



NORMANDY 1944

INTRODUCTION

Normandy 1944 covers the first weeks of the gigantic “**Overlord**” landings of June 6th, 1944 pitching the **Anglo-American** troops against Hitler’s **German** armies. The goal of the **Allies** is take a strong foothold on the coast of **France** and capture a vital supply port. The **Germans** must hold their positions and await the needed **Panzer** Divisions to push back the enemy to the sea.

Normandy 1944 lasts 16 turns, each representing on average 1 to 3 days, between the 6th June and the 15th July, 1944. It opposes the **Germans** to the **Anglo-American Allies** over **Normandy**.

- The **Germans** are on the defense, behind their coastal bunkers and have numerous **Panzer** reinforcements;
- The **Allies** enjoy air superiority but must land on the **Normandy** beaches and breakthrough to strategic objectives such as **Caen** or **Cherbourg**.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

The scenario lasts 20 turns (*between June 6th and July 16th, 1944*), each turn being equivalent to two days.

The **Allied** players always plays first, followed by the **German** player.

DURATION

Average Duration: **1h 30m.**

Favored Side: None.

Most Difficult Side to Play: **Allies.**

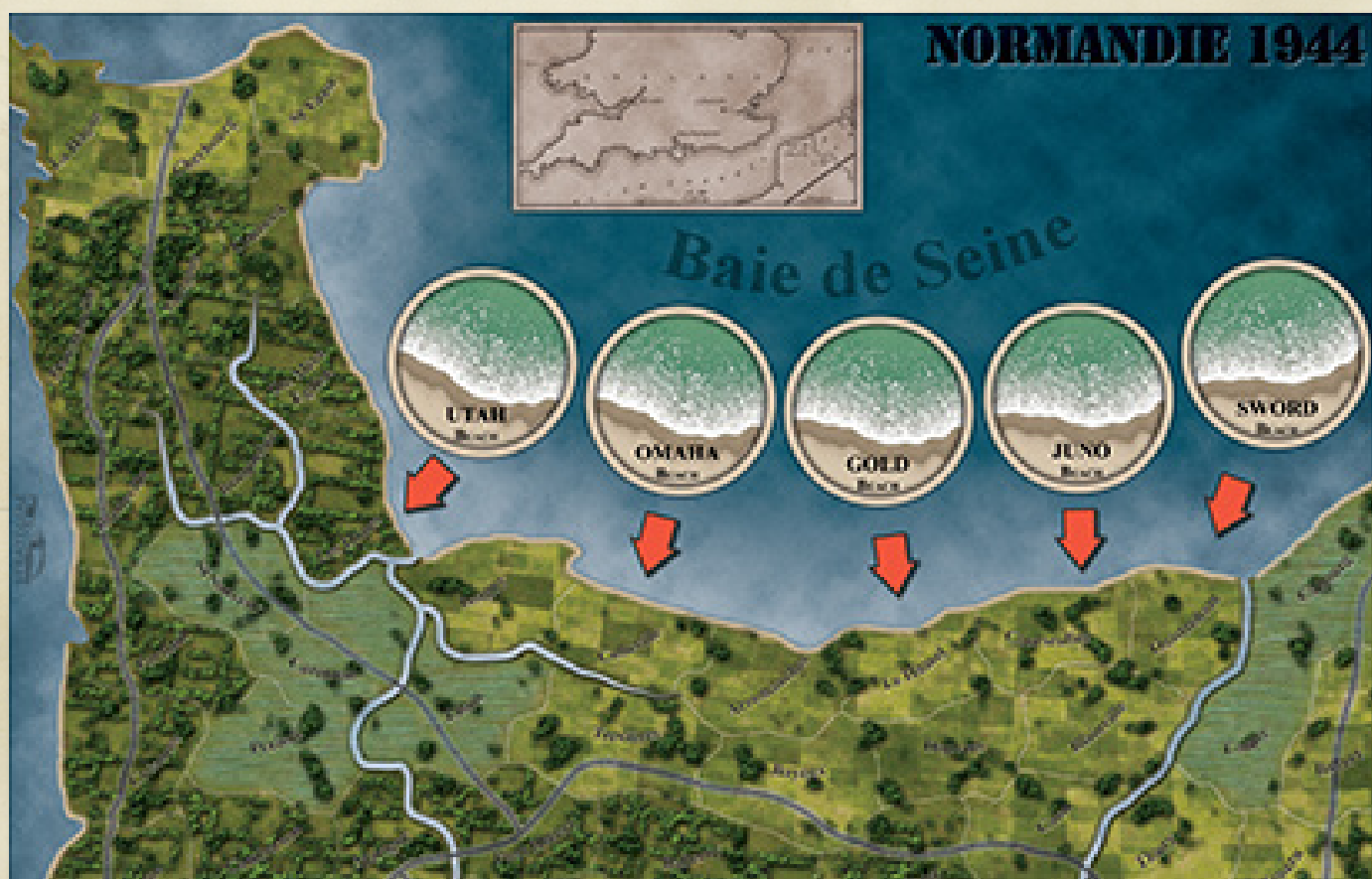
FORCES

The **Allied** player controls the **American (khaki)**, **British (tan)** and **Canadian (brown)** units.

The **German** player controls the units from the **Wehrmacht (grey)**, **SS (black)** and the **Luftwaffe (blue)**.

MAPBOARD

The map represents the **Basse-Normandie** and **Cotentin**, areas of **France** where the famous **'Overlord'** landing operation took place in June 1944.



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceeds **20 VP** at the end of a turn;
- The **German** players wins if there are no **Allied** land units in **Normandy**;
- A players wins automatically if he controls the three key locations of **Cherbourg**, **Caen** and **Granville** at the end of the game.

Otherwise the player having most **VP** by the end of the scenario wins the game.



VP BONUS

- The **Allied** player **earns 1 VP** the first time he controls the following cities: **Carentan / Bayeux**;
- The **Allied** player **earns 2 VP** the first time he controls the following cities: **Cherbourg / Caen / Granville / Saint-Lô**.

