



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**.



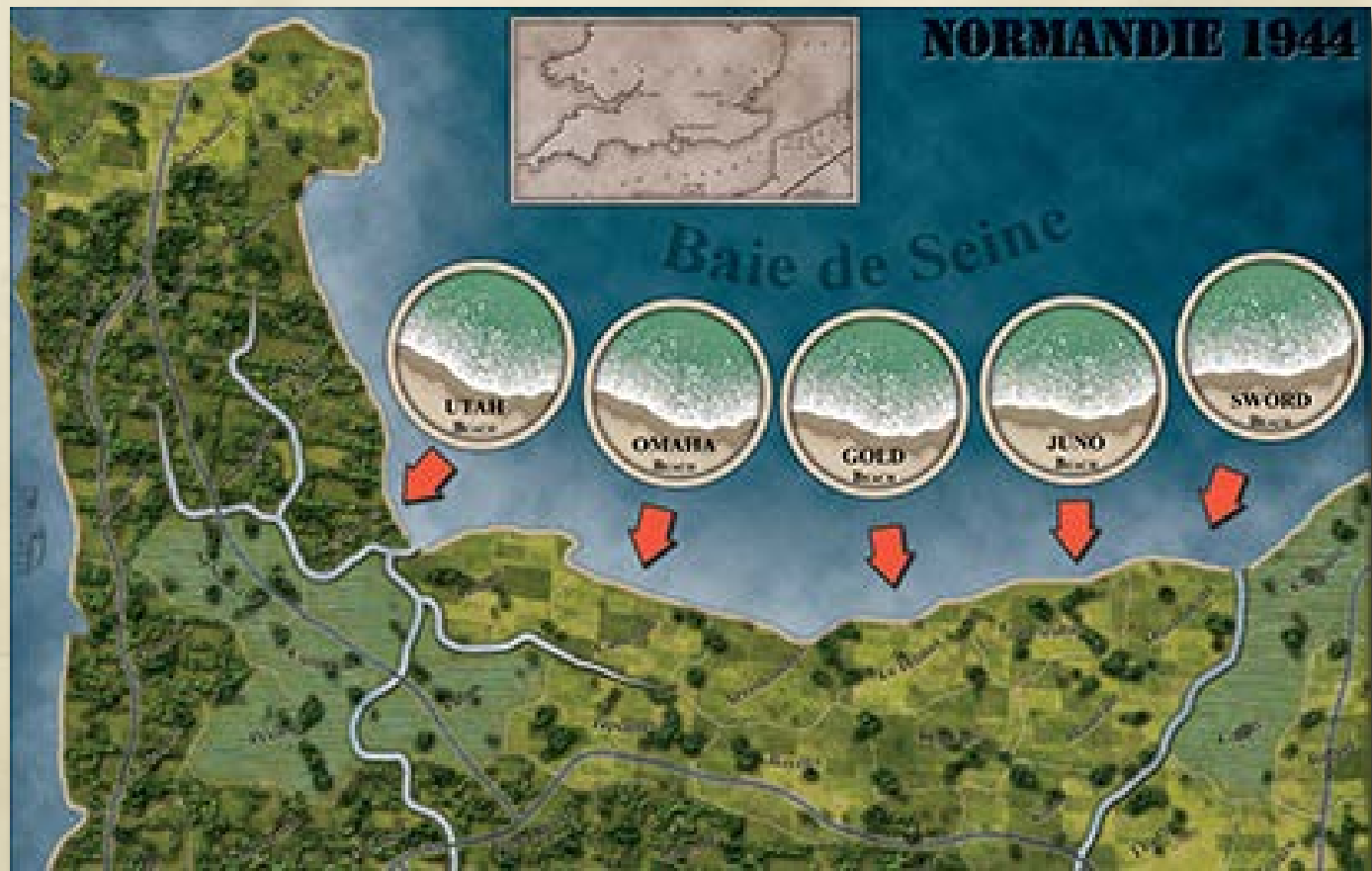
FORCES

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** player wins if there are no **Allied** land units in **Normandy**;
- A player 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**.

SETUP AND REINFORCEMENTS

AT START

German units:

Les Dunes: Obstacle
 Colleville: 352 ID + Obstacle
 Caen: *Dollmann* + Trench + 21 Pz + 709 ID
 + Artillery + Anti-Aircraft
 Cherbourg: *Von Schlieben* + 709 ID
 + Anti-Aircraft
 Cabourg: 711 ID
 Bretteville: 91 ID
 Flamenville: 243 DI

German Bunkers:

Les Dunes: Utah Bunker
 Colleville: Omaha Bunker
 Le Hamel: Gold Bunker
 Courseulles: Juno Bunker
 Ouistreham: Sword Bunker
 Cherbourg: Cherbourg Bunker
 Cabourg: Merville Bunker.
 Issigny: Pointe du Hoc Bunker
 Arromanches: Longues Bunker
 Granville: Granville Bunker
 Crisbecq: Quinerville Bunker
 Portbail: Saint Germain Bunker.
 Flamenville: Siouville Bunker
 La Hague: Auderville Bunker
 Argences: Troarn Bunker

Allies:

Utah Beach: *Collins* + 4 US ID + 90 US ID
 Omaha Beach: *Gerow* + 1 US ID + 29 US ID
 Gold Beach: *Bucknall* + 50 UK ID
 Juno Beach: *Crerar* + 3 CAN ID + 4 CAN DB
 Sword Beach: *Crocker* + 3 UK ID + UK SAS
 Britain: All US (5) and British (2) air units
 Seine Bay: 2 UK + 1 US naval support

Allied Reinforcements:

- **Turn 2 > Gold Beach:** *Bucknall* + 43 UK DI;
- **Turn 2 > Utah Beach:** *Bradley* + 90 US DI;
- **Turn 3 > Gold Beach:** 59 UK DI;
- **Turn 3 > Omaha Beach:** *Middleton* + 8 US DI + 83 DI;
- **Turn 3 > Utah Beach:** *Collins* + 30 US DI;
- **Turn 4 > Omaha Beach:** 6 US DB.
Gerow is replaced by *Hodges*;
- **Turn 4 > Gold Beach:** 53 UK DI;
- **Turn 4 > Utah Beach:** 3 US DB;
- **Turn 8 > Any controlled Port:** *O'Connor* + 15 UK DI + 11 UK DB + Guards 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:** *Rommel* + 9 SS PZD;
- **Turn 4 > Granville:** 275 DI;
- **Turn 6 > Argences or Cabourg:** *Schweppenbourg* + Pz Lehr D;
- **Turn 8 > Argences or Cabourg:** 2 SS PZD;
- **Turn 12 > Argences or Cabourg:** 2 PZD.



SPECIAL RULES

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*”.

CARDS

The Allied player starts the game with the ‘Paradrops’, ‘Mulberry’ and ‘Logistics’ cards in hand. The first card in the Allied deck is the DUKW card. The others are shuffled randomly

The German player starts the game with the “Poor Intelligence” card in hand.