

Standard Combat Series:

Day of Days

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Introduction

Day of Days is a *Standard Combat Series* game covering the initial ten days of Overlord—the invasion of Normandy—at the company scale. The Allies must attempt to take their D-Day objectives, most of which were not met historically. The Germans must attempt to throw back the Allied invasion, or otherwise bottle them up on the beaches.

Map Layout:

When setting up the game, where the maps overlap:

Map A should cover Map B, Map B should cover Map C, and Map C should cover Map D.

This matters for 1.11, 1.13b, 2.2a, and 2.7.

1.0 General Rules

1.1 Turn Sequence

Joint Command Phase (Starting Turn 5)

Allied Player Turn

- Weather (1.12)
- Reinforcements
 - Place reinforcements
 - Air Drops (2.1)
 - Landings (2.3)
- Road March (1.13)
- Movement
- DG Removal (All units)
- Allied Barrage (1.10, 1.11)
- German Barrage (1.10)
- Combat
- Exploitation
- Supply (1.8)

German Player Turn

- Reinforcements (3.2)
- Road March
- Movement
- Combat
- Exploitation
- Supply (1.8)

1.2 Scale

Each turn is 1/2 a day (AM and PM), except the first two turns which represent specific landing waves. Each hex is approximately 700 meters. Ground units represent mostly companies with some platoons. Most artillery units are shown as battalions.

1.3 Terrain

1.3a Multiple Terrain Types. Some hexes have more than one terrain type within them. In those cases:

(Movement) Use the type with the highest MP cost, but remember that roads, trails, and railroads negate other terrain features for units using them.

(Combat) Use the single terrain most advantageous to the defender. If both the hex and hexside feature apply to a Combat, their effects are cumulative.

(Barrage) Use the modifier that is best for the target except that Woods and Beach take precedence over other terrain types.

(Air Drops) Use the terrain in the hex with the worst Terrain modifier for the dropping unit.

In all cases, City Terrain takes precedence over all other terrain types.

1.3b Hills. Hill terrain effects apply to all elevated hexes enclosed within the hill graphics—not just the hexes with the hill graphic in them.

1.3c Exploitation Restrictions. No unit moving during an Exploitation Phase can enter any hex containing Light or Heavy Bocage. Roads (either type), RRs, and Trails do not negate this effect.

1.3d Bocage and Bikes. Use the ‘less than 8 MA’ terrain Movement Point costs for **Bicycle** units in either kind of Bocage.

1.3e Terrain and Overruns. Overruns are only allowed in Clear or Beach hexes. *Exception:* Hexes that solely contain non-Strongpoint Artillery units (including Mortars and Infantry Guns) with a printed defense strength of one (1) each may be overrun in accordance to normal SCS rules, ignoring restrictions listed in the Terrain Effects Chart. Any stack that attempts to

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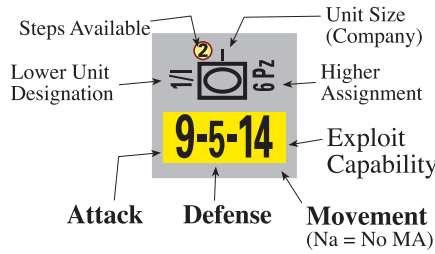


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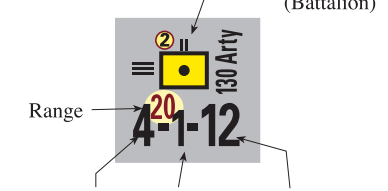
Unit Symbol Key

See also SCS rules, page 2.

Regular Combat Unit



Artillery Unit



	Infantry		Glider Arm Car		AT		Glider Arty
	Abn Infantry or FJ		Aufklarungs		Arm AT		Arm Arty
	Glider Inf		Armor or Pz		Tank Destroyer		Coastal Arty
	Arm Inf or PG		Assault Gun		Panzerjäger		Mortar
	Bicycle		Jagdpanzer		Abn Pzjäger		Abn Mortar
	Assault		StuG		Flak		Glider Mortar
	Commando		Tiger		Glider AA		Arm Mortar
	Füsilier		DD Tank		Glider AA		Nebelwerfer
	Machine-Gun		AVRE Engineer Tank		Engineer		Arm Nebelwerfer
	Pilot		Inf Gun		Arm Engineer		
	Ost		Crab Flail		Abn Engineer		
	Ersatz		FKL Tiger		Pioneer		
	Arm Recon		Marder		Abn Pioneer		
	Motorcycle		Strong Point		Artillery		
	Arm Car		88mm Guns		Abn Arty		

Markers

Disorganized



Out of Supply



Game Turn



Weather



Activation Marker



Drop Zone



overrun a hex that does not qualify ends its movement immediately and no overrun takes place.

1.4 Counter Colors

German units are: Grey (Wehrmacht), Black (SS), and Light Blue (Luftwaffe)
 Allied units are: Olive (US), Green (US Airborne), Brown (British), Red (British Airborne), Tan (Canadian), Bright Red (British Royal Marine), Sky Blue (Free French), Sea Blue (Allied Navy)

Some units have colored bands on both sides to help identify them as being from a common parent formation (see 1.14, 2.6 and 3.4).

Reduced units have a light colored boundary around the counter to help identify them as such.

German units with a small French flag on them are using French equipment.

The British 6th Airborne is considered Banded even though it has a star burst instead of an actual band.

1.5 Stacking

The stacking limit is three units. Players cannot voluntarily move units such that they are overstacked. Overstacking may only occur as a result of a retreat, Air Drops or Landings. Units in an overstacked hex can defend and attack. All units in a hex that is overstacked immediately after executing a retreat are automatically Disorganized (1.7). This DG effect does not apply to momentary overstacks created during a retreat or movement; only at the end of the phase or retreat.

1.5a Units with a Movement Allowance of “na” do not count for stacking.

1.6 Special Unit Rules

1.6a Exploit-Capable Units. Only Exploit-Capable units can overrun. *Exception:* Any stack may overrun a hex solely containing artillery units with a printed defense strength of one. (See 1.3e.)

1.6b Units with a Movement Allowance of “na”. Units with a Movement Allowance (MA) of “na” cannot Road March or move and are destroyed if forced to retreat.

1.7 Disorganized Units (DG)

Units can become DG because of barrage fire or as a result of overstacking. Units that are DG...

- halve their attack, barrage, defense and movement ratings.
- lose their Exploit Capability.
- lose their ZOC.
- cannot Road March.
- cannot Barrage non-adjacent hexes.

Even though DG units lose their ZOC, they can still attack hexes into which they otherwise would have had a ZOC. DG markers are removed from all stacks (both sides) during the DG Removal Phase as long as they are not overstacked. Any DG markers in overstacked hexes remain in place.

Strongpoints are never marked DG.

1.8 Supply

Each turn units must trace (as per *SCS* rule 12.1) to be “in supply.” This trace can be from a Supply Source, or a path of no more than 5 hexes from a Road or Trail that is connected to a Supply Source. Supply cannot be traced into hexes or across hexsides that are prohibited for 8+ MP units, except for the final hex of a supply trace (e.g. you can trace across a River or Bluff hexside into an adjacent final hex but that’s it). Allied units cannot trace supply across the army boundary between American and Commonwealth forces.

Out of Supply Effects. Out of Supply units...

- cannot attack, overrun or barrage.
- halve their defense and movement ratings.
- lose their Exploit Capability.
- lose their ZOC.
- cannot Road March.

OOS effects on Movement Allowance and Combat Strength are cumulative with DG effects.

Surrender. Any stack that is already marked OOS at the beginning of a friendly Supply Phase, continues to be OOS and is also surrounded by adjacent enemy units, EZOCs, and/or impassible hexsides (regardless of friendly units), must roll one die to surrender. On a 1-2 (1 if in a City hex or if there is a Strongpoint in the hex), all the units in the hex surrender and are eliminated. On any other roll, the stack simply remains OOS.

Germans. The Germans trace supply from any Entry Area hex that is not closed (2.5).

Allied (General). Trace from any controlled Beach hex or Road hex adjacent to a controlled Beach hex that isn't separated from the Beach hex by a Bluff hexside.

Allied Airborne. Trace from any DZ marker of the same division using the normal restrictions on supply tracing above. DZ hexes occupied by German units cannot provide supply. Airborne units may also trace from beach hexes normally.

1.9 Artillery

Weapon-type units (88s, Mortars, Artillery, etc.) as well as Naval units can fire at hexes that are not adjacent to them. For simplicity, these are all referred to as “artillery.”

To fire a Barrage, an artillery unit requires an Activated unit adjacent to the target to spot for the Barrage. The following restrictions apply:

- Banded artillery units require a spotter from their own banded formation or a Strongpoint.
- Strongpoints require a Strongpoint unit as a spotter.
- Non-banded artillery can use any Activated friendly unit or Strongpoint as a spotter.
- Activated artillery units may self-spot.
- German units from 635 Ost, 12 LW Aufklärung and 7 Sturm Assault battalions may spot for their own mortar or IG, even though these units are unbanded and thus never Activated (see 1.14).

A Spotter does not have to be adjacent for the following:

- Units on a Hill can spot out to 6 hexes.
- Strongpoints can spot any Beach hex at or within 4 hexes.

The range is on the counter (in the colored dot). Artillery can fire out to this maximum range (in hexes, not MPs) and range has no effect on Barrage Rating. Count the range out from the unit’s hex starting with the hex adjacent to the artillery.

Yellow Coded Artillery. Some artillery units have yellow coding inside their unit symbols. These are larger artillery units which are more capable of generating losses.

1.10 Barrage

Artillery units have a Barrage Rating and Range printed on them rather than an Attack Rating. An artillery unit can only make one barrage per game turn each applicable Barrage Phase. A given target hex can be barraged by up to three friendly artillery, naval and strongpoint units and two Air Strikes, but all must be identified as firing at it before resolving the attacks.

Artillery can barrage if adjacent to an enemy unit, but the target hex must be adjacent to the firing unit(s).

Important: No more than **THREE** friendly artillery, naval and strongpoint units can ever Barrage a given hex in any single phase.

1.10a Barrage. Resolve Barrages as follows:

- Each artillery barrages the target hex independently. Do not add their ratings together.

- Roll one die for each barrage vs. each target hex. Modify this roll according to the Terrain Effects Chart. If the modified roll is less than or equal to the Barrage Rating of the firer, all units in the target hex are DG and the attacker makes a Kill Roll.

- Additional DGs have no greater effect on a target unit except that each DG yields another Kill Roll.

- An unmodified roll of 1 is *always* a DG result. An unmodified roll of 6 is *always* a miss.

- Stacking: In addition to the TEC modifiers, subtract 1 from the Barrage roll for each unit that is overstacked above the stacking limit of 3 per hex.

For each DG result against a hex, roll one die as a “Kill Roll” for the stack (not once per unit in the target hex), modified as per the TEC. For each successful Kill Roll, the defender must flip a two-step unit of his choice to its reduced side. If only one-step units remain, the owning player destroys one of these units instead.

Kill Roll	(roll # or more)
Yellow Coded	4
German 88/Strongpoint	5
Others	6

Stacking modifier: Apply a -1 modifier to the Kill Roll if there is a single unit in the hex and this unit does not have a “na” Movement Allowance. Add +1 to the Kill Roll for each unit that is overstacked above the stacking limit of 3 per hex.

Strongpoints must take any kill results first. This applies even if it only has one step remaining or there are other 2-step units in the hex.

Note that Strongpoints cannot actually be marked DG, but a roll that results in a DG DOES allow the normal Kill Roll against the hex.

1.10b Artillery and Non-Barrage Combat. Artillery units use their printed defense rating when defending in ground combat. They have no attack rating. In an exception to *SCS* rule 7.2e, artillery with a yellow movement band (only) can tag along in attacks or advance after combat.

1.11 Air Strikes

Each turn starting on Turn 4, the Allied player rolls during the Barrage Phase to determine the number of Air Strikes allowed. Roll once for the CW and once for the US using the number of dice indicated by the weather (1.12), awarding Air Strikes equal to the number rolled. Like barrages, multiple Air Strikes against a hex must be declared before the attacks are executed.

Air Strikes are yellow coded artillery barrages that need no Spotter, can hit anywhere on the allowed maps, and have a Barrage Rating of 4. American Air Strikes can only target hexes on Maps A-B, while Commonwealth Air Strikes can only target hexes on Maps C-D.

Important: No more than **TWO** Air Strikes can ever be used against a given hex in any single phase. This is in addition to any artillery, naval and strongpoint barrages made against the hex (1.10).

1.12 Weather

Each turn starting with Turn 4, roll one die for weather.

Roll	Result/Effects
1 or less	Light Overcast 3 dice for Air Strikes
2-4	Moderate Overcast 2 dice for Air Strikes
5-6	Heavy Overcast 1 die for Air Strikes No Aerial Spotting for Naval Fires.

DRM: Apply a -3 die roll modifier from Turn 17 through Turn 22.

1.13 Road March

During a player's Road March Phase, the player can execute a Road March with any of his qualifying units.

1.13a Qualifications. To qualify for Road March, a unit must fulfill each of the following:

- The unit must be in a Road or Trail hex.
 - The unit cannot be DG or Out of Supply.
 - The unit cannot begin stacked.
- Exception:** Units that are in a stack in an Entry Area hex on their turn of entry or in a Beach hex.

- The unit cannot begin within 3 hexes of an enemy unit (of any kind or status). Count hexes—terrain does not affect this distance.

Units must execute and end a Road March individually, and may never stack with other units at any point. **Exception:** Ignore any friendly unit with an MA of "na" for all purposes when executing Road Marches.

Units with a zero Movement Allowance can Road March; units with an MA of "na" cannot.

1.13b Procedure. Move any distance along connected Roads and Trails (not Railroad). The unit must stop when:

- The player gets to the location he wishes to go.
- The unit enters a hex adjacent to some other friendly unit blocking the road (since it cannot stack while Road Marching, it must stop).
- The unit enters a new mapsheet.

Units can move normally in the regular Movement Phase following a player's Road March Phase in which they moved.

1.13c Restrictions. A Road Marching unit cannot enter any hex adjacent to an enemy unit, regardless of whether or not the enemy unit has a ZOC. Friendly units do not negate this restriction. A Road Marching unit cannot move into any hex that does not follow a contiguous Road or Trail. A Road Marching unit cannot enter any hex where it would, at that instant, be Out of Supply.

1.13d June 6th. Due to surprise and the widely dispersed American paratroopers, German units may not use road march on Turn 3 on Map A. If using Free DZ Placement (2.2) and all the American DZs are on one map (A or B), then this restriction applies to that map.

1.14 Command Points and Activations

The command and supply situation was chaotic for both sides: the Allies needed to manage their massive shipping and reinforcement schedule, while the Germans were dealing with constant harassment by Allied air power and uncoordinated commands.

1.14a In order to function normally, units must be in a formation that has been **Activated**. Each formation that can be Activated has a marker used to indicate this status. The key identifier is the counter's ID color band. Place markers for Activated formations in an obvious location so all players know which formations are Activated and which are not.

1.14b Each player receives a number of Command Points (CPs) according to the Command Point Chart. All CPs must be issued to formations according to the rules below and can only be used for formations of their own nationality (American, Commonwealth, German). See also 1.14d Corps Operations.

All formations of both sides are considered to be Activated for all of June 6th (Turns 1 through 4).

During the Joint Command Phase starting with Turn 5, each player (beginning with the Allies) decides which formations will be Activated. All CPs must be awarded at that point and cannot be saved for later turns. Unused CPs are wasted.

It costs 1 CP to Activate any formation the player wants to use in the coming game turn. Certain German formations cost 2 CPs to activate: these are 2 SS, 12 SS, 17 SS, 2 Pz, 21 Pz, and Pz Lehr Divisions.

Units in Activated formations perform all game functions normally.

Unactivated units may move and barrage normally but they *cannot*:

- attack or Overrun in any way.
- move from one EZOC directly to another EZOC
- spot for barrages.
- move during Exploitation.

1.14c Non-banded Units. Units *without* a colored band cannot be Activated, but may support friendly Activated non-armored or non-panzer formations in the following ways:

- If non-banded units begin the friendly Movement Phase stacked with an eligible Activated unit, they may move from one EZOC to another together with the Activated unit as long as they remain stacked. They may also overrun if the units they are stacked with are able to overrun as well.

- Non-banded units may attack during the Combat Phase as long as at least one eligible Activated unit is included in the attack.

- Non-banded artillery may barrage any target spotted by any eligible Activated unit, including armor and Panzer formations.

Non-banded units may not move during the Exploitation Phase. They advance after Combat normally.

***Design Note:** Non-banded units are support units which were parceled out to the line infantry formations. Non-banded artillery is very flexible; non-banded armor units do not have the same doctrine and training as pure armored formations and are thus limited to a support role.*

1.14d Corps Operations. The US player gets two separate sets of CPs, one for V Corps and one for VII Corps. Any units that land or have their DZ markers on Map B are part of V Corps; units that land or have their DZ markers on Map A are part of VII Corps.

V Corps and VII Corps are linked when they can trace a path of Primary or regular Road hexes from Omaha to Utah which is free of enemy units and EZOCs. When linked, the two Corps share a common pool of CPs listed on the Command Point Table for the linked Corps.

Should this path be ‘cut’ later, the original split re-appears and each corps again uses its own CPs. This rule can be ON or OFF as often as the road connection changes hands and its condition at the moment the CPs are issued is all that matters.

***Design Note:** The American planners were fixated on taking Carentan to link the two American beaches—American players will similarly need to make Carentan a very high priority.*

1.14e Air Strikes and Strongpoints. Strongpoints are always Activated and may self-spot for barrages. Air Strikes can always be used freely and are not restricted by the Activation rules.

2.0 Allied Special Rules

2.1 Air Drops

For simplicity, “DZ” is used in these rules to designate both DZ as well as DZ/LZ markers. Rules actually listing ‘DZ/LZ’ only apply to those markers.

Scenarios beginning on Turn 1 list the hexes for DZ markers (which are also printed on the counters). Unless using free placement (see 2.2 below), simply place these markers in their corresponding hexes.

2.1a DZ Markers. These are used to show the planned Drop and Landing Zones. They cannot be moved or destroyed. Each Airborne Division has a number of Drop Zone markers plus an additional Landing Zone marker that is for all the division’s glider units. Units can only be placed on the DZ marker listed for them in the Order of Arrival.

2.1b Air Drop Procedure. The US air drops at Normandy were a chaotic affair, and some drops were made several miles away from the actual intended spots.

Air Drop Dispersal: For all US Air Drops on Turn 1, roll one die for each landing American **airborne** and glider unit. On a 1, it lands normally. On a 2-4 it lands but suffers an automatic step loss, in addition to any step loss incurred by landing. On a 5-6, it is dispersed, suffering a step loss, and will arrive as a reinforcement on Turn 4 during the Reinforcement phase. Place arriving dispersed units either stacked with or adjacent to any supplied non-dispersed unit from its regiment, or in its DZ or division LZ. Arriving dispersed reinforcements do not roll for Air Drop loss.

Place landing US units and all CW units, on the appropriate DZ marker, then roll one die for direction using the map’s Scatter Diagram and another for distance (subtract 1 from the distance roll so the result of 0 is possible). The unit lands that many hexes away from the DZ in the direction determined.

Exception: Units landing by glider can adjust the final landing hex by one hex in any desired direction before checking for losses.

After the unit is in its final hex, roll one die for it for Air Drop Losses based on the Terrain Effects Chart. If the roll for that unit is less than or equal to the number on the TEC, the unit takes a step loss. Apply a -2 DRM if the landing hex is in a German ZOC.

If the unit lands on top of a German unit, do not roll for losses. It automatically takes one step loss and lands instead in any hex adjacent to that German unit that does not also contain any German units (landing player’s choice).

Any unit that lands in a Sea hex is automatically eliminated.

2.1c After Landing. Except on Turns 1 and 2 (see 2.3c), airborne units function normally the turn they land.

2.1d Initial Drops. On Turns 1 through 4, airborne units must remain within 5 hexes of a DZ marker of their division, and if further away than 5 hexes for any reason, must move as quickly as possible to fulfill this requirement. In addition, any US airborne units west of the Merderet River must move to and remain within 5 hexes of the two bridges crossing it (A45.26 and A40.24). **Exception:** Do not apply the Merderet River restriction when using Free DZ Placement (2.2).

2.1e Pilots. CW pilot companies do not need to make an Air Drop Loss roll. The Allied player simply places them in or adjacent to their LZ in non-German occupied hexes. If no such hexes exist, they are destroyed.

2.1f Stragglers. On turn 5 during the Air Drop phase, roll a single die for each US Airborne *regiment* (6 total). The US player may add the number of steps rolled for each regiment to reduced, supplied airborne infantry units from that regiment. This represents stragglers who had been dropped miles from their designated DZs. If the number rolled is greater than the number of reduced units on the map from that regiment, any extra straggler steps rolled are lost.

On turn 7, roll a single die for each US Airborne *division* (82nd, 101st) and add the number of steps rolled for each division as above.

2.2 Free DZ Placement (Optional)

Players may decide to allow the Allied player to locate his DZs as he wishes at the beginning of the game. This can allow players to explore different approaches to achieving their D-Day goals.

2.2a Placement of DZ Markers. During set-up, the Allied player may place DZ markers anywhere on the map, in any sort of terrain, with the following restrictions.

- 1) All DZs of a given division must be at or within 10 hexes of any one common hex.
- 2) DZ markers cannot be adjacent to or placed in the same hex as some other DZ marker.
- 3) American DZs can only be placed on Maps A and B, while Commonwealth DZs can only be placed on Maps C and D.

Once placed, the DZ marker hexes cannot be changed or altered in any way.

2.2b Arrival. All Allied airborne units arrive as indicated on the Order of Arrival (airborne units that land at the beaches land on the same map as the majority of their DZs). This variant does not change the DZs units are assigned to; it simply allows the player to set the DZs in different hexes at start.

2.3 Landings

As befits a game covering the D-Day invasion, there are a number of special rules for conducting the initial beach landings. The landing occurs in three waves, the first two of which function as mini-turns.

2.3a Preliminary Bombardment. During the Preliminary Bombardment Phase of Turn 1, the Allied player conducts a special preliminary bombardment using his naval units and any available Air Strikes. These attacks may only target hexes containing a Strongpoint or other unit with a “na” Movement Allowance.

Available Air Strikes (representing bombers)

Map A: 10
Map B: 10
Maps C–D: 10

Because of the low cloud cover, each group of 10 must roll to see if they disobey orders and fly under the clouds. On a 1-3, they conduct Air Strikes normally. On a 4-6, they stay above the clouds and drop their ordnance harmlessly beyond the beaches (no actual Air Strikes occur).

2.3b Landing Procedure. Allied units scheduled for landing are found on the Order of Arrival. Place such units in a Beach hex of the named zone. This placement does not cost any MPs. If just the beach itself is listed (i.e. Omaha, Gold), they may be placed in any hex on that beach.

For Waves 1-2, randomly determine the exact hex each unit lands by rolling one die if there is more than one hex for the required beach. Land in the hex containing the little die showing the number rolled.

For Wave 3 and any subsequent landings, the Allied player may place landing units in any hex desired within the beach zone indicated. He may also withhold units from landing indefinitely if desired (NOT Waves 1-2; those units must land as scheduled!). Units may be placed into hexes that are (or will be) overstacked, but must be distributed so that no beach hex is overstacked if possible. If that is not possible, each hex has must have the lowest stacking possible. Thus all hexes must have at least 3 units before a 4th may be placed in a Beach hex, and all units must have at least 4 units per landing hex before a 5th may be placed etc.

2.3c Waves 1 and 2. To represent the highly planned and rehearsed landing operation, Turns 1 and 2 represent the first two waves of the three wave invasion on June 6th. These turns use a special Sequence of Play.

- Air Drops (Turn 1 only)
- Preliminary Bombardment (Turn 1 only)
- Reinforcements (naval units)
- Landings
- German Barrage
- Allied Movement
- Allied Barrage
- Allied Combat

During Turns 1 and 2, only Allied units which have landed via naval landings (not Air Drop) can move, barrage, attack or be the targets of German barrages. Naval units cannot barrage, except for DE and DD units which can do so on Turn 2. Allied units may only move 1 hex during the Movement Phase on these two turns and may not overrun. They may advance after combat normally. The only German activities in these two turns are the barrages done in the specific German Barrage Phase.

Turn 3, which includes the 3rd Landing Wave, is a full game Turn—use the regular Sequence of Play.

2.3d Omaha. The rough weather was deadly to heavier vehicles on Omaha Beach. When a DD tank company lands on Omaha Beach, immediately make a die roll for it: 1–3 it lands normally, 4–6 it sinks and is eliminated.

Each yellow artillery unit that lands at Omaha Beach on Waves 1-2 must roll a die as well: 1-2 it lands normally, 3-6 it is eliminated (they were carried by DUKWs which foundered badly in the surf).

2.3e Utah Beach. The original landing at Utah Beach drifted significantly from the actual objectives. This may happen again in the game.

At the beginning of the Landing Phase of Turn 1, roll one die. On a roll of 1-3, use the actual planned beach hexes for Utah (Tare Green and Uncle Red). On a roll of 4-6, use the historical beaches that resulted from drift (Victor). The rolled for Beach hexes will be used for all the following landings at Utah. Only the beaches actually used can

count as a Supply Source.

Note that if Victor is used, the player has his choice of the hexes there to land in; there is no roll to determine the landing hex as on other beaches during Waves 1 and 2.