VP LOSS

- The **Allied** player **loses 1 VP** if he does *NOT* control the following cities at the end of the game: **Carentan / Bayeux**;
- The **Allied** player **loses 2 VP** if he does *NOT* control the following cities at the end of the game: **Cherbourg / Caen / Granville / Saint-Lô**.



SPECIAL RULES

REINFORCEMENTS

Allied Reinforcements:

- **Turn 2 > Gold Beach:** General Bucknall* + 43 UK DI;
- **Turn 2 > Utah Beach:** General Bradley** + 90 US DI;
- **Turn 3 > Gold Beach:** 59 UK DI;
- **Turn 3 > Omaha Beach:** General Middleton* + 8 US DI + 83 DI;
- **Turn 3 > Utah Beach:** General Collins* + 30 US DI;
- **Turn 4 > Omaha Beach:** 6 US DB. US General Gerow* is replaced by General Hodges*;
- **Turn 4 > Gold Beach:** 53 UK DI;
- **Turn 4 > Utah Beach:** 3 US DB;
- **Turn 8 > Any controlled Port:** General O'Connor* + 15 UK DI + 11 UK DB + Guards DB;
- **Turn 12 > Any Controlled Port:** General Haislip* + 5 US DB.

German Reinforcements:

- **Turn 2 > Argences:** 12 SS PZD;
- **Turn 2 > Granville:** 17 SSPzGR + 77 DI;
- **Turn 3 > Granville:** 3 Fallschirm. D;
- **Turn 3 > Argences or Cabourg:** Marshal Rommel*** + 9 SS PZD;
- **Turn 4 > Granville:** 275 DI;
- **Turn 6 > Argences or Cabourg:** General Schweppenburg* + Pz Lehr D;
- **Turn 8 > Argences or Cabourg:** 2 SS PZD;
- **Turn 12 > Argences or Cabourg:** 2 PZD.



GERMAN BUNKERS

The Bunkers units never retreat. As long as they are present, they prevent conquest on a region by the **Allies**, even if the latter are victorious in battle. However, when suffering a "Panic" result or in case of **German** retreat, they are eliminated.



ECONOMIC PHASE

There is no economic phase in this scenario.

MULBERRY

The **Allied** structure "**Mulberry**" is both a port *AND* a supply source that can only be constructed in the region of **Arromanches**, *IF* it is controlled by the **Allies**, using a card (*in hands from start*).

If a **German** unit controls **Arromanches**, this supply source is gone.

SUPPLY

There is *NO* supply phase on the *FIRST TURN*.

Thenafter the supply phase occurs normally.



RAILROADS

The railroad lines allow movement through the friendly regions that contain them at **0 PM** cost, as long as no entry in an enemy region is made. This ability can however be cancelled by the play of card "*Sabotage by the Resistance*".