Available Air (2/2/0), On Interdiction (4/2/0).

G: Available Air (4/2/0), On Interdiction (4/2/0).

- All. Remove any *French!* Markers in play.

1900, June 8, 1944

- S. End Advanced Scenario 2.

2100, June 8, 1944

- G. 352.Infanterie-Division Secondary Task Check.

Night, June 8, 1944

- S. Last turn the 6th Airborne may roll for Stragglers.
- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 9, 1944

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):
 - S: Available Air (2/2/0), On Interdiction (4/2/0).
 - J: Available Air (4/2/0), On Interdiction (4/2/0).
 - G: Available Air (8/4/0), On Interdiction (4/2/0).
- All. Remove any *French!* Markers in play.
- S. Remove all Rally Point Markers.

1100, June 9, 1944

- G. Mulberry is placed (see rule 4.6).

Night, June 9, 1944

- S. Naval Bombardment of Caen! The Allied Player must place 4 Rubble Markers in Caen in any City/Fortified hex.
- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 10, 1944

- S: Add 6 Divisional Trucks to the 346/711.Infanterie Divisionen Display.
- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):
 - S: Available Air (2/2/0), On Interdiction (4/2/0).
 - J: Available Air (4/2/0), On Interdiction (4/2/0).
 - G: Available Air (8/4/0), On Interdiction (4/2/0).
- All. Remove any *French!* Markers in play.

Night, June 10, 1944

- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 11, 1944

- J. 51st Infantry Division changes sectors (pick up the Units and remove them from play if you're playing scenarios 1 or 3).

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):

- S: Available Air (2/2/0), On Interdiction (4/2/0).
- J: Available Air (4/2/0), On Interdiction (4/2/0).
- G: Available Air (8/4/0), On Interdiction (4/2/0).

- All. Remove any *French!* Markers in play.

Night, June 11, 1944

- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 12, 1944

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):
 - S: Available Air (2/2/0), On Interdiction (4/2/0).
 - J: Available Air (4/2/0), On Interdiction (4/2/0).
 - G: Available Air (8/4/0), On Interdiction (4/2/0).
- All. Remove any *French!* Markers in play.

1100, June 12, 1944

- G. First turn the 7th Armoured Division may exit the map (see rule 17.5).

Night, June 12, 1944

- S. Naval Bombardment of Caen! The Allied Player must place 4 Rubble Markers in Caen in any City/Fortified hex.
- G. Hero *Michael Wittmann* is available for use.
- All. Commonwealth Night Turn Restriction is in effect (see rule 17.2). The *Naval Chit* is not added to the Mug.

0700, June 13, 1944

- All. Roll for weather and allocate Allied Air (see rules 1.2 and 17.1). If playing an advanced scenario, use the totals below for allocation in that sector (clear/overcast/storm):
 - S: Available Air (2/2/0), On Interdiction (4/2/0).
 - J: Available Air (4/2/0), On Interdiction (4/2/0).
 - G: Available Air (8/4/0), On Interdiction (4/2/0).
- All. Remove any *French!* Markers in play.

2100, June 13, 1944**Reminder: The last chit is not played.**

- All. Last Turn of the Game – Congrats if you made it this far!!

Scenario Map Layouts

Learning Scenario
"The Black Baron"



Introductory Scenario 1
"Storming Gold"



Introductory Scenario 2
"Storming Juno"



Introductory Scenario 3
"Storming Sword"



Introductory Scenario 4
"To the Sea"



Introductory Scenario 5
"Day of the Tiger"



Introductory Scenario 6
"On to Bayeux"



Intermediate Scenario 1
"Day of Days"



Intermediate Scenario 2
"The Race for Caen"



Intermediate Scenario 3
"Saga of the 6th Airborne"



Intermediate Scenario 4
"O Canada"



Intermediate Scenario 5
"The Bloody Battle of Tilly"



Intermediate Scenario 6
"Nemesis"



Advanced Scenario 1
"The Right Hook"

- A** Robehomme Map
- B** St-Samson Map
- D** Port-en-Bessin Map
- Z** Gold Beach Overlay
- Y** Juno Beach Overlay
- X** Sword Beach Overlay
- I** Caen Map
- 2** Courseulles Map
- 3** Bayeux Map
- 4** Villers-Bocage Map

Advanced Scenario 2
"The Initial Plan"



Advanced Scenario 3
"Operation Perch"