2.3f Pointe-du-Hoc. Because of the special preparations made, US Rangers may land at Pointe-du-Hoc (B62.21) even though there is no Beach hex there. Pointe-du-Hoc provides supply for Ranger units as long as it is not German-occupied.

The German artillery in B61.21 cannot fire until Turn 2. Once the Rangers land at Pointe-du-Hoc on Turn 2, roll one die for each German unit in B61.21:

1-2 The unit remains at full strength.

3-4 The unit remains but is flipped to its reduced side.

5-6 The unit is eliminated (and was never there).

2.4 Naval units

Naval gunfire support played a crucial role in the success of the Allied landing as well as later Allied progress inland.

2.4a Naval units may not move.

2.4b Naval units may not be targeted by barrages.

2.4c Naval units may fire at hexes containing a Strongpoint or any other “na” Movement Allowance unit without needing a spotter.

2.4d Any Activated Allied unit can spot for Naval units.

2.4e Aerial spotting. Allied CA and BB units can fire at any hex in range during non-Heavy Overcast turns due to aerial spotters.

2.5 Closing German Entry Area Hexes

Allied units can exit German Entry Area hexes at the cost of 1 MP to close them. If an Allied infantry battalion (3x inf co and 1x mortar, all from the same banded formation) exits through a single Entry Area hex, it is closed. As long as this hex is able to trace supply from an Allied Supply Source, no German units may enter the map from this hex. The Allied player will score VPs for supplied closed VP Entry Area hexes

at the end of the game, depending on the scenario—just controlling an Entry Area hex is not sufficient to win the VPs. Exited units cannot return. Place the exited Allied units off-map adjacent to the Entry Area hex as a reminder that the Entry Area hex is closed if in supply.

2.6 Allied Formation Coordination

Beginning on Turn 4, units of different formations (marked with colored bands) may not move together, attack together or end their movement stacked together. Units of different formations found stacked together at the end of an Exploitation Phase are automatically DG.

2.7 Army Boundary

Allied units must end each friendly Movement and Exploitation Phase in their designated areas:

1st Army (US) Map A or B
2nd Army (CW) Map C or D

Note that the US 987 Arty Bn is attached to the 2nd Army and is treated as a CW unit for all purposes.

Units which fail to end their Movement or Exploitation Phases in their own area are eliminated.

2.8 Barrage Breakthrough

If Allied barrages (Artillery, Air, or Naval) result in the elimination of all the German units in a given hex, Allied units adjacent to that hex can 'attack' that hex in the Combat Phase. Such units cannot participate in any other attack. Make no die roll, merely advance up to 3 participating combat units into the empty hex.

2.9 Beach Connections

Beginning on turn 7, each Beach Hex is considered to have a road in it that connects it to any adjacent Beach and Road hex that is in clear terrain and not separated by a Bluff hexside.

3.0 German Special Rules

3.1 88mm & Strongpoint Barrages

German 88mm guns and Strongpoints have the following benefits when firing barrages:

A) Their Kill Roll succeeds on a roll of 5-6 instead of 6.

B) The German player can choose the target unit to take the step loss, as opposed to the normal case where the targeted player gets to choose from his own units. A One-Step Target can be selected freely.

Both of these special cases apply only to barrage resolution, and have no effect at all on regular combats these units might be involved in.

3.2 Reinforcement Entry

German reinforcements entering via areas that have multiple hexes assigned to them may enter using any eligible hexes in whatever combination the German player desires. The German player can also shift the entry of his reinforcements up to three areas clockwise or counterclockwise by following this rule. Note that the shift done is by Entry Area letter, not hex, so even if an Entry Area allows for entry at more than one hex, it still counts as one for this purpose.

For each turn the German player delays the units, he can shift one area. All units of a given group of reinforcements must shift together (no cherry picking here). Literally place the reinforcement group along the map edge opposite the new Entry Area to await the next turn.

When that turn comes, the player can either: have the units arrive in this new Entry Area OR shift them one more area in the same direction they shifted before. Once shifted, reinforcements cannot shift “back again” or hold in place; they must either enter the map or shift further in the same direction.

Just so it is clear, the units are to be displayed along the outside of the map so that the Allied player can see their potential entry points.

3.3 Strongpoints/WN

These are WN (*Widerstandsnest* meaning ‘resistance nest’) and other works representing the network of pillboxes and reinforced positions the Germans built to defend the beaches at Normandy.

3.3a A Strongpoint counter must take any step losses from barrages or combat results first, before any other units in that hex. This does not apply to losses from retreats (SCS rule 9.2)

3.3b Strongpoints exert ZOCs in all adjacent hexes regardless of terrain.

3.3c Strongpoints and any units stacked with them gain no defensive bonus for terrain in their hex, either for combat or barrage.

3.3d Strongpoints cannot be DG, but a roll that otherwise would have inflicted a DG, does allow the regular Kill Roll against the hex.

3.4 German Divisional Coordination

Units from German Panzer or Panzer Grenadier divisions (2 SS, 12 SS, 17 SS, 2 Pz, 21 Pz, Pz Lehr) cannot stack or attack with units from other Panzer or Panzer Grenadier divisions. Units from different Pz or PG divisions found stacked together at the end of a Movement or Exploitation Phase are automatically DG.

Design Note: *The Germans were very adept at forming and regrouping Kampfgruppen and coordinating between various infantry formations. However, the larger divisions did not intermingle with each other. The German player is encouraged to make every effort to keep units from divisions together, but never at the cost of not plugging gaps in the line!*

4.0 Victory

Unless noted in the scenario, use the following Victory Conditions which measure Allied progress in reference to their historical achievements (which are considered a draw for this game). The Allies receive Victory Points (VPs) for holding VP hexes at the end of the scenario. Each VP hex counts as 1 VP.

On Map A the Allies have several German entry hexes marked for VPs. These must be closed and supplied (as per 2.5) to gain the Victory Point. In addition, the Americans win 1 VP for each of the formations listed that exit Map A from Entry Area C and/or D:

One entire Infantry Division (4th, 9th or 90th)

One entire Airborne Division (82nd or 101st)

Only a maximum of 2 VPs can be awarded: one for an Infantry Division and one for an Airborne Division.

‘Entire’ means all units of that formation have exited via Entry Areas C and/or D. Eliminated units are ignored.

At least one entry hex of C or D must be closed and in supply at the end of the game to get these VPs.

At the end of Turn 22, the Allies lose 1 VP for each map in play that has at least one WN counter left.

Maps

In Play	Allied Victory Point Total		
1	0-4	5	6+
2	0-8	9-11	12+
4	0-17	18-22	23+
	Germans	Draw	Allies
	...are victorious.		

5.0 Scenarios

5.1 Overlord Campaign

The main Campaign Game from the first wave and airborne drops on June 6, 1944 to the end of day June 15, 1944.

First Turn: 1

Last Turn: 22

Length: 22 Turns

Allied Information:

Set Up:

A41.27: 82 Abn (DZ N)

A45.21: 82 Abn (LZ O)

A46.21: 82 Abn (DZ O)

A47.28: 82 Abn (DZ T)

A42.18: 82 Abn (LZ W)

A47.15: 101 Abn (DZ A)

A41.15: 101 Abn (DZ C)

A36.13: 101 Abn (DZ D)

A39.15: 101 Abn (LZ E)

A62.10: TF A (Tuscaloosa CA)

A59.09: TF A (Quincy CA)

A56.07: TF A (Nevada BB)

A52.04: TF A (DD34/17 DD)

A50.03: TF A (DD20/10 DD)

A44.01: TF A (Hwk+Ent CA)

---Map A and B split here for other scenarios---

B62.09: TF C (Texas BB)

B62.08: TF C (Bel+Gla CL)

B62.06: TF C (DD35/18 DD)

B62.05: WTF (Augusta CA)

B61.04: TF C (DD36/18 DD)

B60.01: TF C (Arkansas BB)

---Map B and C split here for other scenarios---

C60.32: TF C (FF GL+Mo CL)

C58.22: TF K (Afx+Arg CL)

C58.19: TF K (Emr+Orn CL)

C58.10: TF K (8 Flot DD)

C58.08: TF K (21 Flot DE)

C58.06: TF K (25 Flot DD)

C58.04: TF K (Blf+Dia CL)

D57.34: TF E (27 Flot DD)

D57.32: TF E (1 Flot DE)

D57.30: TF E (26 Flot DD)

D49.16: TF D (Are+Dan CL)

D49.15: TF D (23 Flot DD)

D49.14: TF D (1 Flot DE)

D48.13: TF D (26 Flot DD)

D48.12: TF D (Fro+Drq CA)

D47.10: TF D (Ramillies BB)

D47.09: TF D (Warspite BB)

D24.11: 6 Abn (DZ K)

D33.11: 6 Abn (DZ N)

D34.10: 6 Abn (LZ N)

D37.06: 6 Abn (DZ V)

D37.15: 6 Abn (LZ W)

D35.14: 6 Abn (LZ X & Y)

Reinforcements:

Use the Allied Order of Arrival

German Information:

Set Up:

A19.16: 6 LW FJ Rgt (9/III, 10/III FJ Co)

A20.16: 6 LW FJ Rgt (11/III FJ Co, 12/III FJ Mtr Co)

A25.22: 100 Pz Bn (3 Pz Co)

A27.25: 100 Pz Bn (1 Pz Co)

A31.29: 100 Pz Bn (2 Pz Co)

A29.07: 352 Inf Div: 914 Inf Rgt (5/II, 6/II Inf Co)

A28.06: 352 Inf Div: 914 Inf Rgt (7/II Inf Co, 8/II Mtr Co)

A31.15: 91 Inf Div: 191 Arty Rgt (8/III Arty Co)

A32.15: 91 Inf Div: 1058 Inf Rgt (9/III Inf Co)

A33.16: 91 Inf Div: 1058 Inf Rgt (12/III Mtr Co)

A34.15: 91 Inf Div: 1058 Inf Rgt (10/III Inf Co)

A34.16: 91 Inf Div: 1058 Inf Rgt (11/III Inf Co)

A38.06: WN 1/100

A35.06: WN 99

A48.34: 91 Inf Div: Div Troops (191 PJ Co)

A44.34: 91 Inf Div: Div Troops (191 Bcl Co)

A40.31: 91 Inf Div: 191 Arty Rgt (9/III Arty Co)

A41.19: 91 Inf Div: 1058 Inf Rgt (14 PJ Co)

A40.19: 91 Inf Div: 191 Arty Co (4/II Arty Co)

A38.11: 91 Inf Div: 191 Arty Rgt (3/I Arty Co)

A41.11: 709 Inf Div: 919 Inf Rgt (1/I Bcl Co)

A41.08: 709 Inf Div: 919 Inf Rgt (2/I Inf Co)

A42.11: 91 Inf Div: 191 Arty Rgt (6/II Arty Co) – *This is the Breccourt Manor artillery battery*

A45.16: 709 Inf Div: 739 Inf Rgt (4/795 Mtr Co)

A44.19: 709 Inf Div: 739 Inf Rgt (1/795 Ost Co)

A45.18: 709 Inf Div: 739 Inf Rgt (2/795 Ost Co)

A43.15: 709 Inf Div: 739 Inf Rgt (3/795 Ost Co)

A46.12: 709 Inf Div: 919 Inf Rgt (13 IG Co)

A45.24: 91 Inf Div: 191 Pio Bn (1 Pio Co)

A41.23: 91 Inf Div: Div Troops (191 Flak Co)

A39.27: 91 Inf Div: 191 Pio Bn (2 Pio Co)

A46.20: 91 Inf Div: 1058 Inf Rgt (13 IG Co)

A48.08: WN 5/104, 709 Inf Div: 919 Inf Rgt (3/I Inf Co)

A49.09: WN 8/106

A50.09: StP 9

A51.10: WN 10/101

A50.13: 709 Inf Div: 919 Inf Rgt (15 PJ Co)

A52.16: 7 Sturm Assault Bn (Arty Arty Co)

A55.12: WN 11/102, 709 Inf Div: 919 Inf Rgt (4/I Mtr Co)

A55.16: 709 Inf Div: 919 Inf Rgt (14 PJ Co)

A55.19: StP 133, 1261 Coastal Arty Rgt (2 Coastal Arty Co)

A56.12: StP 12

A54.19: 1261 Coastal Arty Rgt (1 Coastal Arty Co)

A59.18: StP 135, Independent (Marcouf Coastal Arty Co)

A58.13: 709 Inf Div: 919 Inf Rgt (7/II Inf Co)

A60.14: WN 14(2), 709 Inf Div: 919 Inf Rgt (6/II Inf Co)

A61.20: 709 Inf Div: 919 Inf Rgt (8/II Mtr Co)

A61.24: 709 Inf Div: 919 Inf Rgt (5/II Bcl Co)

A61.27: 91 Inf Div: 1058 Inf Rgt (1/I, 2/I Inf Co)

A62.26: 91 Inf Div: 1058 Inf Rgt (3/I Inf Co, 4/I Mtr Co)

A62.19: 1261 Coastal Arty Rgt (3 Coastal Arty Co)

A62.32: 709 Inf Div: 709 PJ Bn (1 PJ Co, 3 Flak Co)

---Map A and B split here for other scenarios---

B6.01: 352 Inf Div: 352 Erz Bn (5 Mtr Co)

B6.02: 352 Inf Div: 352 Erz Bn (3, 4 Erz Co)

B7.02: 352 Inf Div: 352 Erz Bn (1, 2 Erz Co)

B37.16: 352 Inf Div: 352 Pio Bn (3 Pio Co)

B38.16: 352 Inf Div: 352 Pio Bn (1, 2 Pio Co)

B40.32: 352 Inf Div: 914 Inf Rgt (13 IG Co, 14 PJ Co)

B43.18: 352 Inf Div: 352 PJ Bn (1 Mdr Arm Co)

B44.19: 352 Inf Div: 352 PJ Bn (2 StG Arm Co)

B43.24: 352 Inf Div: 352 PJ Bn (3 Flak Co)

B46.12: 352 Inf Div: 916 Inf Rgt (13 IG Co, 14 PJ Co)

B47.32: 716 Inf Div: 726 Inf Rgt (3/439 Ost Co)

B48.32: 716 Inf Div: 726 Inf Rgt (4/439 Mtr Co), 431 Flak Rgt (497 '88' Bn)

- B49.32:** 716 Inf Div: 726 Inf Rgt (1/439, 2/439 Ost Co)
- B50.30:** 352 Inf Div: 914 Inf Rgt (3/I Inf Co, 4/I Mtr Co)
- B51.31:** 352 Inf Div: 914 Inf Rgt (1/I, 2/I Inf Co)
- B49.09:** 352 Inf Div: 916 Inf Rgt (7/II Inf Co)
- B51.12:** 352 Inf Div: 916 Inf Rgt (6/II Inf Co)
- B51.33:** 352 Inf Div: 352 Arty Rgt (II Arty Bn)
- B51.34:** WN 93
- B52.17:** 431 Flak Rgt (266 '88' Bn)
- B54.06:** 352 Inf Div: 916 Inf Rgt (8/II Mtr Co)
- B55.05:** WN 60
- B55.06:** WN 61, 716 Inf Div: 726 Inf Rgt (3/I Inf Co)
- B55.07:** WN 62
- B55.08:** WN 64
- B56.08:** WN 65, 352 Inf Div: 916 Inf Rgt (5/II Inf Co)
- B56.09:** WN 66
- B55.11:** WN 67
- B56.10:** WN 68, 716 Inf Div: 726 Inf Rgt (10/III Inf Co)
- B57.11:** WN 70
- B57.12:** WN 71
- B58.12:** WN 72, 716 Inf Div: 726 Inf Rgt (11/III Inf Co)
- B59.13:** WN 73
- B57.16:** 352 Inf Div: 352 Arty Rgt (IV Arty Bn)
- B57.30:** 716 Inf Div: 1716 Arty Rgt (9/III Arty Co)
- B57.33:** WN 90
- B59.17:** 716 Inf Div: 726 Inf Rgt (9/III Bcl Co)
- B58.29:** WN 84, 716 Inf Div: 1716 Arty Rgt (8/III Arty Co)
- B59.32:** WN 88
- B61.25:** WN 78
- B61.26:** WN 81, 716 Inf Div: 726 Inf Rgt (12/III Mtr Co)
- B61.28:** WN 82
- B61.30:** WN 87
- B61.15:** WN 74
- B61.21:** WN 75, 1260 Coastal Arty Bn (2 Coastal Arty Co)
- B62.23:** WN 77
- Map B and C split here for other scenarios---
- C22.15:** 352 Inf Div: 352 Fus Bn (1 Bcl Co, 4 Mtr Co)
- C23.15:** 352 Inf Div: 352 Fus Bn (2, 3 Inf Co)
- C24.31:** 352 Inf Div: 915 Inf Rgt (13 IG Co, 14 PJ Co)
- C29.08:** 21 Pz Div: 200 PJ Bn (2 '88' Co)
- C28.24:** 352 Inf Div: 915 Inf Rgt (3/I Inf Co, 4/I Mtr Co)
- C29.25:** 352 Inf Div: 915 Inf Rgt (1/I, 2/I Inf Co)
- C35.14:** 21 Pz Div: 200 PJ Bn (1 '88' Co)
- C38.06:** 352 Inf Div: 915 Inf Rgt (7/II Inf Co, 8/II Mtr Co)
- C39.07:** 352 Inf Div: 915 Inf Rgt (5/II, 6/II Inf Co)
- C41.25:** 431 Flak Rgt (90 Flak Bn)
- C42.08:** 21 Pz Div: 220 Pio Bn (3 Pio Co)
- C45.05:** 716 Inf Div: 726 Inf Rgt (5/II Inf Co)
- C45.28:** 716 Inf Div: 726 Inf Rgt (14 PJ Co)
- C46.13:** 716 Inf Div: 726 Inf Rgt (6/II Inf Co)
- C46.23:** 716 Inf Div: 1716 Arty Rgt (10/III Arty Co)
- C48.03:** 716 Inf Div: 726 Inf Rgt (7/II Inf Co)
- C47.05:** 716 Inf Div: 726 Inf Rgt (8/II Mtr Co)
- C47.18:** 352 Inf Div: 916 Inf Rgt (4/I Mtr Co)
- C48.10:** 716 Inf Div: 1716 Arty Rgt (5/II Arty Co)
- C48.29:** 716 Inf Div: 726 Inf Rgt (4/I Mtr Co)
- C49.08:** WN 32, 716 Inf Div: 1716 Arty Rgt (6/II Arty Co)
- C49.35:** 352 Inf Div: 352 Arty Rgt (I Arty Bn)
- C50.02:** 716 Inf Div: 441 Ost Bn (1 Ost Co)
- C50.07:** 716 Inf Div: 441 Ost Bn (4 Mtr Co)
- C52.10:** WN 35
- C52.09:** 716 Inf Div: 441 Ost Bn (3 Ost Co)
- C52.07:** WN 35a, 1260 Coastal Arty Bn (3 Coastal Arty Co)
- C50.14:** 352 Inf Div: 916 Inf Rgt (3/I Inf Co)
- C52.14:** WN 38
- C52.15:** WN 39
- C52.17:** WN 42
- C52.18:** WN 43
- C51.18:** 352 Inf Div: 916 Inf Rgt (1/I Inf Co)
- C50.19:** 352 Inf Div: 352 Arty Rgt (III Arty Bn)
- C52.05:** WN 33a, 716 Inf Div: 736 Inf Rgt (7/II Inf Co)
- C53.13:** WN 37
- C52.20:** 352 Inf Div: 916 Inf Rgt (2/I Inf Co)
- C53.26:** WN 48, 1260 Coastal Arty Bn (4 Coastal Arty Co)
- C54.30:** WN 56
- C53.31:** 716 Inf Div: 726 Inf Rgt (1/I Bcl Co)
- C54.32:** WN 57
- C54.34:** 716 Inf Div: 726 Inf Rgt (2/I Inf Co)
- D3.05:** 21 Pz Div: 125 PG Rgt (3/I PG Co, 4/I Arm Mtr Co)
- D4.05:** 21 Pz Div: 125 PG Rgt (1/I, 2/I PG Co)
- D10.24:** 21 Pz Div: 155 Arty Rgt (II Arm Arty Bn)
- D12.25:** 21 Pz Div: 155 Arty Rgt (10 Arm Werfer Co)
- D12.06:** 21 Pz Div: 125 PG Rgt (9 Arm IG Co)
- D19.32:** 21 Pz Div: 192 PG Rgt (1/I, 2/I PG Co)
- D19.33:** 21 Pz Div: 192 PG Rgt (3/I PG Co, 4/I Arm Mtr Co)
- D23.24:** 21 Pz Div: 305 Flak Bn (1 Flak Co, 2 '88' Co)
- D22.08:** 21 Pz Div: 125 PG Rgt (6/II Inf Co)
- D23.05:** 21 Pz Div: 125 PG Rgt (5/II Inf Co)
- D27.18:** 21 Pz Div: 125 PG Rgt (8/II Arm Mtr Co, 10 Arm Werfer Co)
- D30.30:** 21 Pz Div: 192 PG Rgt (6/II Inf Co)
- D30.24:** 21 Pz Div: 200 StG Bn (5 Arm Werfer Co)
- D32.24:** 21 Pz Div: 192 PG Rgt (5/II Inf Co)
- D33.12:** 21 Pz Div: 125 PG Rgt (7/II Inf Co)
- D33.25:** 21 Pz Div: 192 PG Rgt (9 Arm IG Co, 10 Arm Werfer Co)
- D34.33:** 21 Pz Div: 192 PG Rgt (8/II Arm Mtr Co)
- D38.21:** 21 Pz Div: 192 PG Rgt (7/II Inf Co)
- D30.11:** 716 Inf Div: 716 Pio Bn (1 Pio Co)
- D31.07:** 716 Inf Div: 736 Inf Rgt (4/642 Mtr Co)
- D33.20:** 716 Inf Div: 716 PJ Bn (1 Mdr Arm Co)
- D33.21:** 716 Inf Div: 1716 Arty Rgt (3/I Arty Co)
- D35.15:** WN 13
- D36.25:** 21 Pz Div: 155 Arty Rgt (I Arty Bn), 716 Inf Div: 716 Pio Bn (2 Pio Co)
- D38.17:** WN 17, 716 Inf Div: 736 Inf Rgt (14 PJ Co)
- D40.06:** WN 1, 716 Inf Div: 1716 Arty Rgt (1/I Arty Co)
- D40.09:** WN 6
- D40.14:** WN 12, 716 Inf Div: 1716 Arty Rgt (4/I Arty Co)
- D39.18:** WN 16, 716 Inf Div: 1716 Arty Rgt (2/I Arty Co)
- D39.16:** 1260 Coastal Arty Bn (1 Coastal Arty Co)
- D41.14:** WN 14
- D42.15:** WN 18
- D43.02:** 1255 Coastal Arty Bn (3 Coastal Arty Co)

D43.01: 711 Inf Div: 744 Inf Rgt (7/II Inf Co, 8/II Mtr Co)
D43.05: WN 2
D42.05: 716 Inf Div: 736 Inf Rgt (1/642 Ost Co)
D41.12: WN 7
D41.19: 716 Inf Div: 736 Inf Rgt (3/642 Ost Co)
D42.07: WN 3, 716 Inf Div: 736 Inf Rgt (3/I Bcl Co)
D42.08: WN 5, 716 Inf Div: 736 Inf Rgt (1/I Inf Co)
D43.13: WN 8
D42.12: 716 Inf Div: 736 Inf Rgt (4/I Mtr Co)
D43.14: WN 10, 716 Inf Div: 736 Inf Rgt (2/I Inf Co)
D43.27: StP I
D44.27: StP II
D42.24: 716 Inf Div: 1716 Arty Rgt (G.Wald Arm Arty Co)
D42.31: 716 Inf Div: 1716 Arty Rgt (7/II Arty Co)
D41.30: 21 Pz Div: 200 PJ Bn (3 '88' Co)
D43.17: WN 20
D44.23: 716 Inf Div: 736 Inf Rgt (11/III Bcl Co)
D44.26: 716 Inf Div: 736 Inf Rgt (12/III Mtr Co)
D45.19: WN 21, 716 Inf Div: 736 Inf Rgt (10/III Inf Co)
D45.35: Independent (989 Arty Bn), 716 Inf Div: 716 PJ Bn (2 PJ Co)
D46.28: WN 23, 716 Inf Div: 736 Inf Rgt (8/II Mtr Co)
D48.23: WN 24
D49.25: WN 26, 716 Inf Div: 736 Inf Rgt (9/III Inf Co)
D50.27: WN 27
D50.30: WN 28, 716 Inf Div: 736 Inf Rgt (5/II Inf Co)
D51.34: WN 29, 716 Inf Div: 736 Inf Rgt (6/II Inf Co)
D51.35: WN 31, 716 Inf Div: 441 Ost Bn (2 Ost Co)

Reinforcements:

Use the German Order of Arrival

Victory:

As per 4.0

5.2 D+1 Campaign

This scenario starts after the Allied landings on D-Day June 6. The Allies have a beachhead in Normandy with many forces to follow. The Germans are reacting with available forces and trying to find opportunities for counterattacks.

