

# 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.

## DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: Allies

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.



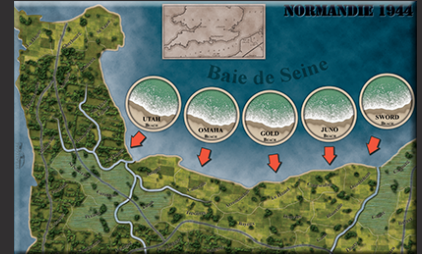
## FORCES

The **Allied player** controls the **American (kaki)**, **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.

# 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”.