

Day of Days: The Invasion of Normandy 1944

Play Sequence by Turn

Turn 1

- Air drops (US Disp)
- Preliminary Bomb (roll for air, all Naval)
- Landings (Omaha DD)
- German Barrage
- Allied Move (1 hex)
- Allied Barrage (Arty)
- Allied Combat [Airborne dormant]

Turn 2

- Naval Reinforcements
- Landings (Omaha Yellow Arty)
- Pointe-du-Hoc roll
- German Barrage
- Allied Move (1 hex)
- Allied Barrage (Arty and DD/DE)
- Allied Combat [Airborne dormant]

Turn 3

- Landings
- Allied Road March
- Allied Move (Airborne w/I 5 of DZ; Merderet restriction)
- DG Removal (both sides)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March (except on Map A)
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 4

- Weather/Air Strikes
- Place US Airborne Dispersed units
- Air Drops
- Landings
- Allied Road March [Begin Allied Formation Coordination]
- Allied Move (Airborne w/I 5 of DZ; Merderet restriction)
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 5

- Assign Command Pts
- Weather/Air Strikes
- BR Removals
- Air Drops and US Straggler Recovery
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat

- German Exploitation
- German Supply

• **Turn 6**

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 7

- Assign Command Pts
- Weather/Air Strikes
- US Straggler Recovery
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

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Play Sequence by Turn

Turn 8

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 9

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 10

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 11

- Assign Command Pts
- Weather/Air Strikes
- BR Reinforcement
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 12

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 13

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

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Play Sequence by Turn

Turn 14

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 15

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 16

- Assign Command Pts
- Weather/Air Strikes
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 17

- Assign Command Pts
- Weather/Air Strikes
(minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 18

- Assign Command Pts
- Weather/Air Strikes
(minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 19

- Assign Command Pts
- Weather/Air Strikes
(minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 20

- Assign Command Pts
- Weather/Air Strikes (minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 21

- Assign Command Pts
- Weather/Air Strikes (minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply

Turn 22

- Assign Command Pts
- Weather/Air Strikes (minus 3 to die roll)
- Landings
- Allied Road March
- Allied Move
- DG Removal (both)
- Allied Barrage
- German Barrage
- Allied Combat
- Allied Exploitation
- Allied Supply
- German Reinf
- German Road March
- German Movement
- German Combat
- German Exploitation
- German Supply