First Turn: 5

Last Turn: 22

Length: 18 Turns

Allied Information:

Set Up:

A62.10: TF A (Tuscaloosa CA)
A59.09: TF A (Quincy CA)
A56.07: TF A (Nevada BB)
A52.04: TF A (DD34/17 DD)
A50.03: TF A (DD20/10 DD)
A48.02: TF U (DD119/60 DD)
A44.01: TF A (Hwk+Ent CA)
A54.11: 4 Inf Div: 22 Inf Rgt (I/3, K/3, L/3 Inf Co)
A53.11: 4 Inf Div: 22 Inf Rgt (M/3 Mtr Co)
A52.13: 4 Inf Div: 22 Inf Rgt (A/1, B/1 Inf Co)
A52.12: 4 Inf Div: 22 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
A51.15: 4 Inf Div: 22 Inf Rgt (AT AT Co, G/2 Inf Co)
A51.14: 4 Inf Div: 22 Inf Rgt (E/2, F/2 Inf Co)
A50.14: 4 Inf Div: 22 Inf Rgt (Can Arty Co, H/2 Mtr Co)
A51.11: 90 Inf Div: 359 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
A50.11: 90 Inf Div: 359 Inf Rgt (A/1, B/1 Inf Co)
A49.13: 90 Inf Div: 359 Inf Rgt (I/3, K/3 Inf Co)
A49.12: 90 Inf Div: 359 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
A50.15: 101 Abn Div: 502 PIR (A/1 (-1 step), B/1 Para Co)
A49.15: 101 Abn Div: Div Troops (377 Para Arty Bn), 502 PIR (C/1 Para Co)
A48.12: 101 Abn Div: 502 PIR (D/2 (-1 step), E/2, F/2 Para Co)
A44.10: 101 Abn Div: 502 PIR (G/3 (-1 step), H/3, I/3 Para Co)
A48.18: 899 TD Bn (A TD Co)
A50.16: 4 Inf Div: 12 Inf Rgt (A/1, B/1 Inf Co)
A49.17: 4 Inf Div: 12 Inf Rgt (C/1 Inf Co)
A49.16: 4 Inf Div: 12 Inf Rgt (D/1 Mtr Co)
A48.17: 4 Inf Div: 12 Inf Rgt (E/2, F/2 Inf Co)
A47.18: 746 Tk Bn (A (-1 step) Arm Co), 4 Inf Div: 12 Inf Rgt (G/2 Inf Co)
A47.17: 4 Inf Div: 12 Inf Rgt (H/2 Mtr Co)

A48.16: 4 Inf Div: 12 Inf Rgt (I/3, K/3 Inf Co)
A48.15: 4 Inf Div: 12 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
A48.14: 4 Inf Div: 12 Inf Rgt (AT AT Co, Can Arty Co)
A48.13: 4 Inf Div: Div Troops (44 Arm Arty Bn)
A48.10: 4 Inf Div: Div Troops (A/4, B/4 Eng Co)
A48.09: 4 Inf Div: Div Troops (C/4 Eng Co)
A47.15: 101 Abn (DZ A), 4 Inf Div: Div Troops (4 Arm Cav Co)
A48.30: 82 Abn Div: 508 PIR (I/3 (-1 step) Para Co)
A46.30: 82 Abn Div: 507 PIR (H/3 Para Co)
A47.28: 82 Abn (DZ T), 82 Abn Div: 507 PIR (E/2 (-1 step) Para Co)
A46.27: 82 Abn Div: 507 PIR (D/2 (-1 step), F/2 Para Co)
A46.26: 82 Abn Div: 507 PIR (I/3 (-1 step) Para Co)
A46.24: 82 Abn Div: 505 PIR (C/1 Para Co)
A46.23: 82 Abn Div: 508 PIR (A/1 (-1 step), C/1 (-1 step) Para Co)
A46.22: 82 Abn Div: Div Troops (A/80 Glider AT Co)
A46.21: 82 Abn (DZ O), 82 Abn Div: 505 PIR (H/3, I/3 Para Co)
A46.20: 82 Abn Div: 505 PIR (D/2 (-1 step), F/2 Para Co)
A46.19: 82 Abn Div: Div Troops (B/80 Glider AT Co), 505 PIR (E/2 Para Co)
A46.17: 746 Tk Bn (B Arm Co), 4 Inf Div: 8 Inf Rgt (A/1 (-1 step) Inf Co)
A46.15: 899 TD Bn (C TD Co), 4 Inf Div: 8 Inf Rgt (B/1 Inf Co)
A45.15: 70 Tk Bn (A (-1 step) DD Arm Co), 4 Inf Div: 8 Inf Rgt (C/1 Inf Co)
A46.14: 4 Inf Div: Div Troops (42 Arm Arty Bn), 8 Inf Rgt (D/1 Mtr Co)
A43.18: 70 Tk Bn (C Arm Co), 4 Inf Div: 8 Inf Rgt (I/3 Inf Co)
A43.19: 4 Inf Div: 8 Inf Rgt (K/3 Inf Co)
A42.19: 4 Inf Div: 8 Inf Rgt (L/3 Inf Co)
A42.18: 82 Abn (LZ W), 4 Inf Div: 8 Inf Rgt (M/3 Mtr Co)
A40.17: 70 Tk Bn (B DD Arm Co), 4 Inf Div: 8 Inf Rgt (E/2 Inf Co)
A41.19: 4 Inf Div: 8 Inf Rgt (F/2 Inf Co)
A41.18: 4 Inf Div: 8 Inf Rgt (Can Arty Co, H/2 Mtr Co)
A41.17: 4 Inf Div: 8 Inf Rgt (AT AT Co)
A40.18: 4 Inf Div: 8 Inf Rgt (G/2 Inf Co)
A41.14: 4 Inf Div: Div Troops (29 Arm Arty Bn)
A45.26: 82 Abn Div: 507 PIR (G/3 (-1 step) Para Co)
A45.25: 82 Abn Div: 505 PIR (A/1 (-1 step), B/1 Para Co)

- A45.20:** 82 Abn Div: 505 PIR (G/3 (-1 step) Para Co)
- A45.24:** 82 Abn Div: Div Troops (B/307 Para Eng Co)
- A45.21:** 82 Abn (LZ O)
- A45.10:** Independent (65 Arm Arty Bn)
- A43.23:** 82 Abn Div: Div Troops (320 Glider Arty Bn)
- A43.22:** 82 Abn Div: Div Troops (319 Glider Arty Bn)
- A44.25:** 82 Abn Div: 508 PIR (B/1 (-1 step) Para Co)
- A42.26:** 82 Abn Div: 508 PIR (D/2 (-1 step), E/2 (-1 step) Para Co)
- A43.26:** 82 Abn Div: 508 PIR (F/2 (-1 step) Para Co)
- A41.24:** 82 Abn Div: 508 PIR (G/3 (-1 step), H/3 (-1 step) Para Co)
- A41.27:** 82 Abn (DZ N)
- A41.23:** Independent (B/4 Arm Cav Co), 82 Abn Div: 401 GIR (F/2 Glider Co)
- A41.22:** Independent (87 Mtr Bn)
- A41.15:** 101 Abn (DZ C)
- A41.11:** 101 Abn Div: 401 GIR (A/1, B/1 Glider Co)
- A42.10:** 101 Abn Div: 401 GIR (C/1 Glider Co, HQ/1 Mtr Co)
- A40.24:** 82 Abn Div: 507 PIR (A/1 (-1 step) Para Co)
- A39.25:** 82 Abn Div: 507 PIR (B/1 (-1 step) Para Co)
- A39.24:** 82 Abn Div: 507 PIR (C/1 (-1 step) Para Co)
- A39.22:** 82 Abn Div: Div Troops (C/80 Glider AT Co)
- A39.17:** 101 Abn Div: Div Troops (B/81 Glider AT Co), 501 PIR (H/3 (-1 step) Para Co)
- A39.16:** 101 Abn Div: Div Troops (A/81 Glider AT Co), 501 PIR (I/3 Para Co)
- A39.15:** 101 Abn (LZ E)
- A38.15:** 101 Abn Div: 501 PIR (G/3 (-1 step) Para Co)
- A38.14:** 101 Abn Div: Div Troops (C/81 Glider AT Co), 506 PIR (B/1 (-1 step) Para Co)
- A38.13:** 101 Abn Div: Div Troops (C/326 Para Eng Co), 506 PIR (C/1 (-1 step) Para Co)
- A38.12:** 70 Tk Bn (D Arm Co), 101 Abn Div: 506 PIR (E/2 Para Co)
- A38.11:** 101 Abn Div: 401 GIR (C/1 Glider Co, HQ/1 Mtr Co)
- A37.15:** 101 Abn Div: 506 PIR (A/1 (-1 step) Para Co)
- A37.12:** 101 Abn Div: 506 PIR (D/2 (-1 step), F/2 (-1 step) Para Co)
- A37.11:** 101 Abn Div: 506 PIR (A/1, B/1 Glider Co)
- A36.14:** 101 Abn Div: 501 PIR (F/2 Para Co)
- A36.13:** 101 Abn (DZ D), 101 Abn Div: 501 PIR (E/2 (-1 step) Para Co)
- A36.12:** 101 Abn Div: 501 PIR (D/2 (-1 step) Para Co)
- A33.13:** 101 Abn Div: 501 PIR (A/1 (-1 step) Para Co)
- A32.12:** 101 Abn Div: 501 PIR (B/1 Para Co)
- A31.12:** 101 Abn Div: 501 PIR (C/1 (-1 step) Para Co)
- A32.10:** 101 Abn Div: 506 PIR (H/3 Para Co)
- A31.11:** 101 Abn Div: 506 PIR (G/3 (-1 step), I/3 (-1 step) Para Co)
- Map A and B split here for other scenarios---*
- B62.21:** 2 Ranger Bn (D, E Ranger Co)
- B62.09:** TF C (Texas BB)
- B62.08:** TF C (Bel+Gla CL)
- B62.07:** TF O (DD33/17 DD)
- B62.06:** TF C (DD35/18 DD)
- B62.05:** WTF (Augusta CA)
- B61.05:** TF O (DD19/10 DD)
- B61.04:** TF C (DD36/18 DD)
- B61.03:** TF O (15 Flot DD)
- B60.01:** TF C (Arkansas BB)
- B59.14:** 743 Tk Bn (B (-1 step) DD Arm Co), 29 Inf Div: 116 Inf Rgt (C/1 Inf Co) – Stack DG'd
- B59.12:** 745 Tk Bn (D Arm Co), Independent (58 Arm Arty Bn)
- B58.14:** 5 Ranger Bn (A, B Ranger Co)
- B58.13:** 29 Inf Div: Div Troops (A/121 Eng Co)
- B58.12:** 745 Tk Bn (A, B Arm Co)
- B58.11:** 745 Tk Bn (C Arm Co), Independent (81 Mtr Bn)
- B57.14:** 743 Tk Bn (A (-1 step) Arm Co), 5 Ranger Bn (C Ranger Co)
- B57.13:** 29 Inf Div: 116 Inf Rgt (AT AT Co, G/2 (-1 step) Inf Co)
- B57.12:** 29 Inf Div: Div Troops (C/121 Eng Co), 116 Inf Rgt (Can Arty Co)
- B57.11:** 29 Inf Div: 115 Inf Rgt (AT AT Co, Can Arty Co)
- B57.10:** 29 Inf Div: 115 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- B56.13:** 2 Ranger Bn (A, B Ranger Co)
- B56.12:** 743 Tk Bn (C (-1 step) DD Arm Co), 29 Inf Div: 116 Inf Rgt (F/2 (-1 step) Inf Co) – Stack DG'd
- B56.11:** 29 Inf Div: 116 Inf Rgt (L/3 (-1 step) Inf Co, M/3 Mtr Co)
- B56.10:** 29 Inf Div: 115 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)
- B56.09:** 29 Inf Div: 115 Inf Rgt (I/3, K/3 Inf Co)
- B55.12:** 29 Inf Div: 116 Inf Rgt (I/3, K/3 Inf Co) – Stack DG'd
- B55.11:** 29 Inf Div: 115 Inf Rgt (A/1 (-1 step), B/1 Inf Co)
- B55.10:** 29 Inf Div: 115 Inf Rgt (E/2, F/2 Inf Co)
- B54.10:** 29 Inf Div: 115 Inf Rgt (C/1 Inf Co, D/1 Mtr Co) – Stack DG'd
- B57.08:** 1 Inf Div: Div Troops (7 (-1 step) Arty Bn)
- B56.08:** 1 Inf Div: 26 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)
- B56.07:** 747 Tk Bn (A, D Arm Co)
- B56.06:** Independent (62 Arm Arty Bn)
- B56.05:** 747 Tk Bn (B, C Arm Co)
- B55.09:** 1 Inf Div: 26 Inf Rgt (E/2, F/2 Inf Co)
- B55.08:** 1 Inf Div: 18 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
- B55.07:** 1 Inf Div: 26 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
- B55.06:** 1 Inf Div: 26 Inf Rgt (A/1, B/1 Inf Co)
- B55.05:** 1 Inf Div: Div Troops (C/1 Eng Co)
- B54.09:** 1 Inf Div: 26 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- B54.08:** 1 Inf Div: 18 Inf Rgt (A/1 (-1 step), B/1 Inf Co)
- B54.07:** 1 Inf Div: 16 Inf Rgt (G/2 (-1 step) Inf Co, H/2 Mtr Co)
- B54.05:** 1 Inf Div: 26 Inf Rgt (AT AT Co, Can Arty Co)
- B54.04:** 1 Inf Div: Div Troops (B/1 Eng Co), 16 Inf Rgt (AT AT Co)
- B54.03:** 1 Inf Div: 16 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co) – Stack DG'd
- B53.10:** 1 Inf Div: 26 Inf Rgt (I/3, K/3 Inf Co)
- B53.09:** 1 Inf Div: 18 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- B53.08:** 1 Inf Div: 18 Inf Rgt (AT AT Co, Can Arty Co)
- B53.07:** 741 Tk Bn (A (-1 step) Arm Co), 1 Inf Div: 16 Inf Rgt (F/2 (-1 step) Inf Co) – Stack DG'd
- B53.06:** 1 Inf Div: 18 Inf Rgt (H/2 Mtr Co)
- B53.05:** 1 Inf Div: 18 Inf Rgt (G/2 Inf Co)
- B53.04:** 1 Inf Div: 16 Inf Rgt (L/3 (-1 step) Inf Co, M/3 Mtr Co) – Stack DG'd
- B52.09:** 1 Inf Div: 18 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)
- B52.08:** 1 Inf Div: 16 Inf Rgt (C/1 (-1 step) Inf Co, D/1 Mtr Co) – Stack DG'd
- B52.07:** 1 Inf Div: 16 Inf Rgt (A/1 (-1 step), B/1 (-1 step) Inf Co) – Stack DG'd
- B52.06:** 1 Inf Div: 18 Inf Rgt (E/2 (-1 step) Inf Co)
- B52.05:** 1 Inf Div: 18 Inf Rgt (F/2 Inf Co)
- Map B and C split here for other scenarios---*
- C60.32:** TF C (FF GL+Mo CL)
- C58.22:** TF K (Ajx+Arg CL)
- C58.19:** TF K (Emr+Orn CL)
- C58.10:** TF K (8 Flot DD)
- C58.08:** TF K (21 Flot DE)
- C58.06:** TF K (25 Flot DD)
- C58.04:** TF K (Blf+Dia CL)
- C51.29:** 4 BR Cmndo Bde: No. 47 RM Cmndo Bn (B, Q Cmndo Co)

- C51.28:** 4 BR Cmnd Bde: No. 47 RM Cmnd Bn (X, Y Cmnd Co)
- C51.27:** 4 BR Cmnd Bde: No. 47 RM Cmnd Bn (S Mtr Co)
- C52.17:** 1 BR Assault Bde (82/6 AVRE Arm Co (-1 step)), 8 BR Arm Bde (B/24Lan Arm Co), 50 BR Inf Div: 231 BR Inf Bde (A/1Ham (-1 step) Inf Co)
- C52.16:** 50 BR Inf Div: 231 BR Inf Bde (B/1Ham (-1 step) Inf Co)
- C51.18:** RMAS RM Arm Rgt (1/1 RM AG Arm Co), 50 BR Inf Div: 231 BR Inf Bde (C/1Ham, D/1Ham Inf Co)
- C51.17:** 50 BR Inf Div: 231 BR Inf Bde (S/1Ham Mtr Co)
- C50.20:** 8 BR Arm Bde (C/24Lan Arm Co), 50 BR Inf Div: 231 Inf Bde (A/2Dev (-1 step) Inf Co)
- C50.19:** 50 BR Inf Div: Div Troops (107/102 AT Co)
- C50.14:** 50 BR Inf Div: Div Troops (90 Fld Arm Arty Bn)
- C50.13:** 50 BR Inf Div: Div Troops (124 Fld Arty Bn)
- C49.21:** 50 BR Inf Div: 231 BR Inf Bde (B/2Dev, C/2Dev Inf Co)
- C49.20:** 50 BR Inf Div: 231 BR Inf Bde (D/2Dev Inf Co, S/2Dev Mtr Co)
- C49.10:** 50 BR Inf Div: Div Troops (295 Fld Eng Co)
- C48.18:** 50 BR Inf Div: 231 BR Inf Bde (C/1Dor, D/1Dor Inf Co)
- C48.17:** 50 BR Inf Div: 231 BR Inf Bde (S/1Dor Mtr Co)
- C48.12:** BR Independent (147 Fld Arty Bn)
- C48.09:** 50 BR Inf Div: Div Troops (505 Fld Eng Co)
- C47.21:** 56 BR Inf Bde (B/2Glos, C/2Glos Inf Co)
- C47.18:** 8 BR Arm Bde (A/24Lan Arm Co), 50 BR Inf Div: 231 BR Inf Bde (A/1Dor (-1 step) Inf Co)
- C47.17:** 8 BR Arm Bde (R/24Lan Arm Plt), 50 BR Inf Div: 231 BR Inf Bde (B/1Dor (-1 step) Inf Co)
- C47.14:** 50 BR Inf Div: Div Troops (C/2Ches MG Co)
- C47.13:** 50 BR Inf Div: Div Troops (B/2Ches MG Co)
- C47.12:** 50 BR Inf Div: Div Troops (D/2Ches Mtr Co)
- C47.10:** 50 BR Inf Div: Div Troops (289/102 AT Co)
- C46.25:** 56 BR Inf Bde (C/2SWB, D/2SWB Inf Co)
- C46.24:** 56 BR Inf Bde (S/2SWB Mtr Co)
- C46.21:** 73 BR AT Bn (198 AT Co), 56 BR Inf Bde (A/2Glos Inf Co)
- C46.20:** 56 BR Inf Bde (D/2Glos Inf Co, S/2Glos Mtr Co)
- C46.14:** RMAS RM Arm Rgt (2/1 (-1 step) RM AG Arm Co), 50 BR Inf Div: Div Troops (288/102 AT Co)
- C46.12:** 1 BR Assault Bde (81/6 AVRE Arm Co)
- C46.08:** 50 BR Inf Div: Div Troops (74 Fld Arty Bn)
- C45.26:** 56 BR Inf Bde (A/2SWB, B/2SWB Inf Co)
- C45.21:** 56 BR Inf Bde (B/2Esx, C/2Esx Inc Co)
- C45.20:** 56 BR Inf Bde (D/2Esx Inf Co, S/2Esx Mtr Co)
- C45.12:** 50 BR Inf Div: Div Troops (C/61 Rec Arm Car Co)
- C45.09:** BR Independent (86 Fld Arm Arty Bn)
- C44.20:** 73 BR AT Bn (234 AT Co), 56 BR Inf Bde (A/2Esx Inf Co)
- C45.16:** 50 BR Inf Div: 151 BR Inf Bde (S/8DLI Inf Co)
- C44.17:** 8 BR Arm Bde (B/SRY (-1 step) DD Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/8DLI Inf Co)
- C44.16:** 50 BR Inf Div: 151 BR Inf Bde (C/8DLI, D/8DLI Inf Co)
- C43.17:** 8 BR Arm Bde (R/SRY Arm Plt), 50 BR Inf Div: 151 BR Inf Bde (B/8DLI Inf Co)
- C44.12:** 50 BR Inf Div: Div Troops (99/102 AT Co)
- C44.11:** 50 BR Inf Div: Div Troops (A/61Rec, B/61Rec Arm Car Co)
- C43.20:** 8 BR Arm Bde (A/SRY Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/9DLI Inf Co)
- C43.19:** 50 BR Inf Div: 151 BR Inf Bde (B/9DLI, C/9DLI Inf Co)
- C44.18:** 50 BR Inf Div: 151 BR Inf Bde (D/9DLI Inf Co, S/9DLI Mtr Co)
- C41.17:** 50 BR Inf Div: 151 BR Inf Bde (B/6DLI, C/6DLI Inf Co)
- C41.16:** 50 BR Inf Div: 151 BR Inf Bde (D/6DLI Inf Co, S/6DLI Mtr Co)
- C40.16:** 8 BR Arm Bde (C/SRY DD Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/6DLI Inf Co)
- C41.13:** 50 BR Inf Div: 69 BR Inf Bde (B/6GHo (-1 step), C/6GHo Inf Co)
- C41.12:** 50 BR Inf Div: 69 BR Inf Bde (D/6GHo Inf Co, S/6GHo Mtr Co)
- C41.11:** 50 BR Inf Div: 69 BR Inf Bde (D/7GHo Inf Co, S/7GHo Mtr Co)
- C40.13:** 8 BR Arm Bde (C/4/7DG DD Arm Co), 50 BR Inf Div: 69 BR Inf Bde (A/6GHo (-1 step) Inf Co)
- C40.12:** 50 BR Inf Div: 69 BR Inf Bde (B/7GHo, C/7GHo Inf Co)
- C40.11:** 8 BR Arm Bde (A/4/7DG Arm Co), 50 BR Inf Div: 69 BR Inf Bde (A/7GHo (-1 step) Inf Co)
- C40.10:** 50 BR Inf Div: 69 BR Inf Bde (S/5EY Mtr Co)
- C40.09:** 8 BR Arm Bde (R/4/7DG Arm Plt), 50 BR Inf Div: 69 BR Inf Bde (D/5EY Inf Co)
- C39.11:** 8 BR Arm Bde (B/4/7DG (-1 step) DD Arm Co), 50 BR Inf Div: 69 BR Inf Bde (A/5EY (-1 Step) Inf Co)
- C39.10:** 50 BR Inf Div: 69 BR Inf Bde (B/5EY (-1 step), C/5EY Inf Co)
- C45.05:** CA Independent (19 Fld Arm Arty Bn)
- C45.02:** 3 CA Inf Div: Div Troops (12 Fld Arty Bn)
- C43.06:** 3 CA Inf Div: Div Troops (D/CHLO Mtr Co), 7 CA Inf Bde (S/RWR Mtr Co)
- C42.08:** 3 CA Inf Div: 7 CA Inf Bde (C/RWR Inf Co)
- C42.07:** 3 CA Inf Div: 7 CA Inf Bde (B/RWR (-1 step) Inf Co)
- C42.06:** 3 CA Inf Div: 7 CA Inf Bde (A/RWR (-1 step) Inf Co)
- C42.05:** 3 CA Inf Div: Div Troops (18 Fld Eng Co)
- C41.06:** 3 CA Inf Div: Div Troops (4/3 AT Co), 7 CA Inf Bde (D/RWR Inf Co)
- C40.03:** 3 CA Inf Div: Div Troops (A/CHLO MG Co)
- C40.02:** 3 CA Inf Div: 7 CA Inf Bde (A/RRR (-1 step) Inf Co)
- C40.01:** 3 CA Inf Div: 7 CA Inf Bde (C/RRR Inf Co)
- C41.01:** 3 CA Inf Div: 7 CA Inf Bde (S/RRR Mtr Co)
- C38.05:** 3 CA Inf Div: 7 CA Inf Bde (D/1CS Inf Co)
- C38.04:** 2 CA Arm Bde (A/1Hus (-1 step) Arm Co), 3 CA Inf Div: 7 CA Inf Bde (C/1CS (-1 step) Inf Co)
- C38.03:** 2 CA Arm Bde (R/1Hus Arm Plt)
- C38.02:** 3 CA Inf Div: 7 CA Inf Bde (S/1CS Mtr Co)
- C37.03:** 3 CA Inf Div: Div Troops (94/3 AT Co), 7 CA Inf Bde (B/1CS Inf Co)
- C36.01:** 2 CA Arm Bde (C/1Hus Arm Co), 3 CA Inf Div: 7 CA Inf Bde (A/1CS Inf Co)
- C48.03:** 51 BR Inf Div: 153 BR Inf Bde (C/5BW, D/5BW Inf Co)
- C48.02:** 51 BR Inf Div: 153 BR Inf Bde (S/5BW Mtr Co)
- C47.04:** 51 BR Inf Div: 153 BR Inf Bde (A/5BW, B/5BW Inf Co)
- D47.27:** 3 CA Inf Div: 8 CA Inf Bde (S/NSR Mtr Co)
- D47.26:** 3 CA Inf Div: 8 CA Inf Bde (D/NSR Inf Co)
- D46.27:** 2 CA Arm Bde (C/FGH (-1 step) DD Arm Co), 3 CA Inf Div: 8 CA Inf Bde (B/NSR (-1 step) Inf Co)
- D46.26:** 2 CA Arm Bde (R/FGH Arm Plt), 3 CA Inf Div: 8 CA Inf Bde (C/NSR Inf Co)
- D45.29:** 3 CA Inf Div: Div Troops (16 Fld Eng Co)

- D45.28:** 1 BR Assault Bde (80/5 AVRE Arm Co), 3 CA Inf Div: 8 CA Inf Bde (A/NSR (-1 step) Inf Co)
- D46.34:** 3 CA Inf Div: Div Troops (C/7Rec Arm Car Co)
- D46.32:** 3 CA Inf Div: Div Troops (14 Fld Arm Arty Bn)
- D45.35:** 3 CA Inf Div: Div Troops (A/7Rec, B/7Rec Arm Car Co)
- D45.34:** 3 CA Inf Div: Div Troops (13 Fld Arm Arty Bn)
- D45.32:** 3 CA Inf Div: 9 CA Inf Bde (D/SDG Inf Co, S/SDG Mtr Co)
- D45.27:** RMAS RM Arm Rgt (3/2 (-1 step) RM AG Arm Co)
- D44.31:** 1 BR Assault Bde (26/5 AVRE Arm Co), 3 CA Inf Div: 9 CA Inf Bde (C/SDG Inf Co)
- D43.31:** 3 CA Inf Div: 9 CA Inf Bde (B/SDG Inf Co)
- D43.30:** 2 CA Arm Bde (R/FdS Arm Plt), 3 CA Inf Div: 9 CA Inf Bde (A/SDG Inf Co)
- D42.33:** 62 BR AT Bn (248 AT Co), 3 CA Inf Div: Div Troops (B/CHLO MG Co)
- D42.30:** 3 CA Inf Div: 9 CA Inf Bde (D/HLIC Inf Co, S/HLIC Mtr Co)
- D42.29:** 3 CA Inf Div: 9 CA Inf Bde (B/HLIC, C/HLIC Inf Co)
- D41.34:** 3 CA Inf Div: Div Troops (105/3 AT Co), 7 CA Inf Bde (D/RRR Inf Co)
- D41.33:** 2 CA Arm Bde (B/1Hus DD Arm Co), 3 CA Inf Div: 7 CA Inf Bde (B/RRR Inf Co)
- D41.30:** 2 CA Arm Bde (C/FdS Arm Co), 3 CA Inf Div: 9 CA Inf Bde (A/HLIC Inf Co)
- D42.28:** 3 CA Inf Div: Div Troops (C/CHLO MG Co)
- D39.29:** 3 CA Inf Div: 9 CA Inf Bde (D/RdC Inf Co, S/RdC Mtr Co)
- D39.28:** 3 CA Inf Div: Div Troops (52/3 AT Co), 8 CA Inf Bde (C/RdC Inf Co)
- D38.28:** 2 CA Arm Bde (A/FGH Arm Co), 3 CA Inf Div: 8 CA Inf Bde (A/RdC (-1 step) Inf Co)
- D38.27:** 3 CA Inf Div: 8 CA Inf Bde (B/RdC Inf Co)
- D36.29:** 3 CA Inf Div: 9 CA Inf Bde (C/NNS Inf Co)
- D36.28:** 3 CA Inf Div: 9 CA Inf Bde (D/NNS Inf Co, S/NNS Mtr Co)
- D36.27:** 3 CA Inf Div: 8 CA Inf Bde (D/QOR Inf Co, S/QOR Mtr Co)
- D36.26:** 2 CA Arm Bde (B/FGH (-1 step) Arm Co), 3 CA Inf Div: 8 CA Inf Bde (A/QOR (-1 step) Inf Co)
- D37.27:** 3 CA Inf Div: 8 CA Inf Bde (B/QOR (-1 step), C/QOR Inf Co)
- D35.29:** 2 CA Arm Bde (B/FdS Arm Co), 3 CA Inf Div: 9 CA Inf Bde (B/NNS Inf Co)
- D35.28:** 2 CA Arm Bde (A/FdS Arm Co), 3 CA Inf Div: 9 CA Inf Bde (A/NNS Inf Co)
- D50.34:** 51 BR Inf Div: 153 BR Inf Bde (S/1Gor Mtr Co)
- D49.34:** 51 BR Inf Div: 153 BR Inf Bde (C/1Gor, D/1Gor Inf Co)
- D48.33:** 51 BR Inf Div: 153 BR Inf Bde (A/1Gor, B/1Gor Inf Co)
- D50.30:** 51 BR Inf Div: 153 BR Inf Bde (S/5/7Gor Mtr Co)
- D49.30:** 51 BR Inf Div: 153 BR Inf Bde (C/5/7Gor, D/5/7Gor Inf Co)
- D48.29:** 51 BR Inf Div: 153 BR Inf Bde (A/5/7Gor, B/5/7Gor Inf Co)
- D57.34:** TF E (27 Flot DD)
- D57.32:** TF E (1 Flot DE)
- D57.30:** TF E (26 Flot DD)
- D49.16:** TF D (Are+Dan CL)
- D49.15:** TF D (23 Flot DD)
- D49.14:** TF D (1 Flot DE)
- D48.13:** TF D (26 Flot DD)
- D48.12:** TF D (Fro+Drg CA)
- D47.10:** TF D (Ramillies BB)
- D47.09:** TF D (Warspite BB)
- D50.26:** 4 BR Cmdo Bde: No. 48 RM Cmdo Bn (S Mtr Co)
- D50.25:** 4 BR Cmdo Bde: No. 48 RM Cmdo Bn (Z Cmdo Co)
- D49.26:** RMAS RM Arm Rgt (4/2 RM AG Arm Co), 4 BR Cmdo Bde: No. 48 RM Cmdo Bn (Y Cmdo Co)
- D48.25:** 4 BR Cmdo Bde: No. 48 RM Cmdo Bn (X Cmdo Co)
- D45.18:** 4 BR Cmdo Bde: No. 41 RM Cmdo Bn (X, Y Cmdo Co)
- D44.18:** 4 BR Cmdo Bde: No. 41 RM Cmdo Bn (P Cmdo Co, S Mtr Co)
- D44.20:** 1 BR Assault Bde (79/5 AVRE Arm Co), 3 BR Inf Div: 9 BR Inf Bde (D/2Lin Inf Co)
- D44.19:** 3 BR Inf Div: Div Troops (246 Fld Eng Co, 67/20 AT Co)
- D43.21:** 3 BR Inf Div: 9 BR Inf Bde (B/2Lin, C/2Lin Inf Co)
- D43.20:** 3 BR Inf Div: 9 BR Inf Bde (S/2Lin Mtr Co)
- D42.20:** 27 BR Arm Bde (C/1ERY Arm Co), 3 BR Inf Div: 9 BR Inf Bde (A/2Lin Inf Co)
- D42.18:** 3 BR Inf Div: Div Troops (76 Fld Arm Arty Bn)
- D42.16:** 3 BR Inf Div: Div Troops (C/3Rec Arm Car Co)
- D42.14:** 3 BR Inf Div: 8 BR Inf Bde (C/2EY (-1 step), D/2EY Inf Co)
- D42.12:** RMAS RM AG Arm Bn (5 RM AG Arm Co), 1 BR Cmdo Bde: No. 10 FF Cmdo Bn (8 Cmdo Co)
- D41.20:** 27 BR Arm Bde (R/13/18H Arm Plt), 3 BR Inf Div: 8 BR Inf Bde (D/1SL Inf Co)
- D41.19:** 3 BR Inf Div: 8 BR Inf Bde (S/1SL Mtr Co)
- D41.18:** 3 BR Inf Div: Div Troops (33 Fld Arty Bn)
- D41.17:** 3 BR Inf Div: Div Troops (A/3Rec, B/3Rec Arm Car Co)
- D41.15:** 3 BR Inf Div: 8 BR Inf Bde (S/2EY Mtr Co)
- D41.14:** 1 BR Assault Bde (77/5 AVRE Arm Co), 3 BR Inf Div: 8 BR Inf Bde (B/2EY (-1 step) Inf Co)
- D40.20:** 3 BR Inf Div: 8 BR Inf Bde (B/1SL (-1 step), C/1SL Inf Co)
- ~~**D40.19:** 3 BR Inf Div: Div Troops (B/2MX MG Co)~~
- D40.17:** 3 BR Inf Div: Div Troops (C/2MX MG Co, D/2MX Mtr Co)
- D40.15:** 3 BR Inf Div: Div Troops (7 Fld Arty Bn)
- D40.14:** 27 BR Arm Bde (B/13/18H (-1 step) DD Arm Co), 3 BR Inf Div: 8 BR Inf Bde (A/2EY (-1 step) Inf Co)
- D39.20:** 27 BR Arm Bde (A/13/18H (-1 step) DD Arm Co), 3 BR Inf Div: 8 BR Inf Bde (A/1SL (-1 step) Inf Co)
- D39.19:** 3 BR Inf Div: Div Troops (253 Fld Eng Co)
- D39.18:** 3 BR Inf Div: Div Troops (101/20 AT Co)
- D39.17:** 3 BR Inf Div: 9 BR Inf Bde (S/1KSB Mtr Co)
- D38.20:** 27 BR Arm Bde (R/1ERY Arm Plt), 3 BR Inf Div: 9 BR Inf Bde (D/2RUR Inf Co)
- D38.19:** 3 BR Inf Div: 9 BR Inf Bde (S/2RUR Mtr Co)
- D38.17:** 3 BR Inf Div: 8 BR Inf Bde (D/1Suf Inf Co, S/1Suf Mtr Co)
- D38.16:** 3 BR Inf Div: 9 BR Inf Bde (C/1KSB, D/1KSB Inf Co)
- D37.20:** 3 BR Inf Div: 9 BR Inf Bde (B/2RUR, C/2RUR Inf Co)
- ~~**D37.19:** 3 BR Inf Div: Div Troops (41/20 AT Co)~~
- D37.18:** 3 BR Inf Div: 8 BR Inf Bde (B/1Suf, C/1Suf Inf Co)
- D37.17:** 27 BR Arm Bde (C/13/18H Arm Co), 3 BR Inf Div: 8 BR Inf Bde (A/1Suf Inf Co)
- D37.16:** 3 BR Inf Div: 3 BR Inf Bde (A/1KSB, B/1KSB Inf Co)
- D36.20:** 27 BR Arm Bde (B/1ERY Arm Co), 3 BR Inf Div: 9 BR Inf Bde (A/2RUR Inf Co)
- D36.19:** 27 BR Arm Bde (B/SY Arm Co), 3 BR Inf Div: Div Troops (17 Fld Eng Co)
- D36.17:** 3 BR Inf Div: 185 BR Inf Bde (D/1Nfk Inf Co, S/1Nfk Mtr Co)
- D35.20:** 3 BR Inf Div: Div Troops (B/2MX MG Co), 185 BR Inf Bde (Z/2KS Inf Co)
- D35.19:** 27 BR Arm Bde (R/SY Arm Plt)
- D35.18:** 3 BR Inf Div: 185 BR Inf Bde (B/1Nfk, C/1Nfk Inf Co)

D35.17: 27 BR Arm Bde (A/1ERY Arm Co), 3 BR Inf Div: 185 BR Inf Bde (A/1Nfk (-1 step) Inf Co)
D34.20: 3 BR Inf Div: Div Troops (41/20 AT Co), 185 BR Inf Bde (Y/2KS Inf Co)
D34.19: 27 BR Arm Bde (A/SY Arm Co), 3 BR Inf Div: 185 BR Inf Bde (S/2KS Mtr Co)
D34.17: 3 BR Inf Div: 185 BR Inf Bde (S/2War Mtr Co)
D34.16: 3 BR Inf Div: Div Troops (45/20 AT Co)
D33.20: 27 BR Arm Bde (C/SY Arm Co), 3 BR Inf Div: 185 BR Inf Bde (X/2KS Inf Co)
D33.19: 3 BR Inf Div: Div Troops (A/2MX MG Co), 185 BR Inf Bde (W/2KS (-1 step) Inf Co)
D33.18: 3 BR Inf Div: 185 BR Inf Bde (A/2War, D/2War Inf Co)
D33.17: 3 BR Inf Div: 185 BR Inf Bde (B/2War, C/2War Inf Co)
D39.09: 1 BR Cmdo Bde: No. 45 RM Cmdo Bn (A, B Cmdo Co)
D39.08: 1 BR Cmdo Bde: No. 45 RM Cmdo Bn (C, D Cmdo Co)
D38.11: 1 BR Cmdo Bde: No. 6 BR Cmdo Bn (5 Cmdo Co, 6 Mtr Co)
D38.10: 1 BR Cmdo Bde: No. 4 BR Cmdo Bn (E Cmdo Co, F Mtr Co)
D38.09: 1 BR Cmdo Bde: No. 4 BR Cmdo Bn (C, D Cmdo Co)
D38.08: 1 BR Cmdo Bde: No. 45 RM Cmdo Bn (E Cmdo Co, F Mtr Co)
D37.15: 6 Abn (LZ W)
D37.12: 1 BR Cmdo Bde: No. 6 BR Cmdo Bn (3, 4 Cmdo Co)
D37.11: 1 BR Cmdo Bde: No. 6 BR Cmdo Bn (1, 2 Cmdo Co)
D37.09: 6 BR Abn Div: 3 BR Para Bde (B/9, C/9 Para Co)
D37.06: 6 Abn (DZ V)
D36.14: 6 BR Abn Div: GP BR Pilot Rgt (D/1, G/1 Pilot Co)
D36.11: 1 BR Cmdo Bde: No. 3 BR Cmdo Bn (4, 5 Cmdo Co)
D36.08: 6 BR Abn Div: 3 BR Para Bde (3 Para Eng Co, A/9 Para Co)
D35.15: 6 BR Abn Div: GP BR Pilot Rgt (A/1, B/1 Pilot Co)
D35.14: 6 Abn (LZ X & Y), 6 BR Abn Div: Div Troops (22 Ind Para Co)
D35.12: 1 BR Cmdo Bde: No. 3 BR Cmdo Bn (6 Mtr Co)
D35.11: 1 BR Cmdo Bde: No. 3 BR Cmdo Bn (2, 3 Cmdo Co)
D35.09: 6 BR Abn Div: 5 BR Para Bde (4 AL Glider AT Co, A/12 Para Co)
D34.13: 6 BR Abn Div: 5 BR Para Bde (591 Para Eng Co, A/7 (-1 step) Para Co)
D34.12: 6 BR Abn Div: 5 BR Para Bde (B/7 (-1 step), C/7 (-1 step) Para Co)

D34.10: 6 Abn (LZ N)
D34.08: 6 BR Abn Div: 5 BR Para Bde (B/12 (-1 step), C/12 Para Co)
D33.13: 6 BR Abn Div: Div Troops (R/6Rec Glider Mtr Co)
D33.12: 6 BR Abn Div: 5 BR Para Bde (C/13 Para Co)
D33.11: 6 Abn (DZ N), 6 BR Abn Div: GP BR Pilot Rgt (C/2, E/2, F/2 Pilot Co)
D33.08: 6 BR Abn Div: 3 BR Para Bde (3 AL Glider AT Co, B/1 CA Para Co)
D32.12: 6 BR Abn Div: Div Troops (A/6Rec Glider Arm Co, B/6Rec Glider Arm Car Co)
D32.11: 6 BR Abn Div: 5 BR Para Bde (A/13 (-1 step), B/13 (-1 step) Para Co)
D32.08: 6 BR Abn Div: 3 BR Para Bde (A/1 (-1 step) CA Para Co)
D31.08: 6 BR Abn Div: 3 BR Para Bde (C/1 CA Para Co)
D30.16: 6 BR Abn Div: 6 BR AL Bde (D/1RUR Glider Co)
D30.15: 6 BR Abn Div: 6 BR AL Bde (F/1RUR Glider Mtr Co)
D30.13: 6 BR Abn Div: 6 BR AL Bde (A/12Dev Glider Co)
D30.11: 6 BR Abn Div: 6 BR AL Bde (H/2OB Glider Mtr Co)
D30.07: 6 BR Abn Div: 3 BR Para Bde (C/8 Para Co)
D29.16: 6 BR Abn Div: 6 BR AL Bde (C/1RUR Glider Co)
D29.15: 6 BR Abn Div: 6 BR AL Bde (B/1RUR Glider Co)
D29.14: 6 BR Abn Div: 6 BR AL Bde (A/1RUR Glider Co)
D29.13: 6 BR Abn Div: 6 BR AL Bde (D/2OB (-1 step) Glider Co)
D29.12: 6 BR Abn Div: 6 BR AL Bde (C/2OB Glider Co)
D29.11: 6 BR Abn Div: 6 BR AL Bde (B/2OB Glider Co)
D29.10: 6 BR Abn Div: 6 BR AL Bde (A/2OB Glider Co)
D29.09: 6 BR Abn Div: 3 BR Para Bde (B/8 Para Co)
D29.08: 6 BR Abn Div: 3 BR Para Bde (A/8 Para Co)
D24.11: 6 Abn (DZ K)

Reinforcements:
Use the Allied Order of Arrival

German Information:
Set Up:

A62.19: 1261 Coastal Arty Rgt (3 Coastal Arty Co)
A61.20: 709 Inf Div: 919 Inf Rgt (8/II Mtr Co)
A60.14: WN 14(2), 709 Inf Div: 919 Inf Rgt (6/II Inf Co)
A59.18: StP 135, Marcouf Coastal Arty Co

A58.13: 709 Inf Div: 919 Inf Rgt (7/II Inf Co)
A56.12: StP 12
A55.19: StP 133, 1261 Coastal Arty Rgt (2 Coastal Arty Co)
A55.12: WN 11/102, 709 Inf Div: 919 Inf Rgt (4/I Mtr Co)
A54.19: 1261 Coastal Arty Rgt (1 Coastal Arty Co)
A53.25: 91 Inf Div: 191 Arty Rgt (5/II Arty Co)
A53.20: 709 Inf Div: 739 Inf Rgt (12/III Mtr Co, 14 PJ Co)
A53.14: 709 Inf Div: 919 Inf Rgt (14 PJ Co)
A52.17: 709 Inf Div: 919 Inf Rgt (9/III Inf Co)
A52.16: 91 Inf Div: 191 Arty Rgt (3/I Arty Co), 709 Inf Div: 919 Inf Rgt (12/ III Mtr Co)
A52.15: 709 Inf Div: 919 Inf Rgt (10/III Bcl Co)
A52.14: 709 Inf Div: 919 Inf Rgt (5/II Bcl Co)
A51.21: 709 Inf Div: 919 Inf Rgt (11/III Inf Co)
A51.20: 709 Inf Div: 739 Inf Rgt (10/III Inf Co)
A51.19: 709 Inf Div: 739 Inf Rgt (9/III Bcl Co)
A51.18: 709 Inf Div: 739 Inf Rgt (11/III Inf Co)
A50.23: 709 Inf Div: 709 PJ Bn (3 Flak Co)
A51.22: 101 Werfer Rgt (1 Werfer Bn)
A51.23: 91 Inf Div: 1058 Inf Rgt (7/II Inf Co, 8/II Mtr Co)
A50.22: 91 Inf Div: 1058 Inf Rgt (5/II, 6/II Inf Co)
A49.22: 91 Inf Div: 1058 Inf Rgt (3/I Inf Co, 4/I Mtr Co)
A49.21: 7 Sturm Assault Bn (4 IG Co)
A48.22: 91 Inf Div: 1058 Inf Rgt (1/I (-1 step), 2/I (-1 step) Inf Co)
A48.21: 709 Inf Div: 709 PJ Bn (1 (-1 step) Mdr Arm Co), 7 Sturm Assault Bn (1 (-1 step) Assault Co)
A48.20: 7 Sturm Assault Bn (2 (-1 step), 3 (-1 step) Assault Co)
A45.18: 709 Inf Div: 739 Inf Rgt (1/795 Ost Co)
A45.16: 709 Inf Div: 739 Inf Rgt (3/795 Ost Co)
A44.19: 709 Inf Div: 739 Inf Rgt (2/795 Ost Co)
A44.24: 91 Inf Div: 191 Pio Bn (1 (-1 step) Pio Co)
A48.31: 91 Inf Div: 1057 Inf Rgt (5/II (-1 step) Inf Co)
A47.32: 91 Inf Div: 1057 Inf Rgt (8/II Mtr Co)
A46.31: 91 Inf Div: 1057 Inf Rgt (6/II Inf Co)

- A45.31:** 91 Inf Div: 1057 Inf Rgt (7/II Inf Co)
A46.33: 91 Inf Div: 191 Arty Rgt (2/I Arty Co)
A46.28: 91 Inf Div: Div Troops (191 Bcl Co)
A45.33: 91 Inf Div: 191 Arty Rgt (1/I Arty Co)
A45.30: 91 Inf Div: Div Troops (191 (-1 step) PJ Co)
A45.28: 91 Inf Div: 191 Pio Bn (2 Pio Co)
A45.27: 100 Pz Bn (1 (-1 step), 2 (-1 step) Pz Co)
A44.26: 100 Pz Bn (3 (-1 step) Pz Co), 91 Inf Div: 1057 Inf Rgt (1/I (-1 step) Inf Co)
A43.33: 91 Inf Div: 191 Arty Rgt (7/III Arty Co)
A43.28: 91 Inf Div: 1057 Inf Rgt (4/I Mtr Co)
A43.27: 91 Inf Div: 1057 Inf Rgt (2/I Inf Co)
A42.27: 91 Inf Div: 1057 Inf Rgt (3/I Inf Co)
A41.29: 91 Inf Div: 191 Arty Rgt (9/III Arty Co)
A40.31: 91 Inf Div: 1057 Inf Rgt (14 PJ Co)
A40.28: 91 Inf Div: 1057 Inf Rgt (13 IG Co)
A40.26: 91 Inf Div: 1057 Inf Rgt (11/III Inf Co)
A39.27: 91 Inf Div: 1057 Inf Rgt (12/III Mtr Co)
A39.26: 91 Inf Div: 1057 Inf Rgt (9/III (-1 step), 10/III Inf Co)
A38.21: 91 Inf Div: 1058 Inf Rgt (14 PJ Co)
A33.18: 91 Inf Div: 191 Arty Rgt (4/II Arty Co)
A38.16: 6 LW FJ Rgt (5/II (-1 step) FJ Co)
A37.17: 6 LW FJ Rgt (7/II FJ Co)
A37.14: 6 LW FJ Rgt (3/I (-1 step) FJ Co, 4/I Abn Mtr Co)
A37.13: 6 LW FJ Rgt (1/I (-1 step), 2/I (-1 step) FJ Co)
A36.16: 6 LW FJ Rgt (6/II FJ Co)
A35.16: 6 LW FJ Rgt (8/II Abn Mtr Co)
A33.16: 6 LW FJ Rgt (13 Abn Mtr Co)
A32.16: 91 Inf Div: 191 Arty Rgt (8/III Arty Co)
A33.15: 91 Inf Div: 1058 Inf Rgt (9/III (-1 step) Inf Co)
A32.14: 91 Inf Div: 1058 Inf Rgt (10/III (-1 step) Inf Co)
A31.15: 91 Inf Div: 1058 Inf Rgt (12/III Mtr Co)
A31.14: 91 Inf Div: 1058 Inf Rgt (11/III (-1 step) Inf Co)
A31.10: 352 Inf Div: 914 Inf Rgt (7/II Inf Co)
- A30.10:** 352 Inf Div: 914 Inf Rgt (5/II, 6/II Inf Co)
A30.09: 352 Inf Div: 914 Inf Rgt (8/II Mtr Co)
A29.15: 6 LW FJ Rgt (Aufk Bcl Plt, Fus FJ Plt)
A27.14: 6 LW FJ Rgt (14 Abn PJ Co)
A27.13: 6 LW FJ Rgt (9/III, 10/III FJ Co)
A26.14: 6 LW FJ Rgt (15 Abn Pio Co)
A26.13: 6 LW FJ Rgt (12/III Mtr Co)
A26.12: 6 LW FJ Rgt (11/III FJ Co)
A25.20: 635 Ost Bn (4 Mtr Co)
A25.19: 635 Ost Bn (3 Ost Co)
A25.18: 635 Ost Bn (2 Ost Co)
A25.17: 635 Ost Bn (1 Ost Co)
---Map A and B split here for other scenarios---
B62.23: WN 77
B61.30: WN 87
B61.28: WN 82
B61.26: WN 81
B61.25: WN 78
B61.22: 352 Inf Div: 914 Inf Rgt (2/I Inf Co)
B61.21: 352 Inf Div: 914 Inf Rgt (1/I Inf Co)
B61.15: WN 74
B59.32: WN 88
B60.16: 716 Inf Div: 726 Inf Rgt (12/III Mtr Co)
B59.17: 716 Inf Div: 726 Inf Rgt (9/III Inf Co)
B58.29: WN 84, 716 Inf Div: 1716 Arty Rgt (8/III Arty Co)
B58.26: 352 Inf Div: 914 Inf Rgt (4/I Mtr Co)
B57.33: WN 90
B57.30: 716 Inf Div: 1716 Arty Rgt (9/III Arty Co)
B57.25: 352 Inf Div: 914 Inf Rgt (13 IG Co)
B57.17: 352 Inf Div: 352 Arty Rgt (IV Arty Bn), 352 Pio Bn (1 Pio Co)
B55.16: 352 Inf Div: 352 Pio Bn (2 Pio Co)
B53.15: 352 Inf Div: 352 Pio Bn (3 Pio Co)
B54.06: 352 Inf Div: 916 Inf Rgt (8/II Mtr Co)
B53.23: 352 Inf Div: 914 Inf Rgt (3/I Inf Co)
B54.01: 352 Inf Div: 915 Inf Rgt (1/I Inf Co)
B52.20: 352 Inf Div: 914 Inf Rgt (14 PJ Co)
B52.17: 431 Flak Rgt (266 '88' Bn)
B52.13: 352 Inf Div: 352 PJ Bn (1 Mdr Arm Co), 916 Inf Rgt (13 IG Co)
B51.34: WN 93
B51.23: 352 Inf Div: 352 Arty Rgt (III Arty Bn)
B51.12: 352 Inf Div: 916 Inf Rgt (6/II Inf Co)
- B50.10:** 352 Inf Div: 916 Inf Rgt (7/II Inf Co)
B51.02: 352 Inf Div: 915 Inf Rgt (4/I Mtr Co)
B49.09: 352 Inf Div: 916 Inf Rgt (14 PJ Co)
B49.06: 352 Inf Div: 915 Inf Rgt (3/I Inf Co)
B49.04: 352 Inf Div: 915 Inf Rgt (2/I Inf Co)
B49.32: 716 Inf Div: 726 Inf Rgt (1/439, 2/439 Ost Co)
B48.32: 716 Inf Div: 726 Inf Rgt (4/439 Mtr Co), 431 Flak Rgt (497 '88' Bn)
B47.32: 716 Inf Div: 726 Inf Rgt (3/439 Ost Co)
B46.12: 352 Inf Div: 352 Erz Bn (1 Erz Co)
B45.13: 352 Inf Div: 352 Erz Bn (2 Erz Co)
B44.12: 352 Inf Div: 352 Erz Bn (3 Erz Co)
B43.12: 352 Inf Div: 352 Erz Bn (4 Erz Co)
B43.11: 352 Inf Div: 352 Erz Bn (5 Mtr Co)
B46.03: 30 Schn Bde (3/513 Bcl Co)
B45.03: 30 Schn Bde (2/513 Bcl Co)
B45.02: 30 Schn Bde (1/513 Bcl Co)
---Map B and C split here for other scenarios---
C54.32: WN 57
C54.30: WN 56
C53.31: 716 Inf Div: 726 Inf Rgt (2/I Inf Co)
C53.26: WN 48, 1260 Coastal Arty Bn (4 Coastal Arty Co)
C52.25: 716 Inf Div: 726 Inf Rgt (1/I (-1 step) Bcl Co)
C52.19: 352 Inf Div: 916 Inf Rgt (2/I (-1 step), 3/I (-1 step) Inf Co)
C52.18: WN 43, 352 Inf Div: 916 Inf Rgt (1/I (-1 step) Inf Co)
C51.32: 352 Inf Div: 352 PJ Bn (3 Flak Co)
C49.35: 352 Inf Div: 352 Arty Rgt (I Arty Bn)
C49.31: 716 Inf Div: 726 Inf Rgt (4/I Mtr Co)
C47.30: 716 Inf Div: 726 Inf Rgt (14 PJ Co)
C48.10: 716 Inf Div: 1716 Arty Rgt (5/II Arty Co)
C46.13: 352 Inf Div: 915 Inf Rgt (7/II (-1 step) Inf Co)
C45.13: 352 Inf Div: 915 Inf Rgt (8/II Mtr Co)
C45.30: 30 Schn Bde (1/517 Bcl Co)
C44.28: 30 Schn Bde (2/517 Bcl Co)
C42.28: 30 Schn Bde (3/517 Bcl Co)
C41.26: 30 Schn Bde (3/518 Bcl Co)
C41.25: 431 Flak Rgt (90 Flak Bn)
C40.24: 30 Schn Bde (2/518 Bcl Co)

- C40.22:** 30 Schn Bde (1/518 Bcl Co)
C40.19: 352 Inf Div: 915 Inf Rgt (14 PJ Co)
C39.20: 352 Inf Div: 915 Inf Rgt (13 IG Co)
C38.17: 352 Inf Div: 352 Fus Bn (3 (-1 step) Inf Co)
C38.16: 352 Inf Div: 352 Fus Bn (2 (-1 step) Inf Co)
C38.14: 352 Inf Div: 352 PJ Bn (2 (-1 step) StG Arm Co), 352 Fus Bn (1 (-1 step) Bcl Co)
C37.17: 352 Inf Div: 352 Fus Bn (4 Mtr Co)
C37.13: 352 Inf Div: 915 Inf Rgt (6/II Inf Co)
C36.10: 352 Inf Div: 915 Inf Rgt (5/II Inf Co)
C36.07: 716 Inf Div: 726 Inf Rgt (6/II Inf Co)
C36.05: 716 Inf Div: 726 Inf Rgt (5/II Inf Co)
C35.04: 716 Inf Div: 716 PJ Bn (2 PJ Co)
C34.02: 21 Pz Div: 200 PJ Bn (1 '88' Co)
D49.25: WN 26
D48.23: WN 24
D47.24: 716 Inf Div: 736 Inf Rgt (9/III Inf Co)
D45.20: 716 Inf Div: 736 Inf Rgt (10/III Inf Co)
D45.19: WN 21
D44.27: StP II
D44.26: 21 Pz Div: 192 PG Rgt (1/I PG Co)
D44.25: 716 Inf Div: 1716 Arty Rgt (G.Wald Arm Arty Co)
D43.27: StP I
D43.23: 716 Inf Div: 736 Inf Rgt (11/III Bcl Co)
D41.12: WN 7 (-1 step)
D40.26: 716 Inf Div: 736 Inf Rgt (12/III Mtr Co)
D40.22: 716 Inf Div: 716 PJ Bn (1 (-1 step) Mdr Arm Co)
D38.33: 716 Inf Div: 726 Inf Rgt (7/II (-1 step) Inf Co)
D38.25: 21 Pz Div: 192 PG Rgt (2/I (-1 step) PG Co)
D38.21: 21 Pz Div: 200 PJ Bn (3 '88' Co)
D37.22: 21 Pz Div: 22 Pz Rgt (1/I (-1 step) Pz Co)
D36.25: 21 Pz Div: 192 PG Rgt (3/I PG Co)
D36.24: 21 Pz Div: 192 PG Rgt (4/I Arm Mtr Co)
D36.21: 21 Pz Div: 22 Pz Rgt (2/I Pz Co)
D35.25: 21 Pz Div: 192 PG Rgt (7/II Inf Co)
D35.22: 21 Pz Div: 22 Pz Rgt (3/I Pz Co)
D34.34: 21 Pz Div: 200 PJ Bn (2 '88' Co)
D34.25: 21 Pz Div: 192 PG Rgt (6/II Inf Co)
D34.24: 21 Pz Div: 192 PG Rgt (8/II Arm Mtr Co, 10 Arm Werfer Co)
D34.21: 21 Pz Div: 22 Pz Rgt (5/II, 6/II Pz Co)
D33.33: Independent (989 (-1 step) Arty Bn)
D33.32: 716 Inf Div: 716 Pio Bn (2 Pio Co)
D33.29: 21 Pz Div: 220 Pio Bn (3 Pio Co)
D33.27: 21 Pz Div: 192 PG Rgt (5/II Inf Co)
D33.26: 21 Pz Div: 200 StG Bn (5 Arm Werfer Co), 192 PG Rgt (9 Arm IG Co)
D33.21: 21 Pz Div: 22 Pz Rgt (7/II, 8/II Pz Co)
D32.20: 21 Pz Div: 220 Pio Bn (1 Arm Pio Co)
D32.19: 21 Pz Div: 125 PG Rgt (1/I PG Co)
D32.18: 21 Pz Div: 125 PG Rgt (2/I PG Co)
D32.17: 21 Pz Div: 125 PG Rgt (3/I PG Co)
D31.23: 716 Inf Div: 1716 Arty Rgt (3/I Arty Co)
D31.18: 21 Pz Div: 125 PG Rgt (4/I Arm Mtr Co)
D30.30: 21 Pz Div: 305 Flak Bn (3 '88' Co)
D30.27: 21 Pz Div: 155 Arty Rgt (II Arm Arty Bn)
D30.26: 21 Pz Div: 305 Flak Bn (2 '88' Co)
D29.22: 21 Pz Div: 305 Flak Bn (1 Flak Co)
D28.19: 21 Pz Div: 155 Arty Rgt (III Arm Arty Bn)
D19.33: 12 SS Pz Div: 25 SS PG Rgt (1/I Inf Co)
D18.33: 12 SS Pz Div: 25 SS PG Rgt (2/I Inf Co)
D18.34: 12 SS Pz Div: 25 SS PG Rgt (3/I Inf Co)
D17.35: 12 SS Pz Div: 25 SS PG Rgt (4/I Mtr Co)
D43.05: WN 2
D43.02: 1255 Coastal Arty Bn (3 Coastal Arty Co)
D42.08: WN 5
D42.07: WN 3
D40.09: WN 6
D40.08: 716 Inf Div: 736 Inf Rgt (1/I Inf Co)
D40.07: 716 Inf Div: 736 Inf Rgt (3/I (-1 step) Bcl Co, 1/642 Ost Co)
D40.06: 711 Inf Div: 744 Inf Rgt (5/II, 6/II Inf Co)
D40.05: 711 Inf Div: 744 Inf Rgt (8/II Mtr Co)
D39.06: 711 Inf Div: 744 Inf Rgt (7/II Inf Co)
D38.05: 711 Inf Div: 744 Inf Rgt (11/III Inf Co)
D38.04: 711 Inf Div: 744 Inf Rgt (12/III Mtr Co)
D37.05: 711 Inf Div: 744 Inf Rgt (10/III Inf Co)
D36.05: 711 Inf Div: 744 Inf Rgt (9/III Inf Co)
D35.05: 346 Inf Div: 857 Inf Rgt (6/II Inf Co)
D34.05: 346 Inf Div: 857 Inf Rgt (5/II Inf Co)
D33.06: 346 Inf Div: 346 Pio Bn (1 Pio Co), 857 Inf Rgt (7/II Inf Co)
D33.05: 346 Inf Div: 857 Inf Rgt (8/II Mtr Co)
D32.05: 346 Inf Div: 857 Inf Rgt (11/III Inf Co)
D31.06: 346 Inf Div: 857 Inf Rgt (10/III Inf Co)
D31.05: 346 Inf Div: 857 Inf Rgt (12/III Mtr Co)
D30.05: 346 Inf Div: 857 Inf Rgt (9/III Inf Co)
D28.06: 716 Inf Div: 716 Pio Bn (1 (-1 step) Pio Co)
D28.05: 716 Inf Div: 736 Inf Rgt (4/642 Mtr Co)
D27.18: 21 Pz Div: 125 PG Rgt (8/II Arm Mtr Co, 9 Arm IG Co)
D27.16: 21 Pz Div: 21 Aufk Bn (1 Arm Cav Co)
D27.15: 21 Pz Div: 21 Aufk Bn (4 PG Co)
D27.14: 21 Pz Div: 21 Aufk Bn (2 Arm Cav Co)
D27.13: 21 Pz Div: 21 Aufk Bn (3 PG Co)
D27.11: 21 Pz Div: 22 Pz Rgt (4/I Pz Co)
D27.10: 21 Pz Div: 125 PG Rgt (6/II Inf Co)
D27.08: 21 Pz Div: 125 PG Rgt (5/II Inf Co)
D26.14: 21 Pz Div: 21 Aufk Bn (5 Arm IG Co)
D26.10: 21 Pz Div: 125 PG Rgt (10 Arm Werfer Co)
D25.18: 21 Pz Div: 155 Arty Rgt (10 Arm Arty Co)
D23.09: 21 Pz Div: 155 Arty Rgt (I/155 Arty Bn)
- Reinforcements:**
Use the German Order of Arrival
- Victory:**
 As per 4.0

5.3 D+4 Campaign

The Allies are established in Normandy but their frontline forces are being worn down. The Germans are bringing up forces to plug gaps in their lines while simultaneously attempting to blunt all the Allied drives.

First Turn: 11

Last Turn: 22

Length: 12 Turns

Allied Information:

Set Up:

A62.10: TF A (Tuscaloosa CA)

A59.09: TF A (Quincy CA)

A56.07: TF A (Nevada BB)

A52.04: TF A (DD34/17 DD)

A50.03: TF A (DD20/10 DD)

A48.02: TF U (DD119/60 DD)

A44.01: TF A (Hwk+Ent CA)

A58.25: 70 Tk Bn (A (-1 step) DD Arm Co), 4 Inf Div: 8 Inf Rgt (A/1 (-1 step) Inf Co)

A58.24: 4 Inf Div: Div Troops (A/4, B/4 Eng Co)

A58.23: 746 Tk Bn (B (-1 step) Arm Co), 4 Inf Div: 12 Inf Rgt (G/2 Inf Co)

A58.22: 4 Inf Div: 12 Inf Rgt (E/2 (-1 step), F/2 Inf Co)

A57.24: 4 Inf Div: 12 Inf Rgt (H/2 Mtr Co)

A58.21: 4 Inf Div: 12 Inf Rgt (A/1 (-1 step), B/1, C/1 Inf Co)

A57.22: 4 Inf Div: 12 Inf Rgt (D/1 Mtr Co)

A55.24: 4 Inf Div: 12 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)

A55.23: 4 Inf Div: 12 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)

A54.23: 4 Inf Div: 12 Inf Rgt (AT AT Co, Can Arty Co)

A58.18: 899 TD Bn (C TD Co), 4 Inf Div: 22 Inf Rgt (C/1 Inf Co)

A58.17: 4 Inf Div: 22 Inf Rgt (A/1 (-1 step), B/1 Inf Co)

A57.17: 4 Inf Div: 22 Inf Rgt (D/1 Mtr Co)

A57.19: 4 Inf Div: 22 Inf Rgt (E/2 (-1 step), F/2 Inf Co)

A57.20: 70 Tk Bn (C Arm Co), 4 Inf Div: 22 Inf Rgt (G/2 Inf Co)

A56.19: 4 Inf Div: 22 Inf Rgt (H/2 Mtr Co)

A57.21: 70 Tk Bn (B (-1 step) Arm Co), 4 Inf Div: 22 Inf Rgt (I/3 (-1 step), L/3 Inf Co)

A55.12: 4 Inf Div: 22 Inf Rgt (AT AT Co, K/3 Inf Co)

A56.20: 4 Inf Div: 22 Inf Rgt (M/3 Mtr Co)

A55.20: 4 Inf Div: 22 Inf Rgt (Can Arty Co)

A58.13: 4 Inf Div: Div Troops: C/4 Eng Co)

A57.27: 4 Inf Div: 8 Inf Rgt (E/2 (-1 step), F/2, G/2 Inf Co)

A57.26: 746 Tk Bn (D Arm Co), 4 Inf Div: 8 Inf Rgt (B/1 (-1 step), C/1 Inf Co)

A57.25: 4 Inf Div: 8 Inf Rgt (D/1 Mtr Co)

A56.27: 4 Inf Div: 8 Inf Rgt (I/3 (-1 step), K/3, L/3 Inf Co)

A56.26: 4 Inf Div: 8 Inf Rgt (M/3 Mtr Co)

A56.25: 4 Inf Div: 8 Inf Rgt (H/2 Mtr Co)

A54.25: 4 Inf Div: 8 Inf Rgt (AT AT Co, Can Arty Co)

A53.20: 4 Inf Div: Div Troops (44 Arm Arty Bn)

A52.21: 4 Inf Div: Div Troops (20 Arty Bn)

A51.23: 4 Inf Div: Div Troops (42 Arm Arty Bn)

A56.22: Independent (87 Mtr Bn)

A55.22: 899 TD Bn (A TD Co)

A55.16: 4 Inf Div: Div Troops (29 Arty Bn)

A54.21: 4 Inf Div: Div Troops (4 Arm Cav Co)

A54.17: Independent (87 Arm Arty Bn)

A55.28: 82 Abn Div: 505 PIR (B/1 (-1 step), C/1 (-1 step) Para Co)

A54.28: 82 Abn Div: 505 PIR (G/3 (-1 step), H/3 (-1 step), I/3 (-1 step) Para Co)

A53.29: 82 Abn Div: 505 PIR (D/2 (-1 step), E/2 (-1 step), F/2 (-1 step) Para Co)

A53.28: 82 Abn Div: 325 GIR (E/2, F/2 Glider Co)

A52.25: 90 Inf Div: 359 Inf Rgt (A/1, B/1, C/1 Inf Co)

A51.25: 90 Inf Div: 359 Inf Rgt (D/1 Mtr Co)

A49.25: 82 Abn Div: Div Troops (F/80 Glider AA Co)

A48.24: 82 Abn Div: Div Troops (D/80, E/80 Glider AA Co)

A47.28: 82 Abn (DZ T)

A47.27: 82 Abn Div: 507 PIR (E/2 (-1 step), I/3 (-1 step) Para Co)

A47.20: 90 Inf Div: 357 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)

A47.19: 90 Inf Div: 357 Inf Rgt (I/3 Inf Co, K/3 Inf Co)

A47.18: 90 Inf Div: 357 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)

A47.17: 90 Inf Div: 357 Inf Rgt (AT AT Co, Can Arty Co)

A47.15: 101 Abn (DZ A), 90 Inf Div: Div Troops (344 Arty Bn)

A46.28: 82 Abn Div: Div Troops (C/80 Glider AT Co), 507 PIR (H/3 (-1 step) Para Co)

A46.27: 82 Abn Div: 507 PIR (D/2 (-1 step), F/2 (-1 step) Para Co)

A46.23: 82 Abn Div: Div Troops (319 (-1 step) Glider Arty Bn)

A46.21: 82 Abn (DZ O)

A45.28: 82 Abn Div: 325 GIR (A/1 (-1 step), B/1 (-1 step) Glider Co)

A45.27: 82 Abn Div: 325 GIR (HQ/1 Glider Mtr Co)

A45.25: 82 Abn Div: 325 GIR (AT Glider AT Co, HQ/2 Glider Mtr Co)

A45.24: 82 Abn Div: 507 PIR (G/3 (-1 step) Para Co)

A44.27: 746 Tk Bn (C (-1 step) Arm Co), 82 Abn Div: 325 GIR (C/1 Glider Co)

A44.23: 82 Abn Div: Div Troops (B/307 Para Eng Co)

A44.22: 82 Abn Div: Div Troops (456 Para Arty Bn)

A43.27: 82 Abn Div: 401 GIR (E/2 (-1 step), F/2, G/2 Glider Co)

A43.26: 82 Abn Div: 401 GIR (HQ/2 Glider Mtr Co)

A42.26: 82 Abn Div: 508 PIR (A/1 (-1 step), B/1 (-1 step) Para Co)

A42.18: 82 Abn (LZ W)

A41.27: 82 Abn (DZ N)

A41.26: 82 Abn Div: 508 PIR (C/1 (-1 step), F/2 (-1 step) Para Co)

A41.25: 82 Abn Div: 508 PIR (D/2 (-1 step), E/2 (-1 step) Para Co)

A41.24: 82 Abn Div: Div Troops (B/80 Glider AT Co), 508 PIR (G/3 (-1 step) Para Co)

A40.23: 82 Abn Div: Div Troops (A/80 Glider AT Co), 508 PIR (H/3 (-1 step) Para Co)

A39.23: 82 Abn Div: 507 PIR (B/1 (-1 step), C/1 (-1 step) Para Co)

A38.23: 82 Abn Div: 507 PIR (A/1 (-1 step) Para Co)

A46.20: 90 Inf Div: 357 Inf Rgt (E/2, F/2 Inf Co)

A46.15: 90 Inf Div: Div Troops (915 Arty Bn)

A46.14: 90 Inf Div: Div Troops (345 Arty Bn)

A46.13: 90 Inf Div: Div Troops (A/315, B/315, C/315 Eng Co)

A45.26: Independent (B/4 Arm Cav Co)

A45.22: 90 Inf Div: 357 Inf Rgt (A/1, B/1 Inf Co)

A45.21: 82 Abn (LZ O), 90 Inf Div: 357 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)

A45.19: 90 Inf Div: 359 Inf Rgt (AT AT Co, Can Arty Co)

A45.18: 90 Inf Div: Div Troops (90 Arm Cav Co)

A45.16: 90 Inf Div: Div Troops (343 Arty Bn)

A44.19: 90 Inf Div: 359 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)

A43.22: 90 Inf Div: 359 Inf Rgt (K/3, I/3 Inf Co)

- A43.21:** 90 Inf Div: 359 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- A43.20:** 90 Inf Div: 359 Inf Rgt (E/2, F/2 Inf Co)
- A41.22:** 90 Inf Div: 358 Inf Rgt (A/1, B/1 Inf Co)
- A41.21:** 90 Inf Div: 358 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
- A41.20:** 90 Inf Div: 358 Inf Rgt (E/2, F/2 Inf Co)
- A41.19:** 90 Inf Div: 358 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)
- A41.18:** 90 Inf Div: 358 Inf Rgt (I/3, K/3 Inf Co)
- A41.17:** 90 Inf Div: 358 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- A41.16:** 90 Inf Div: 358 Inf Rgt (AT AT Co, Can Arty Co)
- A39.15:** 101 Abn (LZ E)
- A41.15:** 101 Abn (DZ C)
- A36.20:** 101 Abn Div: Div Troops (B/326 Glider Eng Co)
- A36.19:** 101 Abn Div: 502 PIR (G/3 (-1 step), H/3, I/3 Para Co)
- A36.18:** 101 Abn Div: Div Troops (377 Para Arty Bn)
- A36.16:** 101 Abn Div: Div Troops (F/81 Glider AA Co)
- A36.13:** 101 Abn (DZ D)
- A35.19:** 101 Abn Div: 502 PIR (D/2 (-1 step), E/2, F/2 Para Co)
- A35.16:** 101 Abn Div: Div Troops (D/81, E/81 Glider AA Co)
- A35.14:** Independent (65 Arm Arty Bn)
- A35.13:** 101 Abn Div: 501 PIR (D/2 (-1 step), E/2 (-1 step), F/2 (-1 step) Para Co)
- A35.12:** 101 Abn Div: 501 PIR (G/3 (-1 step), H/3 (-1 step), I/3 (-1 step) Para Co)
- A35.11:** 101 Abn Div: 501 PIR (A/1 (-1 step), B/1 (-1 step), C/1 (-1 step) Para Co)
- A35.10:** 101 Abn Div: Div Troops (907 Glider Arty Bn)
- A34.18:** 101 Abn Div: 502 PIR (A/1 (-1 step), B/1, C/1 Para Co)
- A34.17:** 101 Abn Div: Div Troops (A/81 Glider AT Co)
- A34.14:** 101 Abn Div: Div Troops (321 Glider Arty Bn)
- A33.12:** 101 Abn Div: 401 GIR (HQ/1 Glider Mtr Co)
- A32.11:** 101 Abn Div: 401 GIR (A/1 (-1 step), B/1 (-1 step), C/1 Glider Co)
- A32.10:** 101 Abn Div: Div Troops (C/326 Para Eng Co, C/81 Glider AT Co), 327 GIR (HQ/1 Glider Mtr Co)
- A31.17:** 101 Abn Div: 506 PIR (A/1 (-1 step), B/1 (-1 step), C/1 (-1 step) Para Co)
- A31.16:** 101 Abn Div: 506 PIR (D/2 (-1 step), E/2, F/2 (-1 step) Para Co)
- A31.12:** 101 Abn Div: 327 PIR (HQ/2 Glider Mtr Co)
- A31.11:** 101 Abn Div: 327 GIR (E/2, F/2, G/2 Glider Co)
- A31.10:** 101 Abn Div: 327 GIR (B/1, C/1 Glider Co)
- A30.16:** Independent (C/4 Arm Cav Co), 101 Abn Div: Div Troops (B/81 Glider AT Co), 506 PIR (I/3 Para Co)
- A30.15:** 746 Tk Bn (A Arm Co), 101 Abn Div: 506 PIR (G/3 (-1 step), H/3 Para Co)
- A30.10:** 70 Tk Bn (D Arm Co), 101 Abn Div: 327 GIR (AT Glider AT Co, A/1 Glider Co)
- A27.02:** 29 Inf Div: 175 Inf Rgt (K/3 Inf Co)
- B62.09:** TF C (Texas BB)
- B62.08:** TF C (Bel+Gla CL)
- B62.07:** TF O (DD33/17 DD)
- B62.06:** TF C (DD35/18 DD)
- B62.05:** WTF (Augusta CA)
- B61.05:** TF O (DD19/10 DD)
- B61.04:** TF C (DD36/18 DD)
- B61.03:** TF O (15 Flot DD)
- B60.01:** TF C (Arkansas BB)
- B59.29:** 2 Ranger Bn (D Ranger Co)
- B58.29:** 2 Ranger Bn (A, B Ranger Co)
- B57.30:** 5 Ranger Bn (E, F Ranger Co)
- B56.30:** 5 Ranger Bn (D Ranger Co)
- B58.12:** 2 Inf Div: Div Troops (37 Arty Bn)
- B57.13:** 2 Inf Div: 23 Inf Rgt (AT AT Co, Can Arty Co)
- B56.12:** 2 Inf Div: 23 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)
- B56.09:** 2 Inf Div: 23 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
- B55.12:** 2 Inf Div: 23 Inf Rgt (E/2, F/2 Inf Co)
- B55.10:** 2 Inf Div: 23 Inf Rgt (I/3, K/3 Inf Co)
- B54.12:** 2 Inf Div: 38 Inf Rgt (AT AT Co, Can Arty Co)
- B54.10:** 2 Inf Div: 23 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
- B54.07:** 2 Inf Div: Div Troops (A/2, B/2 Eng Co)
- B54.06:** 2 Inf Div: Div Troops (C/2 Eng Co)
- B53.12:** 2 Inf Div: 38 Inf Rgt (H/2, M/3 Mtr Co)
- B53.11:** 2 Inf Div: 23 Inf Rgt (A/1, B/1 Inf Co)
- B52.11:** 2 Inf Div: 38 Inf Rgt (D/1 Mtr Co)
- B51.12:** 2 Inf Div: 9 Inf Rgt (AT AT Co, Can Arty Co)
- B50.11:** 2 Inf Div: 9 Inf Rgt (H/2, M/3 Mtr Co)
- B50.10:** 2 Inf Div: 9 Inf Rgt (D/1 Mtr Co)
- B49.13:** 2 Inf Div: Div Troops (38 Arty Bn)
- B47.14:** 2 Inf Div: 38 Inf Rgt (A/1 (-1 step) Inf Co)
- B47.13:** 2 Inf Div: 38 Inf Rgt (B/1 Inf Co)
- B47.12:** 635 TD Bn (A TD Co), 2 Inf Div: 38 Inf Rgt (C/1 Inf Co)
- B47.11:** 2 Inf Div: 38 Inf Rgt (I/3, L/3 Inf Co)
- B46.15:** 2 Inf Div: 38 Inf Rgt (E/2, F/2 Inf Co)
- B46.14:** 747 Tk Bn (D Arm Co), 2 Inf Div: 38 Inf Rgt (G/2 Inf Co)
- B46.10:** 2 Inf Div: 38 Inf Rgt (K/3 Inf Co)
- B45.11:** 2 Inf Div: 9 Inf Rgt (A/1 (-1 step), B/1 Inf Co)
- B45.09:** 2 Inf Div: Div Troops (15 Arty Bn)
- B44.11:** 2 Inf Div: 9 Inf Rgt (C/1 Inf Co)
- B43.11:** 2 Inf Div: 9 Inf Rgt (G/2 Inf Co)
- B42.10:** 2 Inf Div: 9 Inf Rgt (E/2, F/2 Inf Co)
- B41.10:** 2 Inf Div: 9 Inf Rgt (I/3, K/3 Inf Co)
- B41.09:** 2 Inf Div: 9 Inf Rgt (L/3 Inf Co)
- B50.08:** 102 Cav Grp (E/102 AG Arty Co)
- B49.10:** 102 Cav Grp (A/102, B/102 Arm Cav Co)
- B49.09:** 102 Cav Grp (C/102 Arm Cav Co, F/102 Arm Co)
- B55.06:** Independent (186 Arty Bn)
- B52.17:** Independent (190 Arty Bn)
- B50.16:** Independent (187 Arty Bn)
- B50.07:** Independent (200 Arty Bn)
- B49.06:** Independent (62 Arm Arty Bn)
- B48.16:** Independent (58 (-1 step) Arm Arty Bn)
- B51.04:** 1 Inf Div: Div Troops (B/1 Eng Co)
- B52.04:** 1 Inf Div: Div Troops (C/1 Eng Co)
- B49.04:** 1 Inf Div: Div Troops (1 Arm Cav Co)
- B48.06:** 1 Inf Div: Div Troops (5 Arty Bn)
- B47.06:** 1 Inf Div: Div Troops (7 (-1 step) Arty Bn)
- B47.05:** 1 Inf Div: 16 Inf Rgt (AT AT Co)
- B47.04:** 1 Inf Div: 16 Inf Rgt (L/3 (-1 step) Inf Co, M/3 Mtr Co)
- B46.03:** 1 Inf Div: 16 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)
- B45.03:** 1 Inf Div: 16 Inf Rgt (G/2 (-1 step) Inf Co, H/2 Mtr Co)
- B45.02:** 1 Inf Div: 741 Tk Bn (A (-1 step) Arm Co), 1 Inf Div: 16 Inf Rgt (F/2 (-1 step) Inf Co)
- B44.02:** 1 Inf Div: 16 Inf Rgt (C/1 (-1 step) Inf Co, D/1 Mtr Co)
- B43.03:** 1 Inf Div: 16 Inf Rgt (A/1 (-1 step), B/1 (-1 step) Inf Co)

- B41.08:** 1 Inf Div: 18 Inf Rgt (A/1, B/1 Inf Co)
B41.07: 745 Tk Bn (D Arm Co), 1 Inf Div: 18 Inf Rgt (C/1 Inf Co)
B41.06: 1 Inf Div: 18 Inf Rgt (D/1 Mtr Co)
B41.04: 1 Inf Div: Div Troops (33 Arty Bn)
B40.06: 1 Inf Div: 18 Inf Rgt (E/2, F/2 Inf Co)
B40.05: 1 Inf Div: 18 Inf Rgt (H/2 Mtr Co)
B40.04: 1 Inf Div: 18 Inf Rgt (AT AT Co, Can Arty Co)
B40.02: 1 Inf Div: Div Troops (32 Arty Bn)
B39.06: 745 Tk Bn (C Arm Co), 1 Inf Div: 18 Inf Rgt (G/2 Inf Co)
B38.05: 1 Inf Div: 18 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)
B38.04: 1 Inf Div: 18 Inf Rgt (M/3 Mtr Co)
B37.05: 635 TD Bn (B TD Co), 1 Inf Div: 18 Inf Rgt (L/3 Inf Co)
B38.02: 1 Inf Div: 26 Inf Rgt (AT AT Co, Can Arty Co)
B37.04: 1 Inf Div: 26 Inf Rgt (D/1 Mtr Co)
B36.04: 635 TD Bn (C TD Bn), 1 Inf Div: 26 Inf Rgt (A/1 (-1 step), B/1 Inf Co)
B36.03: 745 Tk Bn (A Arm Co), 1 Inf Div: 26 Inf Rgt (C/1 Inf Co)
B36.02: 1 Inf Div: 26 Inf Rgt (E/2 (-1 step), F/2 Inf Co)
B36.01: 1 Inf Div: 26 Inf Rgt (H/2 Mtr Co)
B35.02: 745 Tk Bn (B Arm Co), 1 Inf Div: 26 Inf Rgt (G/2 Inf Co)
B35.01: 1 Inf Div: 26 Inf Rgt (M/3 Mtr Co)
B34.01: 1 Inf Div: 26 Inf Rgt (I/3 (-1 step), K/3, L/3 Inf Co)
B50.30: 29 Inf Div: Div Troops (224 Arty Bn, A/121 Eng Co)
B48.32: 29 Inf Div: Div Troops (29 Arm Cav Co)
B47.25: 29 Inf Div: Div Troops (C/121 Eng Co)
B44.26: 29 Inf Div: Div Troops (227 Arty Bn)
B43.20: 29 Inf Div: Div Troops (110 Arty Bn)
B41.28: 29 Inf Div: 116 Inf Rgt (AT AT Co, Can Arty Co)
B40.28: 29 Inf Div: 116 Inf Rgt (F/2 (-1 step), G/2 (-1 step) Inf Co)
B40.27: 29 Inf Div: 116 Inf Rgt (L/3 (-1 step) Inf Co, M/3 Mtr Co)
B40.26: 743 Tk Bn (A (-1 step) Arm Co), 29 Inf Div: 116 Inf Rgt (C/1 (-1 step) Inf Co)
B39.28: 29 Inf Div: 116 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)
B44.17: 29 Inf Div: 115 Inf Rgt (D/1 Mtr Co)
B43.19: 29 Inf Div: 115 Inf Rgt (C/1 Inf Co)
B43.18: 29 Inf Div: 115 Inf Rgt (B/1 (-1 step) Inf Co)
B42.18: 743 Tk Bn (B (-1 step) Arm Co), 115 Inf Rgt (A/1 (-1 step) Inf Co)
B41.21: 29 Inf Div: 115 Inf Rgt (Can Arty Co)
B40.21: 29 Inf Div: 115 Inf Rgt (AT AT Co)
B40.18: 29 Inf Div: 115 Inf Rgt (M/3 Mtr Co)
B40.03: Independent (81 Mtr Bn)
B39.24: 29 Inf Div: 115 Inf Rgt (H/2 Mtr Co)
B39.19: 29 Inf Div: 115 Inf Rgt (L/3 Inf Co)
B39.18: 29 Inf Div: 115 Inf Rgt (K/3 Inf Co)
B38.21: 29 Inf Div: 115 Inf Rgt (G/2 (-1 step) Inf Co)
B38.19: 747 Tk Bn (B (-1 step) Arm Co), 29 Inf Div: 115 Inf Rgt (I/3 (-1 step) Inf Co)
B37.26: 29 Inf Div: 115 Inf Rgt (F/2 (-1 step) Inf Co)
B37.24: 29 Inf Div: 115 Inf Rgt (E/2 (-1 step) Inf Co)
B43.35: 747 Tk Bn (A Arm Co), 29 Inf Div: 175 Inf Rgt (E/2 Inf Co)
B41.34: 29 Inf Div: 175 Inf Rgt (F/2 Inf Co)
B40.32: 29 Inf Div: 175 Inf Rgt (H/2 Mtr Co)
B40.31: 29 Inf Div: 175 Inf Rgt (AT AT Co)
B40.30: 29 Inf Div: 175 Inf Rgt (Can Arty Co)
B39.33: 29 Inf Div: 175 Inf Rgt (G/2 Inf Co)
B37.31: 29 Inf Div: 175 Inf Rgt (A/1 (-1 step) Inf Co)
B36.30: 29 Inf Div: 175 Inf Rgt (B/1 Inf Co)
B36.29: 29 Inf Div: 175 Inf Rgt (D/1 Mtr Co)
B35.30: 743 Tk Bn (C (-1 step) DD Arm Co), 29 Inf Div: 175 Inf Rgt (C/1 Inf Co)
B33.30: 29 Inf Div: 175 Inf Rgt (M/3 Mtr Co)
B32.30: 29 Inf Div: 175 Inf Rgt (L/3 Inf Co)
B32.29: 747 Tk Bn (C Arm Co), 29 Inf Div: 175 Inf Rgt (I/3 (-1 step) Inf Co)
C60.32: TF C (FF GL+Mo CL)
C58.22: TF K (Afx+Arg CL)
C58.19: TF K (Emr+Orn CL)
C58.10: TF K (8 Flot DD)
C58.08: TF K (21 Flot DE)
C58.06: TF K (25 Flot DD)
C58.04: TF K (Blf+Dia CL)
C54.33: RMAS RM Arm Rgt (2/1 (-1 step) RM AG Arm Co), 4 BR Cmndo Bde: No. 47 RM Cmndo Bn (Q Cmndo Co)
C54.31: RMAS RM Arm Rgt (1/1 RM AG Arm Co), 4 BR Cmndo Bde: No. 47 RM Cmndo Bn (X Cmndo Co)
C53.33: 1 BR Assault Bde (81/6 AVRE Arm Co), 4 BR Cmndo Bde: No. 47 RM Cmndo Bn (Y Cmndo Co)
C53.32: 1 BR Assault Bde (82/6 (-1 step) AVRE Arm Co), 4 BR Cmndo Bde: NO. 47 RM Cmndo Bn (S Mtr Co)
C48.18: 11 Hus BR Rec Bn (C, D Arm Car Co)
C47.18: 11 Hus BR Rec Bn (A, B Arm Car Co)
C40.25: 7 BR Arm Div: Div Troops (5 RHA Arty Bn)
C40.24: BR Independent (86 Fld Arm Arty Bn)
C40.21: BR Independent (64 Med Arty Bn)
C40.19: BR Independent (7 Med Arty Bn)
C40.17: BR Independent (52 Hvy Arty Bn)
C40.15: BR Independent (4 RHA Arm Arty Bn)
C39.25: 7 BR Arm Div: Div Troops (260/65 Arm AT Co), 22 BR Arm Bde (S/1RB AT Co)
C38.24: 7 BR Arm Div: 22 BR Arm Bde (A/1RB, C/1RB Arm Inf Co)
C38.14: US/BR Independent (987 Arm Arty Bn)
C38.05: 3 CA Inf Div: Div Troops (18 Fld Eng Co)
C37.24: 7 BR Arm Div: 22 BR Arm Bde (C/5RTR Arm Co, R/5RTR Arm Plt)
C37.13: BR Independent (84 Med Arty Bn)
C37.06: 3 CA Inf Div: Div Troops (C/7Rec Arm Car Co)
C36.23: 7 BR Arm Div: 22 BR Arm Bde (A/5RTR, B/5RTR Arm Co)
C36.18: 7 BR Arm Div: 22 BR Arm Bde (C/1RTR Arm Co, R/1RTR Arm Plt)
C36.17: 7 BR Arm Div: 22 BR Arm Bde (I/1RB Arm Inf Co)
C36.10: BR Independent (121 Med Arty Bn)
C35.29: 56 BR Inf Bde (S/2Esx Mtr Co)
C35.21: 56 BR Inf Bde (S/2Glos Mtr Co)
C34.29: 56 BR Inf Bde (A/2Esx Inf Co)
C34.28: 56 BR Inf Bde (B/2Esx Inf Co)
C34.27: 56 BR Inf Bde (C/2Esx Inf Co)
C34.26: 56 BR Inf Bde (D/2Esx Inf Co)
C34.23: 56 BR Inf Bde (S/2SWB Mtr Co)

- C34.21:** 56 BR Inf Bde (A/2Glos, B/2Glos Inf Co)
- C34.20:** 56 BR Inf Bde (C/2Glos, D/2Glos Inf Co)
- C35.23:** 7 BR Arm Div: 22 BR Arm Bde (C/4CLY Arm Co, R/4CLY Arm Plt)
- C35.18:** 7 BR Arm Div: 22 BR Arm Bde (A/1RTR, B/1RTR Arm Co)
- C34.22:** 7 BR Arm Div: 22 BR Arm Bde (A/4CLY, B/4CLY Arm Co)
- C33.31:** 73 BR AT Bn (189 AT Co)
- C33.25:** 73 BR AT Bn (196 AT Co)
- C38.17:** 50 BR Inf Div: Div Troops (233 Fld Eng Co, 124 Fld Arty Bn)
- C34.19:** 50 BR Inf Div: 231 BR Inf Bde (C/2Dev (-1 step), D/2Dev Inf Co)
- C34.18:** 50 BR Inf Div: Div Troops (289/102 AT Co), 231 BR Inf Bde (S/2Dev Mtr Co)
- C34.14:** 50 BR Inf Div: Div Troops (295 Fld Eng Co, 74 Fld Arty Bn)
- C33.24:** 56 BR Inf Bde (A/2SWB, D/2SWB Inf Co)
- C33.23:** 56 BR Inf Bde (B/2 SWB, C/SWB (-1 step) Inf Co)
- C33.19:** 50 BR Inf Div: 231 BR Inf Bde (A/2Dev (-1 step), B/2Dev Inf Co)
- C33.18:** 50 BR Inf Div: 231 BR Inf Bde (S/1Ham Mtr Co)
- C32.18:** 50 BR Inf Div: 231 BR Inf Bde (C/1Ham (-1 step), D/1Ham Inf Co)
- C32.17:** 50 BR Inf Div: 231 BR Inf Bde (A/1Ham (-1 step), B/1Ham (-1 step) Inf Co)
- C32.12:** 50 BR Inf Div: Div Troops (505 Fld Eng Co, 90 Fld Arty Bn)
- C31.17:** 50 BR Inf Div: Div Troops (A/61Rec (-1 step), B/61Rec Arm Car Co)
- C30.16:** 50 BR Inf Div: Div Troops (C/61Rec Arm Car Co)
- C30.11:** 73 BR AT Bn (234 AT Co), 50 BR Inf Div: 69 BR Inf Bde (S/7GHo Mtr Co)
- C30.10:** 50 BR Inf Div: 69 BR Inf Bde (B/7GHo, D/7GHo Inf Co)
- C29.17:** 50 BR Inf Div: Div Troops (107/102 AT Co), 151 BR Inf Bde (D/9DLI Inf Co)
- C29.15:** 50 BR Inf Div: Div Troops (D/2Ches Mtr Co)
- C29.11:** 50 BR Inf Div: 69 BR Inf Bde (A/7GHo (-1 step), C/7GHo Inf Co)
- C28.17:** 50 BR Inf Div: 151 BR Inf Bde (A/9DLI, B/9DLI Inf Co)
- C28.16:** 50 BR Inf Div: 151 BR Inf Bde (S/9DLI Mtr Co)
- C28.13:** 50 BR Inf Div: Div Troops (99/102 AT Co)
- C28.12:** 50 BR Inf Div: 69 BR Inf Bde (S/6GHo Mtr Co)
- C28.11:** 50 BR Inf Div: 69 BR Inf Bde (C/6GHo, D/6GHo Inf Co)
- C27.17:** 73 BR AT Bn (198 AT Co), 50 BR Inf Div: 151 BR Inf Bde (C/9DLI Inf Co)
- C27.15:** 8 BR Arm Bde (R/4/7DG Arm Plt), 50 BR Inf Div: 231 BR Inf Bde (D/1Dor Inf Co)
- C27.14:** 50 BR Inf Div: 231 BR Inf Bde (S/1Dor Mtr Co)
- C27.13:** 8 BR Arm Bde (C/4/7DG DD Arm Co), 50 BR Inf Div: 231 BR Inf Bde (C/1Dor (-1 step) Inf Co)
- C27.12:** 50 BR Inf Div: 69 BR Inf Bde (A/6GHo (-1 step), B/6GHo Inf Co)
- C26.17:** 50 BR Inf Div: Div Troops (B/2Ches MG Co), 151 BR Inf Bde (D/6DLI Inf Co)
- C26.16:** 50 BR Inf Div: 151 BR Inf Bde (S/6DLI Mtr Co)
- C26.14:** 8 BR Arm Bde (B/4/7DG (-1 step) DD Arm Co), 50 BR Inf Div: 231 BR Inf Bde (A/1Dor (-1 step) Inf Co)
- C26.13:** 8 BR Arm Bde (A/4/7DG Arm Co), 50 BR Inf Div: 231 BR Inf Bde (B/1Dor (-1 step) Inf Co)
- C26.12:** 50 BR Inf Div: 69 BR Inf Bde (B/5EY (-1 step), D/5EY Inf Co)
- C25.14:** 50 BR Inf Div: 69 BR Inf Bde (S/5EY Mtr Co)
- C25.13:** 50 BR Inf Div: 69 BR Inf Bde (A/5EY (-1 step), C/5EY Inf Co)
- C24.16:** 50 BR Inf Div: 151 BR Inf Bde (A/6DLI, B/6DLI Inf Co)
- C24.14:** 8 BR Arm Bde (R/SRY Arm Plt), 50 BR Inf Div: 151 BR Inf Bde (S/8DLI Mtr Co)
- C24.13:** 8 BR Arm Bde (C/SRY DD Arm Co), 50 BR Inf Div: Div Troops (288/102 (-1 step) AT Co)
- C23.16:** 8 BR Arm Bde (R/24Lan Arm Plt), 50 BR Inf Div: Div Troops (A/2Ches MG Co)
- C23.15:** 8 BR Arm Bde (B/SRY (-1 step) DD Arm Co), 50 BR Inf Div: 151 BR Inf Bde (D/8DLI (-1 step) Inf Co)
- C23.14:** 8 BR Arm Bde (A/SRY Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/8DLI (-1 step) Inf Co)
- C22.16:** 8 BR Arm Bde (A/24Lan, B/24Lan Arm Co), 50 BR Inf Div: 151 BR Inf Bde (C/8DLI (-1 step) Inf Co)
- C22.15:** 8 BR Arm Bde (C/24Lan Arm Co), 50 BR Inf Div: 151 BR Inf Bde (B/8DLI Inf Co)
- C25.17:** 50 BR Inf Div: Div Troops (C/2Ches MG Co), 151 BR Inf Bde (C/6DLI Inf Co)
- C25.15:** BR Independent (147 Fld Arm Arty Bn)
- C36.07:** 3 CA Inf Div: Div Troops (12 Fld Arm Arty Bn)
- C36.06:** 3 CA Inf Div: Div Troops (A/7Rec, B/7Rec Arm Car Co)
- C36.04:** 3 CA Inf Div: Div Troops (13 Fld Arm Arty Bn)
- C36.02:** 3 CA Inf Div: Div Troops (14 Fld Arm Arty Bn)
- C32.06:** 3 CA Inf Div: 7 CA Inf Bde (C/RWR (-1 step), D/RWR (-1 step) Inf Co)
- C31.07:** 3 CA Inf Div: Div Troops (D/CHLO Mtr Co)
- C30.09:** 3 CA Inf Div: 7 CA Inf Bde (C/1CS (-1 step), D/1CS (-1 step) Inf Co)
- C30.08:** 3 CA Inf Div: Div Troops (94/3 AT Co), 7 CA Inf Bde (B/1CS (-1 step) Inf Co)
- C30.07:** 3 CA Inf Div: 7 CA Inf Bde (S/1CS Mtr Co)
- C30.01:** 2 CA Arm Bde (C/FGH (-1 step) Arm Co), 3 CA Inf Div: 8 CA Inf Bde (D/RdC Inf Co)
- C29.08:** 62 BR AT Bn (246 AT Co), 3 CA Inf Div: Div Troops (A/CHLO (-1 step) MG Co), 7 CA Inf Bde (A/1CS (-1 step) Inf Co)
- C29.07:** 3 CA Inf Div: 7 CA Inf Bde (C/RRR (-1 step), D/RRR (-1 step) Inf Co)
- C29.03:** 3 CA Inf Div: 8 CA Inf Bde (S/RdC Mtr Co)
- C29.02:** 2 CA Arm Bde (B/FGH (-1 step) DD Arm Co), 3 CA Inf Div: 8 CA Inf Bde (C/RdC Inf Co)
- C28.06:** 62 BR AT Bn (245 AT Co), 3 CA Inf Div: 7 CA Inf Bde (A/RRR (-1 step), B/RRR (-1 step) Inf Co)
- C28.05:** 3 CA Inf Div: 8 CA Inf Bde (S/QOR Mtr Co)
- C28.03:** 62 BR AT Bn (248 AT Co), 3 CA Inf Div: 8 CA Inf Bde (A/RdC (-1 step) Inf Co)
- C28.02:** 2 CA Arm Bde (A/FGH (-1 step) Arm Co), 3 CA Inf Div: Div Troops (4/3 AT Co), 8 CA Inf Bde (B/RdC Inf Co)
- C27.06:** 2 CA Arm Bde (B/1Hus (-1 step) DD Arm Co), 3 CA Inf Div: 8 CA Inf Bde (B/QOR (-1 step) Inf Co)
- C27.04:** 2 CA Arm Bde (R/1Hus Arm Plt), 3 CA Inf Div: 8 CA Inf Bde (C/QOR (-1 step) Inf Co)
- C26.05:** 2 CA Arm Bde (A/1Hus (-1 step) DD Arm Co), 3 CA Inf Div: Div Troops (B/CHLO (-1 step) MG Co), 8 CA Inf Bde (D/QOR Inf Co)
- C26.04:** 2 CA Arm Bde (C/1Hus Arm Co), 3 CA Inf Div: Div Troops (52/3 AT Co), 8 CA Inf Bde (A/QOR (-1 step) Inf Co)
- D37.34:** 3 CA Inf Div: 8 CA Inf Bde (B/NSR (-1 step), D/NSR Inf Co)
- D37.33:** 3 CA Inf Div: 8 CA Inf Bde (S/NSR Mtr Co)
- D35.34:** CA Independent (19 Fld Arty Bn)
- D36.33:** 3 CA Inf Div: 8 CA Inf Bde (A/NSR (-1 step), C/NSR Inf Co)
- D33.30:** 2 CA Arm Bde (R/FdS Arm Plt), 3 CA Inf Div: 9 CA Inf Bde (S/HLIC Mtr Co)

- D33.29:** 2 CA Arm Bde (C/FdS (-1 step) Arm Co), 3 CA Inf Div: 9 CA Inf Bde (D/HLIC Inf Co)
- D32.33:** 3 CA Inf Div: Div Troops (16 Fld Eng Co)
- D32.31:** 2 CA Arm Bde (A/FdS (-1 step) Arm Co), 3 CA Inf Div: 9 CA Inf Bde (A/SDG (-1 step) Inf Co)
- D32.30:** 2 CA Arm Bde (B/FdS (-1 step) Arm Co), 3 CA Inf Div: 9 CA Inf Bde (A/HLIC Inf Co)
- D32.29:** 3 CA Inf Div: 9 CA Inf Bde (B/HLIC, C/HLIC Inf Co)
- D31.35:** 3 CA Inf Div: Div Troops (C/CHLO MG Co)
- D31.34:** 3 CA Inf Div: Div Troops (105/3 AT Co)
- D31.33:** 3 CA Inf Div: 9 CA Inf Bde (S/SDG Mtr Co)
- D31.32:** 62 BR AT Bn (247 AT Co), 3 CA Inf Div: 9 CA Inf Bde (B/SDG (-1 step), C/SDG Inf Co)
- D30.34:** 2 CA Arm Bde (R/FGH Arm Plt), 3 CA Inf Div: 9 CA Inf Bde (C/NNS (-1 step) Inf Co)
- D30.33:** 3 CA Inf Div: 9 CA Inf Bde (A/NNS (-1 step), B/NNS (-1 step) Inf Co)
- D30.32:** 3 CA Inf Div: 9 CA Inf Bde (D/SDG Inf Co)
- D57.34:** TF E (27 Flot DD)
- D57.32:** TF E (1 Flot DE)
- D57.30:** TF E (26 Flot DD)
- D57.27:** ETF (Rodney BB)
- D49.16:** TF D (Are+Dan CL)
- D49.15:** TF D (23 Flot DD)
- D49.14:** TF D (1 Flot DE)
- D48.13:** TF D (26 Flot DD)
- D48.12:** TF D (Fro+Drg CA)
- D47.10:** TF D (Ramillies BB)
- D47.09:** TF D (Warspite BB)
- D47.33:** 4 BR Arm Bde (C/2KRRC Arm Inf Co, S/2KRRC AT Co)
- D46.32:** 4 BR Arm Bde (A/2KRRC, B/2KRRC Arm Inf Co)
- D45.34:** 4 BR Arm Bde (A/Greys, B/Greys Arm Co)
- D45.33:** 4 BR Arm Bde (C/Greys Arm Co, R/Greys Arm Plt)
- D45.32:** 4 BR Arm Bde (C/44RTR Arm Co, R/44RTR Arm Plt)
- D45.31:** 4 BR Arm Bde (A/44RTR, B/44RTR Arm Co)
- D47.26:** BR Independent (53 Med Arty Bn)
- D45.22:** BR Independent (51 Hvy Arm Bn)
- D44.19:** BR Independent (65 Med Arty Bn)
- D44.28:** RMAS RM Arm Rgt (5 (-1 step) RM AG Arm Co), 4 BR Cmndo Bde: No. 41 RM Cmndo Bn (X Cmndo Co)
- D43.28:** 1 BR Asslt Bde (80/5 AVRE Arm Co), 4 BR Cmndo Bde: No. 41 Cmndo Bn (Y Cmndo Co)
- D42.27:** RMAS RM Arm Rgt (3/2 (-1 step) RM AG Arm Co), 4 BR Cmndo Bde: No. 41 RM Cmndo Bn (S Mtr Co)
- D45.28:** 4 BR Cmndo Bde: No. 48 RM Cmndo Bn (X Cmndo Co)
- D45.27:** 4 BR Cmndo Bde: No. 48 Cmndo Bn (Y Cmndo Co)
- D43.26:** RMAS RM Arm Rgt (4/2 RM AG Arm Co), 4 BR Cmndo Bde: No. 48 RM Cmndo Bn (Z Cmndo Co)
- D44.26:** 1 BR Asslt Bde (26/5 AVRE Arm Co), 4 BR Cmndo Bde: No. 48 RM Cmndo Bn (S Mtr Co)
- D42.26:** 4 BR Cmndo Bde: No. 46 RM Cmndo Bn (Z Cmndo Co, S Mtr Co)
- D41.27:** 4 BR Cmndo Bde: No. 46 RM Cmndo Bn (Y Cmndo Co)
- D40.27:** 4 BR Cmndo Bde: No. 46 RM Cmndo Bn (X Cmndo Co)
- D39.27:** 4 BR Cmndo Bde: No. 46 RM Cmndo Bn (B Cmndo Co)
- D38.27:** 4 BR Cmndo Bde: No. 46 RM Cmndo Bn (A Cmndo Co)
- D45.25:** 51 BR Inf Div: 152 BR Inf Bde (S/5QC Mtr Co)
- D44.24:** 51 BR Inf Div: 152 BR Inf Bde (C/5QC, D/5QC Inf Co)
- D44.23:** 51 BR Inf Div: 152 BR Inf Bde (A/5QC, B/5QC Inf Co)
- D43.23:** 51 BR Inf Div: 152 BR Inf Bde (S/2SH Mtr Co)
- D43.22:** 51 BR Inf Div: 152 BR Inf Bde (C/2SH, D/2SH Inf Co)
- D43.21:** 51 BR Inf Div: 152 BR Inf Bde (A/2SH, B/2SH Inf Co)
- D42.20:** 51 BR Inf Div: 152 BR Inf Bde (S/5SH Mtr Co)
- D41.20:** 51 BR Inf Div: 152 BR Inf Bde (C/5SH, D/5SH Inf Co)
- D41.19:** 51 BR Inf Div: 152 BR Inf Bde (A/5SH, B/5SH Inf Co)
- D38.17:** 51 BR Inf Div: 153 BR Inf Bde (C/5BW, D/5BW Inf Co)
- D38.16:** 51 BR Inf Div: 153 BR Inf Bde (A/5BW, B/5BW Inf Co)
- D37.17:** 51 BR Inf Div: 153 BR Inf Bde (A/1Gor, B/1Gor Inf Co)
- D36.17:** 51 BR Inf Div: 153 BR Inf Bde (C/1Gor, D/1Gor Inf Co)
- D36.16:** 51 BR Inf Div: 153 BR Inf Bde (C/5/7Gor, D/5/7Gor Inf Co)
- D36.15:** 51 BR Inf Div: 153 BR Inf Bde (A/5/7Gor, B/5/7Gor Inf Co)
- D39.18:** 4 BR Arm Bde (R/3CLY Arm Plt)
- D39.17:** 4 BR Arm Bde (A/3CLY Arm Co), 51 BR Inf Div: 153 BR Inf Bde (S/5BW Mtr Co)
- D37.18:** 4 BR Arm Bde (B/3CLY Arm Co), 51 BR Inf Div: 153 BR Inf Bde (S/1Gor Mtr Co)
- D37.16:** 4 BR Arm Bde (C/3CLY Arm Co), 51 BR Inf Div: 153 BR Inf Bde (S/5/7Gor Mtr Co)
- D42.17:** BR Independent (150 Fld Arty Bn)
- D40.31:** BR Independent (191 Fld Arty Bn)
- D39.33:** BR Independent (6 Fld Arty Bn)
- D39.16:** BR Independent (68 Med Arty Bn)
- D38.26:** BR Independent (79 Med Arty Bn)
- D40.24:** 3 BR Inf Div: Div Troops (76 Fld Arm Arty Bn)
- D40.21:** 3 BR Inf Div: Div Troops (7 Fld Arm Arty Bn)
- D39.24:** 3 BR Inf Div: Div Troops (C/3Rec Arm Car Co)
- D38.23:** 3 BR Inf Div: Div Troops (A/3Rec, B/3Rec Arm Car Co)
- D39.21:** 3 BR Inf Div: 8 BR Inf Bde (S/2EY Mtr Co)
- D38.21:** 3 BR Inf Div: 8 BR Inf Bde (A/2EY (-1 step), B/2EY (-1 step) Inf Co)
- D38.20:** 3 BR Inf Div: 8 BR Inf Bde (C/2EY (-1 step), D/2EY Inf Co)
- D38.18:** 3 BR Inf Div: Div Troops (33 Fld Arm Arty Bn)
- D37.26:** 3 BR Inf Div: 9 BR Inf Bde (S/2Lin Mtr Co)
- D36.27:** 3 BR Inf Div: 9 BR Inf Bde (D/2Lin Inf Co)
- D36.26:** 3 BR Inf Div: 9 BR Inf Bde (B/2Lin, C/2Lin Inf Co)
- D36.25:** 3 BR Inf Div: 9 BR Inf Bde (A/2Lin Inf Co)
- D36.24:** 3 BR Inf Div: Div Troops (17 Fld Eng Co)
- D36.23:** 3 BR Inf Div: Div Troops (246 Eng Co)
- D36.21:** 3 BR Inf Div: Div Troops (253 Fld Eng Co)
- D36.20:** 3 BR Inf Div: Div Troops (101/20 AT Co)
- D35.25:** 3 BR Inf Div: Div Troops (C/2MX MG Co, D/2MX Mtr Co)
- D36.22:** 3 BR Inf Div: 185 BR Inf Bde (S/1Nfk Mtr Co)
- D35.23:** 3 BR Inf Div: 185 BR Inf Bde (B/1Nfk (-1 step), C/1Nfk Inf Co)
- D35.22:** 3 BR Inf Div: 185 BR Inf Bde (A/1Nfk (-1 step), D/1Nfk Inf Co)
- D35.20:** 3 BR Inf Div: Div Troops (A/2MX (-1 step) MG Co)
- D35.21:** 3 BR Inf Div: 8 BR Inf Bde (S/1Suf Mtr Co)
- D34.24:** 27 BR Arm Bde (B/1ERY Arm Co), 3 BR Inf Div: 8 BR Inf Bde (A/1Suf (-1 step) Inf Co)
- D34.23:** 3 BR Inf Div: 8 BR Inf Bde (B/1Suf, C/1Suf Inf Co)
- D35.24:** 3 BR Inf Div: 8 BR Inf Bde (S/1SL Mtr Co)
- D34.22:** 3 BR Inf Div: 8 BR Inf Bde (A/1SL (-1 step), B/1SL (-1 step) Inf Co)

D34.21: 3 BR Inf Div: 8 BR Inf Bde (C/1SL (-1 step), D/1SL Inf Co)
D34.20: 1 BR Asslt Bde (79/5 (-1 step) AVRE Arm Co), 3 BR Inf Div: 8 BR Inf Bde (D/1Suf Inf Co)
D34.19: 27 BR Arm Bde (R/SY Arm Plt), 3 BR Inf Div: 185 BR Inf Bde (S/2KS Mtr Co)
D34.18: 27 BR Arm Bde (B/SY (-1 step) Arm Co), 3 BR Inf Div: 185 BR Inf Bde (Z/2KS Inf Co)
D33.19: 3 BR Inf Div: Div Troops (41/20 AT Co), 185 BR Inf Bde (W/2KS (-1 step), Y/2KS Inf Co)
D33.20: 27 BR Arm Bde (A/SY Arm Co), 3 BR Inf Div: Div Troops (B/2MX MG Co), 185 BR Inf Bde (X/2KS (-1 step) Inf Co)
D34.16: 27 BR Arm Bde (A/13/18H (-1 step) DD Arm Co, C/13/18H (-1 step) Arm Co, R/13/18H Arm Plt)
D34.27: 27 BR Arm Bde (R/1ERY Arm Plt), 3 BR Inf Div: 9 BR Inf Bde (S/2RUR Mtr Co)
D33.28: 27 BR Arm Bde (C/1ERY Arm Co), 3 BR Inf Div: 9 BR Inf Bde (A/2RUR (-1 step), D/2RUR (-1 step) Inf Co)
D33.27: 27 BR Arm Bde (A/1ERY Arm Co), 3 BR Inf Div: 9 BR Inf Bde (B/2RUR (-1 step), C/2RUR Inf Co)
D34.25: 3 BR Inf Div: 9 BR Inf Bde (S/1KSB Mtr Co)
D33.26: 3 BR Inf Div: Div Troops (67/20 AT Co), 9 BR Inf Bde (A/1KSB (-1 step), B/1KSB Inf Co)
D33.25: 1 BR Asslt Bde (77/5 (-1 step) AVRE Arm Co), 3 BR Inf Div: 9 BR Inf Bde (C/1KSB, D/1KSB Inf Co)
D34.17: 3 BR Inf Div: 185 BR Inf Bde (S/2War Mtr Co)
D33.18: 27 BR Arm Bde (C/SY (-1 step) Arm Co), 3 BR Inf Div: 185 BR Inf Bde (A/2War, D/2War Inf Co)
D33.17: 3 BR Inf Div: Div Troops (45/20 AT Co), 185 BR Inf Bde (B/2War (-1 step), C/2War (-1 step) Inf Co)
D40.09: 1 BR Cmnd Bde: No. 6 BR Cmnd Bn (4, 5 Cmnd Co)
D40.08: 1 BR Cmnd Bde: No. 6 BR Cmnd Bn (1, 2 Cmnd Co)
D39.10: 1 BR Cmnd Bde: No. 6 BR Cmnd Bn (6 Mtr Co)
D39.08: 1 BR Cmnd Bde: No. 3 BR Cmnd Bn (2, 3 Cmnd Co)
D38.09: 1 BR Cmnd Bde: No. 3 BR Cmnd Bn (6 Mtr Co)
D38.08: 1 BR Cmnd Bde: No. 3 BR Cmnd Bn (4 Cmnd Co), No. 4 BR Cmnd Bn (E Cmnd Co)
D37.10: 1 BR Cmnd Bde: No. 4 BR Cmnd Bn (F Mtr Co)
D37.09: 1 BR Cmnd Bde: No. 4 BR Cmnd Bn (C, D Cmnd Co)

D36.11: 1 BR Cmnd Bde: No. 45 RM Cmnd Bn (D, E Cmnd Co)
D37.15: 6 Abn (LZ W)
D37.06: 6 Abn (DZ V)
D35.14: 6 Abn (LZ X & Y)
D33.14: 6 BR Abn Div: Div Troops (22 Ind Para Co, 249 Glider Eng Co)
D35.11: 6 BR Abn Div: GP BR Pilot Rgt (D/1, G/1 Pilot Co)
D34.11: 6 BR Abn Div: GP BR Pilot Rgt (A/1 (-1 step), B/1 (-1 step) Pilot Co)
D34.10: 6 Abn (LZ N), 6 BR Abn Div: GP BR Pilot Rgt (C/2 Pilot Co)
D33.11: 6 Abn (DZ N), 6 BR Abn Div: GP BR Pilot Rgt (E/2, F/2 Pilot Co)
D36.09: 6 BR Abn Div: 3 BR Para Bde (B/9 (-1 step), C/9 (-1 step) Para Co)
D35.09: 6 BR Abn Div: 3 BR Para Bde (3 Para Eng Co, A/9 (-1 step) Para Co)
D34.08: 6 BR Abn Div: 5 BR Para Bde (4 AL Glider AT Co, A/12 (-1 step) Para Co)
D33.08: 6 BR Abn Div: 5 BR Para Bde (B/12 (-1 step), C/12 (-1 step) Para Co)
D33.12: 27 BR Arm Bde (B/13/18H (-1 step) DD Arm Co), 6 BR Abn Div: 5 BR Para Bde (C/13 Para Co)
D32.11: 6 BR Abn Div: 5 BR Para Bde (A/13 (-1 step), B/13 Para Co)
D32.13: 6 BR Abn Div: 5 BR Para Bde (A/7 (-1 step), B/7 (-1 step) Para Co)
D32.08: 6 BR Abn Div: 3 BR Para Bde (3 AL Glider AT Co, B/1 (-1 step) CA Para Co)
D31.08: 6 BR Abn Div: 3 BR Para Bde (A/1 (-1 step), C/1 CA Para Co)
D30.07: 6 BR Abn Div: 3 BR Para Bde (C/8 Para Co)
D29.09: 6 BR Abn Div: 3 BR Para Bde (B/8 (-1 step) Para Co)
D29.08: 6 BR Abn Div: 3 BR Para Bde (A/8 (-1 step) Para Co)
D31.14: 6 BR Abn Div: 6 BR AL Bde (S/12Dev Glider Mtr Co)
D30.13: 6 BR Abn Div: 6 BR AL Bde (B/12Dev Glider Co)
D30.12: 6 BR Abn Div: 6 BR AL Bde (A/12Dev Glider Co)
D31.12: 6 BR Abn Div: 6 BR AL Bde (H/2OB Glider Mtr Co)
D30.11: 6 BR Abn Div: 6 BR AL Bde (B/2OB, D/2OB (-1 step) Glider Co)
D29.11: 6 BR Abn Div: 6 BR AL Bde (A/2OB (-1 step), C/2OB Glider Co)
D30.16: 6 BR Abn Div: 6 BR AL Bde (D/1RUR Glider Co)
D30.15: 6 BR Abn Div: 6 BR AL Bde (F/1RUR Glider Mtr Co)
D29.16: 6 BR Abn Div: 6 BR AL Bde (C/1RUR Glider Co)
D29.15: 6 BR Abn Div: 6 BR AL Bde (A/1RUR (-1 step), B/1RUR (-1 step) Glider Co)

D29.14: 6 BR Abn Div: 6 BR AL Bde (C/12Dev, D/12Dev (-1 step) Glider Co)
D30.10: 6 BR Abn Div: Div Troops (R/6Rec Glider Mtr Co)
D29.10: 6 BR Abn Div: Div Troops (A/6Rec Glider Arm Co, B/6Rec Glider Arm Car Co)
D24.11: 6 Abn (DZ K)

Reinforcements:

Use the Allied Order of Arrival

German Information:

Set Up:

A62.27: 91 Inf Div: 191 Arty Rgt (5/II Arty Co)
A62.24: 709 Inf Div: 729 Inf Rgt (8/II Mtr Co)
A62.23: 243 Inf Div: 920 Inf Rgt (4/I Mtr Co)
A62.22: 243 Inf Div: 920 Inf Rgt (13 IG Co)
A62.21: 101 Werfer Rgt (II, III Werfer Bn)
A62.19: 1261 Coastal Arty Rgt (3 Coastal Arty Co)
A61.29: 243 Inf Div: 243 Arty Rgt (III Arty Bn)
A61.28: 709 Inf Div: 709 Pio Bn (3 Pio Co)
A61.27: 709 Inf Div: 709 Pio Bn (1, 2 Pio Co)
A61.26: 709 Inf Div: 729 Inf Rgt (5/II, 6/II Bel Co)
A61.25: 709 Inf Div: 729 Inf Rgt (7/II Bel Co)
A61.24: 243 Inf Div: 920 Inf Rgt (1/I, 2/I Inf Co)
A61.23: 243 Inf Div: 920 Inf Rgt (3/I Inf Co, 14 PJ Co)
A61.22: 243 Inf Div: 243 Pio Bn (1, 2 Pio Co)
A61.21: 243 Inf Div: 922 Inf Rgt (9/III Bel Co)
A61.20: 101 Werfer Rgt (I Werfer Bn), 243 Inf Div: 922 Inf Rgt (12/III Mtr Co)
A60.32: Independent (457 Arty Bn)
A60.27: 91 Inf Div: 1058 Inf Rgt (5/II (-1 step), 6/II (-1 step) Inf Co)
A60.26: 91 Inf Div: 1058 Inf Rgt (1/I (-1 step), 2/I (-1 step) Inf Co)
A60.20: 243 Inf Div: 922 Inf Rgt (10/III, 11/III Bel Co)
A60.19: 709 Inf Div: 739 Inf Rgt (11/III Inf Co)
A60.18: 709 Inf Div: 739 Inf Rgt (12/III Mtr Co)
A60.14: WN 14(2)
A59.33: Independent (456 Arty Bn)
A59.29: 709 Inf Div: 729 Inf Rgt (4/I Mtr Co)
A59.28: 709 Inf Div: 729 Inf Rgt (1/I Bel Co, 2/I Inf Co)

- A59.19:** 709 Inf Div: 739 Inf Rgt (9/III (-1 step) Bcl Co, 10/III (-1 step) Inf Co)
A59.18: StP 135
A56.12: StP 12 (-1 step)
A59.17: 709 Inf Div: 919 Inf Rgt (5/II (-1 step) Bcl Co, 6/II (-1 step) Inf Co)
A59.16: 709 Inf Div: 919 Inf Rgt (7/II (-1 step) Inf Co)
A59.15: 709 Inf Div: 919 Inf Rgt (9/III (-1 step) Bcl Co)
A59.14: 709 Inf Div: 919 Inf Rgt (10/III (-1 step) Bcl Co)
A58.29: 709 Inf Div: 729 Inf Rgt (12/III Mtr Co)
A58.28: 709 Inf Div: 729 Inf Rgt (3/I Inf Co, 11/III Inf Rgt)
A57.29: 709 Inf Div: 729 Inf Rgt (9/III Bcl Co, 10/III Inf Co)
A54.33: 709 Inf Div: 709 PJ Bn (3 Flak Co)
A53.31: 709 Inf Div: 739 Inf Rgt (14 PJ Co)
A56.30: 243 Inf Div: 920 Inf Rgt (8/II Mtr Co)
A56.29: 243 Inf Div: 243 PJ Bn (1 (-1 step) Mdr Arm Co), 920 Inf Rgt (7/II Inf Co)
A55.30: 243 Inf Div: 243 PJ Bn (2 StG Arm Co), 920 Inf Rgt (6/II Inf Co)
A54.30: 243 Inf Div: 920 Inf Rgt (5/II Inf Co)
A48.30: 243 Inf Div: 921 Inf Rgt (4/I Mtr Co)
A48.29: 243 Inf Div: 921 Inf Rgt (1/I Bcl Co)
A47.31: 243 Inf Div: 921 Inf Rgt (14 PJ Co)
A47.30: 243 Inf Div: 921 Inf Rgt (2/I Bcl Co)
A46.30: 243 Inf Div: 243 PJ Bn (3 Flak Co), 921 Inf Rgt (3/I Bcl Co)
A45.31: 243 Inf Div: 921 Inf Rgt (12/III Mtr Co)
A45.30: 243 Inf Div: 921 Inf Rgt (9/III Bcl Co)
A44.30: 243 Inf Div: 921 Inf Rgt (13 IG Co)
A44.29: 243 Inf Div: 921 Inf Rgt (10/III Bcl Co)
A43.30: 243 Inf Div: 921 Inf Rgt (11/III Inf Co)
A47.33: 91 Inf Div: 191 Arty Rgt (2/I Arty Co)
A46.33: 91 Inf Div: 191 Arty Rgt (1/I Arty Co)
A45.33: 91 Inf Div: 191 Arty Rgt (7/III Arty Co)
A43.33: 91 Inf Div: 191 Arty Rgt (9/III Arty Co)
A42.29: 91 Inf Div: 1057 Inf Rgt (8/II Mtr Co)
A42.28: 91 Inf Div: 1057 Inf Rgt (6/II (-1 step), 7/II (-1 step) Inf Co)
A41.28: 91 Inf Div: Div Troops (191 (-1 step) Bcl Co)
A40.28: 91 Inf Div: 1057 Inf Rgt (13 Mtr Co)
A40.27: 91 Inf Div: Div Troops (191 (-1 step) PJ Co), 191 Pio Bn (2 (-1 step) Pio Co)
A39.27: 91 Inf Div: 1057 Inf Rgt (14 PJ Co)
A38.26: 91 Inf Div: 1057 Inf Rgt (2/I (-1 step), 3/I (-1 step) Inf Co)
A38.25: 91 Inf Div: 1057 Inf Rgt (10/III (-1 step), 11/III (-1 step) Inf Co)
A37.26: 91 Inf Div: 1057 Inf Rgt (4/I Mtr Co)
A35.06: WN 99
A31.09: 352 Inf Div: 914 Inf Rgt (7/II (-1 step) Inf Co)
A30.09: 352 Inf Div: 914 Inf Rgt (6/II (-1 step) Inf Co)
A30.08: 352 Inf Div: 914 Inf Rgt (8/II Mtr Co)
A30.07: 352 Inf Div: 914 Inf Rgt (13 IG Co)
A29.10: 352 Inf Div: 914 Inf Rgt (5/II (-1 step) Inf Co)
A29.16: 91 Inf Div: 1058 Inf Rgt (9/III (-1 step) Inf Co)
A29.15: 91 Inf Div: 1058 Inf Rgt (10/III (-1 step) Inf Co)
A29.11: 635 Ost Bn (2, 3 Ost Co)
A28.11: 635 Ost Bn (1 Ost Co)
A28.10: 635 Ost Bn (4 Mtr Co)
A28.15: 6 LW FJ Rgt (5/II FJ Co)
A28.14: 6 LW FJ Rgt (7/II FJ Co)
A27.17: 6 LW FJ Rgt (15 Abn Pio Co)
A27.16: 6 LW FJ Rgt (Aufk Bcl Plt)
A27.15: 6 LW FJ Rgt (Fus FJ Plt)
A27.14: 6 LW FJ Rgt (9/III FJ Co)
A27.13: 6 LW FJ Rgt (11/III FJ Co)
A27.12: 6 LW FJ Rgt (14 Abn PJ Co)
A26.13: 6 LW FJ Rgt (12/III Abn Mtr Co)
A26.12: 6 LW FJ Rgt (10/III FJ Co)
A24.14: 91 Inf Div: 191 Arty Rgt (4/II, 8/III Arty Co)
A27.03: 716 Inf Div: 726 Inf Rgt (1/439 Ost Co, 4/439 Mtr Co)
A24.02: 716 Inf Div: 726 Inf Rgt (2/439, 3/439 Ost Co)
B61.30: WN 87
B59.32: WN 88
B57.33: WN 90
B31.35: 352 Inf Div: 352 Arty Rgt (IV (-1 step) Arty Bn)
B38.35: 352 Inf Div: 914 Inf Rgt (1/I (-1 step) Inf Co)
B31.31: 352 Inf Div: 914 Inf Rgt (2/I Inf Co)
B31.30: 352 Inf Div: 914 Inf Rgt (3/I Inf Co)
B30.30: 352 Inf Div: 914 Inf Rgt (4/I Mtr Co)
B30.29: 352 Inf Div: 914 Inf Rgt (14 PJ Co)
B28.28: 352 Inf Div: 916 Inf Rgt (6/II (-1 step) Inf Co)
B27.27: 352 Inf Div: 916 Inf Rgt (7/II (-1 step) Inf Co)
B27.25: 352 Inf Div: 352 Erz Bn (1 Erz Co)
B26.23: 352 Inf Div: 352 Erz Bn (4 Erz Co)
B26.21: 352 Inf Div: 916 Inf Rgt (14 PJ Co)
B26.20: 352 Inf Div: 352 Erz Bn (3 Erz Co)
B26.15: 352 Inf Div: 352 Erz Bn (2 Erz Co)
B25.27: 352 Inf Div: 916 Inf Rgt (13 IG Co)
B25.22: 352 Inf Div: 352 Erz Bn (5 Mtr Co)
B24.19: 352 Inf Div: 352 Pio Bn (1 (-1 step) Pio Co)
B23.19: 352 Inf Div: 352 Pio Bn (2 (-1 step) Pio Co)
B21.18: 352 Inf Div: 915 Inf Rgt (1/I (-1 step) Inf Co)
B19.28: 352 Inf Div: 352 Arty Rgt (II Arty Bn (-1 step))
B19.19: 352 Inf Div: 915 Inf Rgt (2/I (-1 step) Inf Co)
B17.18: 30 Schn Bde (1/513 (-1 step) Bcl Co)
B16.16: 30 Schn Bde (2/513 (-1 step) Bcl Co)
B14.15: 30 Schn Bde (3/513 (-1 step) Bcl Co)
B14.12: 17 SS PG Div: 17 SS Aufk Bn (1 SS Arm Cav Co)
B13.09: 17 SS PG Div: 17 SS Aufk Bn (4 SS PG Co)
B13.07: 17 SS PG Div: 17 SS Aufk Bn (2 SS Arm Cav Co)
B15.03: 17 SS PG Div: 17 SS Aufk Bn (3 SS PG Co)
C15.33: 17 SS PG Div: 17 SS Aufk Bn (5 SS Arm IG Co)
C54.32: WN 57 (-1 step)
C30.24: Lehr Pz Div: L. Aufk Bn (1 Arm Cav Co)
C28.25: Lehr Pz Div: L. Aufk Bn (2 Arm Cav Co)
C26.26: Lehr Pz Div: L. Aufk Bn (3 PG Co)
C25.27: Lehr Pz Div: L. Aufk Bn (4 PG Co)
C21.30: Lehr Pz Div: L. Aufk Bn (5 Arm IG Co)
C31.23: Lehr Pz Div: 902 PG Rgt (1/I PG Co)
C31.22: Lehr Pz Div: 130 Pz Rgt (6/II Pz Co)
C31.21: Lehr Pz Div: 130 Pz Rgt (5/II Pz Co)
C30.21: Lehr Pz Div: 902 PG Rgt (4/I Arm Mtr Co)

- C30.20:** Lehr Pz Div: 902 PG Rgt (2/I PG Co)
C29.20: Lehr Pz Div: 902 PG Rgt (3/I PG Co)
C28.20: Lehr Pz Div: 902 PG Rgt (10 Arm IG Co)
C28.19: Lehr Pz Div: 130 PJ Bn (1 JgPz Arm Co)
C26.19: Lehr Pz Div: 130 Pio Bn (3 Arm Pio Co)
C25.19: Lehr Pz Div: 130 Pio Bn (2 Arm Pio Co)
C24.18: Lehr Pz Div: 130 Pio Bn (1 Arm Pio Co)
C23.29: Lehr Pz Div: 902 PG Rgt (11 Arm Pio Co)
C23.26: Lehr Pz Div: 902 PG Rgt (7/II PG Co)
C23.25: Lehr Pz Div: 902 PG Rgt (5/II PG Co)
C23.24: Lehr Pz Div: 902 PG Rgt (6/II PG Co)
C23.18: Lehr Pz Div: 130 PJ Bn (2 JgPz Arm Co)
C23.17: Lehr Pz Div: 901 PG Rgt (6/II PG Co)
C22.25: Lehr Pz Div: 902 PG Rgt (8/II Arm Mtr Co)
C22.18: Lehr Pz Div: 901 PG Rgt (10 Arm IG Co)
C22.17: Lehr Pz Div: 901 PG Rgt (5/II PG Co)
C22.14: Lehr Pz Div: 901 PG Rgt (2/I PG Co, 11 Arm Pio Co)
C22.13: Lehr Pz Div: 130 Pz Rgt (7/II, 8/II Pz Co)
C21.22: Lehr Pz Div: 130 Arty Rgt (III Arty Bn)
C21.18: Lehr Pz Div: 901 PG Rgt (8/II Arm Mtr Co)
C21.17: Lehr Pz Div: 130 PJ Bn (3 JgPz Arm Co), 901 PG Rgt (7/II (-1 step) PG Co)
C21.16: Lehr Pz Div: 901 PG Rgt (1/I PG Co, 9 Arm Flak Co)
C21.15: Lehr Pz Div: 901 PG Rgt (3/I PG Co)
C20.14: Lehr Pz Div: 901 PG Rgt (4/I Arm Mtr Co)
C19.16: Lehr Pz Div: 311 Flak Bn (3 '88' Co)
C18.31: Lehr Pz Div: Div Troops (Begleit Inf Co)
C18.24: Lehr Pz Div: 311 Flak Bn (2 '88' Co)
C18.19: Lehr Pz Div: 311 Flak Bn (1 '88' Co)
C29.10: 12 SS Pz Div: 26 SS PG Rgt (11/III SS PG Co)
C29.09: 12 SS Pz Div: 26 SS PG Rgt (6/II (-1 step) SS Inf Co)
C29.01: 12 SS Pz Div: 26 SS PG Rgt (1/I (-1 step) SS Inf Co)
C28.10: 12 SS Pz Div: 26 SS PG Rgt (10/III SS PG Co)
C28.08: 12 SS Pz Div: 26 SS PG Rgt (7/II (-1 step) SS Inf Co)
C28.07: 12 SS Pz Div: 26 SS PG Rgt (5/II SS Inf Co, 14 SS Flak Co)
C28.01: 12 SS Pz Div: Div Troops (Begleit SS Inf Co)
C27.11: 12 SS Pz Div: 26 SS PG Rgt (9/III SS PG Co)
C27.10: 12 SS Pz Div: 26 SS PG Rgt (12/III SS Arm Mtr Co)
C27.09: 12 SS Pz Div: 26 SS PG Rgt (8/II SS Mtr Co)
C27.08: 12 SS Pz Div: 26 SS PG Rgt (13 SS IG Co)
C27.07: 12 SS Pz Div: 26 SS PG Rgt (2/I SS Inf Co)
C27.03: 12 SS Pz Div: 12 SS Pz Rgt (1/I (-1 step), 4/I SS Pz Co)
C27.02: 12 SS Pz Div: 26 SS PG Rgt (16 SS Pio Co)
C27.01: 12 SS Pz Div: 26 SS PG Rgt (4/I SS Mtr Co)
C26.11: 12 SS Pz Div: 12 SS Aufk Co (2 SS Arm Cav Co)
C26.06: 12 SS Pz Div: 12 SS Pio Bn (1 SS Arm Pio Co)
C26.03: 12 SS Pz Div: 12 SS Pz Rgt (3/I (-1 step) SS Pz Co, 26 SS PG Rgt (15 SS PG Co)
C25.12: 12 SS Pz Div: 12 SS Aufk Bn (3 SS PG Co)
C25.09: 12 SS Pz Div: 12 SS Pz Rgt (8/II SS Pz Co)
C25.08: 12 SS Pz Div: 12 SS Pz Rgt (5/II (-1 step), 7/II (-1 step) SS Pz Co)
C25.06: 12 SS Pz Div: 12 SS Pio Bn (2 SS Pio Co)
C25.05: 12 SS Pz Div: 12 SS Pio Bn (3 SS Pio Co)
C25.04: 12 SS Pz Div: 26 SS PG Rgt (3/I SS Inf Co)
C24.12: 12 SS Pz Div: 12 SS Aufk Bn (4 SS PG Co)
C23.13: 12 SS Pz Div: 12 SS Aufk Bn (1 (-1 step) SS Arm Cav Co, 5 SS Arm IG Co)
C23.10: 12 SS Pz Div: 12 SS Pz Rgt (2/I SS Pz Co)
C21.09: 12 SS Pz Div: 12 SS Pz Rgt (6/II SS Pz Co)
C19.06: 12 SS Pz Div: 12 SS Arty Rgt (II SS Arty Bn)
D32.28: 12 SS Pz Div: 25 SS PG Rgt (5/II SS Inf Co, 16 SS Pio Co)
D32.27: 12 SS Pz Div: 25 SS PG Rgt (2/I SS Inf Co)
D32.26: 12 SS Pz Div: 25 SS PG Rgt (1/I (-1 step), 3/I SS Inf Co)
D31.31: 12 SS Pz Div: 25 SS PG Rgt (10/III (-1 step), 11/III (-1 step) SS Inf Co)
D31.30: 12 SS Pz Div: 25 SS PG Rgt (7/II SS Inf Co)
D31.29: 12 SS Pz Div: 25 SS PG Rgt (6/II (-1 step) SS Inf Co)
D31.27: 12 SS Pz Div: 25 SS PG Rgt (4/I SS Mtr Co)
D30.31: 12 SS Pz Div: 25 SS PG Rgt (9/III SS Inf Co)
D30.30: 12 SS Pz Div: 25 SS PG Rgt (12/III SS Mtr Co)
D30.28: 12 SS Pz Div: 25 SS PG Rgt (8/II SS Mtr Co)
D30.27: 12 SS Pz Div: 25 SS PG Rgt (13 SS IG Co)
D29.32: 12 SS Pz Div: 25 SS PG Rgt (14 SS Flak Co, 15 SS Aufk Co)
D28.32: 12 SS Pz Div: 12 SS Flak Bn (3 '88' Co)
D28.28: 12 SS Pz Div: 12 SS Flak Bn (1 '88' Co)
D27.34: 12 SS Pz Div: 12 SS Flak Bn (4 Flak Co)
D27.33: 12 SS Pz Div: 12 SS Flak Bn (2 '88' Co)
D26.34: 12 SS Pz Div: 12 SS Arty Rgt (I SS Arty Bn)
D25.33: 12 SS Pz Div: 12 SS Pz Rgt (9/II SS Pz Co)
D23.27: 12 SS Pz Div: 12 SS Arty Rgt (III SS Arty Bn)
D44.27: StP II, 21 Pz Div: 192 PG Rgt (1/I (-1 step) PG Co) – marked OOS
D43.27: StP I (-1 step)
D33.24: 21 Pz Div: 22 Pz Rgt (3/I Pz Co), 192 PG Rgt (6/II Inf Co)
D33.23: 21 Pz Div: 22 Pz Rgt (2/I (-1 step) Pz Co), 220 Pio Bn (3 Pio Co)
D33.22: 21 Pz Div: 305 Flak Bn (1 Flak Co), 192 PG Rgt (3/I PG Co)
D33.21: 21 Pz Div: 22 Pz Rgt (1/I (-1 step) Pz Co), 192 PG Rgt (2/I PG Co)
D32.25: 21 Pz Div: 192 PG Rgt (5/II (-1 step) Inf Co), 716 Inf Div: 736 Inf Rgt (9/III (-1 step) Inf Co)
D32.24: 21 Pz Div: 192 PG Rgt (7/II (-1 step) Inf Co), 716 Inf Div: 736 Inf Rgt (11/III (-1 step) Inf Co)
D32.23: 716 Inf Div: 736 Inf Rgt (12/III Mtr Co)
D32.22: 21 Pz Div: 192 PG Rgt (4/I Arm Mtr Co)
D32.20: 21 Pz Div: 22 Pz Rgt (8/II Pz Co), 220 Pio Bn (2 Arm Pio Co)
D32.19: 21 Pz Div: 22 Pz Rgt (7/II Pz Co), 125 PG Rgt (1/I (-1 step) PG Co)
D32.18: 21 Pz Div: 22 Pz Rgt (5/II (-1 step) Pz Co), 125 PG Rgt (2/I PG Co)
D32.17: 21 Pz Div: 22 Pz Rgt (6/II Pz Co), 125 PG Rgt (3/I PG Co)
D31.25: 21 Pz Div: 192 PG Rgt (8/II Arm Mtr Co)
D31.23: 21 Pz Div: 192 PG Rgt (9 Arm IG Co)

D31.21: 21 Pz Div: 192 PG Rgt (10 Arm Werfer Co)
D31.18: 21 Pz Div: 125 PG Rgt (4/I Arm Mtr Co)
D30.25: 21 Pz Div: 200 PJ Bn (2 '88' Co)
D30.24: 21 Pz Div: 200 StG Bn (5 Arm Werfer Co)
D30.21: 21 Pz Div: 305 Flak Bn (3 '88' Co)
D30.18: 21 Pz Div: 305 Flak Bn (2 '88' Co)
D29.24: 21 Pz Div: 155 Arty Rgt (III Arm Arty Bn)
D28.19: 21 Pz Div: 155 Arty Rgt (II Arm Arty Bn)
D27.18: 21 Pz Div: 200 PJ Bn (1 '88' Co), 125 PG Rgt (8/II Mtr Co)
D27.16: 21 Pz Div: 220 Pio Bn (1 Arm Pio Co)
D27.15: 21 Pz Div: 200 StG Bn (1, 2 StG Arm Co)
D27.14: 21 Pz Div: 200 StG Bn (3, 4 StG Arm Co)
D27.13: 21 Pz Div: 21 Aufk Bn (1 Arm Cav Co)
D27.12: 21 Pz Div: 21 Aufk Bn (4 PG Co)
D27.11: 21 Pz Div: 21 Aufk Bn (2 Arm Cav Co)
D27.10: 21 Pz Div: 21 Aufk Bn (3 PG Co)
D27.08: 21 Pz Div: 22 Pz Rgt (4/I (-1 step) Pz Co), 125 PG Rgt (5/II (-1 step), 6/II (-1 step) Inf Co)
D26.17: 21 Pz Div: 125 PG Rgt (9 Arm IG Co)
D26.16: 21 Pz Div: 155 Arty Rgt (10 Arm Werfer Co)
D26.09: 21 Pz Div: 21 Aufk Bn (5 Arm IG Co)
D26.08: 21 Pz Div: 125 PG Rgt (10 Arm IG Co)
D23.09: 21 Pz Div: 155 Arty Rgt (I Arty Bn)
D43.05: WN 2
D43.02: 1255 Coastal Arty Bn (3 Coastal Arty Co)
D42.08: WN 5
D42.07: WN 3
D41.08: 716 Inf Div: 736 Inf Rgt (1/642 Ost Co)
D41.06: 711 Inf Div: 744 Inf Rgt (8/II Mtr Co)
D40.07: 716 Inf Div: 736 Inf Rgt (1/I (-1 step) Inf Co, 3/I (-1 step) Bcl Co)
D40.06: 711 Inf Div: 744 Inf Rgt (5/II, 6/II Inf Co)
D39.06: 711 Inf Div: 744 Inf Rgt (7/II Inf Co)
D39.05: 711 Inf Div: 744 Inf Rgt (12/III Mtr Co)
D38.06: 711 Inf Div: 744 Inf Rgt (11/III Inf Co)

D37.07: 711 Inf Div: 744 Inf Rgt (10/III Inf Co)
D36.07: 711 Inf Div: 744 Inf Rgt (9/III Inf Co)
D35.07: 346 Inf Div: 857 Inf Rgt (6/II Inf Co)
D34.06: 346 Inf Div: 857 Inf Rgt (5/II Inf Co)
D33.06: 346 Inf Div: 346 Pio Bn (1 Pio Co), 857 Inf Rgt (7/II (-1 step) Inf Co)
D33.05: 346 Inf Div: 857 Inf Rgt (8/II Mtr Co)
D33.04: 346 Inf Div: 346 PJ Bn (2 StG Arm Co)
D32.06: 346 Inf Div: 857 Inf Rgt (11/III Inf Co)
D32.02: Independent (1151 Arty Bn)
D31.06: 346 Inf Div: 857 Inf Rgt (9/III (-1 step), 10/III Inf Co)
D31.05: 346 Inf Div: 857 Inf Rgt (12/III Mtr Co)
D30.05: 346 Inf Div: 858 Inf Rgt (2/I (-1 step), 3/I Inf Co)
D29.06: 346 Inf Div: 858 Inf Rgt (1/I Inf Co)
D29.05: 346 Inf Div: 858 Inf Rgt (4/I Mtr Co)
D28.06: 716 Inf Div: 716 Pio Bn (1 (-1 step) Pio Co)
D28.05: 716 Inf Div: 736 Inf Rgt (4/642 Mtr Co)

Reinforcements:

Use the Allied Order of Arrival

Victory:

As per 4.0

5.4 Utah Beach

This scenario covers the US VII Corps area of operations. The 2nd Armored reinforcements are V Corps elements that finally joined the two beachheads and drove off the German counterattack on Carentan.

Playing Area: Map A only

First Turn: 1

Last Turn: 22

Length: 22 Turns

Air Strikes: Roll as per 1.11 for Americans only and halve the result rounding normally (i.e. up)

Activations:

Americans: As per VII Corps. Raise to 3 if the Allies can trace a line to A27.01 as per 1.14d (linking to V Corps off the map). In addition, 2 Arm Div may activate each turn for free.

Germans: 25% of CPs listed on the Command Point Chart.

Allied Information:**Set Up:**

Use the setup as Scenario 5.1 for units setting up on Map A

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn Entry Area & Units

18 A27.01

2 Arm Div: Div Troops (14 Arm Arty Bn) [1]

2 Arm Div: 67 Arm Rgt (A/1, D/1, H/1,

B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]

2 Arm Div: 41 Arm Inf Rgt (G/3, H/3, I/3 Arm Inf Co) [3]

German Information:**Set Up:**

Use the setup as Scenario 5.1 for units setting up on Map A

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area

Victory:

As per 4.0 for objectives in the playing area

5.5 D+1 Utah Beach

This scenario covers the US VII Corps area of operations after the initial Allied landings.

Playing Area: Map A only

First Turn: 5

Last Turn: 22

Length: 18 Turns

Air Strikes: Roll as per 1.11 for Americans only and halve the result rounding normally (i.e. up)

Activations:

Americans: As per VII Corps. Raise to 3 if the Allies can trace a line to A27.01 as per 1.14d (linking to V Corps off the map). In addition, 2 Arm Div may activate each turn for free.

Germans: 25% of CPs listed on the Command Point Chart.

Allied Information:**Set Up:**

Use the setup as Scenario 5.2 for units setting up on Map A

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn	Entry Area & Units
18	A27.01

2 Arm Div: Div Troops (14 Arm Arty Bn) [1]
 2 Arm Div: 67 Arm Rgt (A/1, D/1, H/1, B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]
 2 Arm Div: 41 Arm Inf Rgt (G/3, H/3, I/3 Arm Inf Co) [3]

German Information:

Set Up:

Use the setup as Scenario 5.2 for units setting up on Map A

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area

Victory:

As per 4.0 for objectives in the playing area

5.6 Omaha Beach

This scenario covers the US V Corps area of operations.

Playing Area: Map B only

First Turn: 1

Last Turn: 22

Length: 22 Turns

Air Strikes: Roll as per 1.11 for Americans only and halve the result rounding normally (i.e. up)

Activations:

Americans: As per V Corps. Raise to 3 if the Allies can trace a line to B46.35 as per 1.14d (linking to VII Corps off the map).

Germans: 25% of CPs listed on the Command Point Chart.

Allied Information:

Set Up:

Use the setup as Scenario 5.1 for units setting up on Map B

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn Entry Area & Units

18	Remove
2 Arm Div:	Div Troops (14 Arm Arty Bn) [1]
2 Arm Div:	67 Arm Rgt (A/1, D/1, H/1, B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]
2 Arm Div:	41 Arm Inf Rgt (G/3, H/3, I/3 Arm Inf Co) [3]

German Information:

Set Up:

Use the setup as Scenario 5.1 for units setting up on Map B

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn Entry Area & Units

4	H
30 Schn Bde (1/513, 2/513, 3/513) [3]	- only these units, the rest of 30 Schn Bde does not arrive
4	B45.01
352 Inf Div:	915 Inf Rgt (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co) [4]

Victory:

As per 4.0 for objectives in the playing area

5.7 D+1 Omaha Beach

This scenario covers the US V Corps area of operations after the initial Allied landings.

Playing Area: Map B only

First Turn: 5

Last Turn: 22

Length: 18 Turns

Air Strikes: Roll as per 1.11 for Americans only and halve the result rounding normally (i.e. up)

Activations:

Americans: As per V Corps. Raise to 3 if the Allies can trace a line to B27.34 as per 1.14d (linking to VII Corps off the map).

Germans: 25% of CPs listed on the Command Point Chart.

Allied Information:

Set Up:

Use the setup as Scenario 5.2 for units setting up on Map B

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn Entry Area & Units

18	Remove
2 Arm Div:	Div Troops (14 Arm Arty Bn) [1]
2 Arm Div:	67 Arm Rgt (A/1, D/1, H/1, B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]
2 Arm Div:	41 Arm Inf Rgt (G/3, H/3, I/3 Arm Inf Co) [3]

German Information:

Set Up:

Use the setup as Scenario 5.2 for units setting up on Map B

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area

Victory:

As per 4.0 for objectives in the playing area

5.8 American Beaches

This scenario covers the American Normandy endeavor split along the US 1st Army and British 2nd Army boundary along Port-en-Bessin to Caumont.

Playing Area: Maps A & B only

First Turn: 1

Last Turn: 22

Length: 22 Turns

Air Strikes: Roll as per 1.11 for Americans only.

Activations:

Americans: As per Command Point Chart

Germans: 50% of CPs listed on the Command Point Chart.

Allied Information:

Set Up:

Use the setup as Scenario 5.1 for units setting up on Maps A & B

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area.

German Information:**Set Up:**

Use the setup as Scenario 5.1 for units setting up on Maps A & B

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area except:

Turn Entry Area & Units

4 H

30 Schn Bde (1/513, 2/513, 3/513) [3]
- only these units, the rest of 30 Schn Bde does not arrive

4 B45.01

352 Inf Div: 915 Inf Rgt (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co) [4]

Victory:

As per 4.0 for objectives in the playing area

5.9 D+1 American Beaches

This scenario covers the American Normandy endeavor starting after the initial invasion, which fell far short of the planned Allied goals.

Playing Area: Maps A & B only

First Turn: 5

Last Turn: 22

Length: 18 Turns

Air Strikes: Roll as per 1.11 for Americans only.

Activations:

Americans: As per Command Point Chart

Germans: 50% of CPs listed on the Command Point Chart.

Allied Information:**Set Up:**

Use the setup as Scenario 5.2 for units setting up on Maps A & B

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area.

German Information:**Set Up:**

Use the setup as Scenario 5.2 for units setting up on Maps A & B

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area

Victory:

As per 4.0 for objectives in the playing area

5.10 Commonwealth Beaches

This scenario covers the Commonwealth Normandy campaign split east of the US 1st Army and British 2nd Army boundary along Port-en-Bessin to Caumont.

Playing Area: Maps C & D only

First Turn: 1

Last Turn: 22

Length: 22 Turns

Air Strikes: Roll as per 1.11 for Commonwealth only.

Activations:

Commonwealth: As per Command Point Chart

Germans: 50% of CPs listed on the Command Point Chart.

Allied Information:**Set Up:**

Use the setup as Scenario 5.1 for units setting up on Maps C & D

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area.

German Information:**Set Up:**

Use the setup as Scenario 5.1 for units setting up on Maps C & D

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area in addition to:

Turn Entry Area & Units

4 C29.35

30 Schn Bde (1/517, 2/517, 3/517, 1/518, 2/518, 3/518 Bcl Co) [6]

4 Remove

352 Inf Div: 915 Inf Rgt (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co) [4]

Victory:

As per 4.0 for objectives in the playing area

5.11 D+1 Commonwealth Beaches

This scenario covers the Commonwealth Normandy campaign split east of the US 1st Army and British 2nd Army boundary along Port-en-Bessin to Caumont after D-Day.

Playing Area: Maps C & D only

First Turn: 5

Last Turn: 22

Length: 18 Turns

Air Strikes: Roll as per 1.11 for Commonwealth only.

Activations:

Commonwealth: As per Command Point Chart

Germans: 50% of CPs listed on the Command Point Chart.

Allied Information:**Set Up:**

Use the setup as Scenario 5.2 for units setting up on Maps C & D

Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the Entries in the playing area.

German Information:**Set Up:**

Use the setup as Scenario 5.2 for units setting up on Maps C & D

Reinforcements:

Use the German Order of Arrival for those units that arrive at the Entries in the playing area.

Victory:

As per 4.0 for objectives in the playing area

5.12 Carentan

Brigadier General McAuliffe, who would later feature prominently in the battle for Bastogne, was tasked with taking Carentan with his 101st Airborne Division. In his way stood a motley group of German defenders organized around two battalions of FJR 6 under Von der Heyde. Historically, the Americans were successful in taking Carentan and then holding Carentan against a determined counterattack by the 17th SS Panzergrenadier Division, though not without reinforcements from 2nd Armored Division, sent to counter the StuG IIIs spearheading the counterattack.

Playing Area: Map A south of A36.XX and east of AXX.20 inclusive

First Turn: 11

Last Turn: 18

Length: 8 Turns

Special Rules: The “off-map” Naval CA unit in 44.01 may fire normally.

Supply Sources:

Allies: Trace from any hex along north edge of the playing area that is east of A37.21 (inclusive)

Germans: Trace as per 1.8

Air Strikes: Roll a 1d6 and halve the result rounding normally (i.e. up)

Activations: Both sides may activate all formations each turn.

Allied Information:

Set Up:

A36.20: 101 Abn Div: Div Troops (B/326 Glider Eng Co)

A36.19: 101 Abn Div: 502 PIR (G/3 (-1 step), H/3, I/3 Para Co)

A36.18: 101 Abn Div: Div Troops (377 Para Arty Bn)

A36.16: 101 Abn Div: Div Troops (F/81 Glider AA Co)

A35.19: 101 Abn Div: 502 PIR (D/2 (-1 step), E/2, F/2 Para Co)

A35.16: 101 Abn Div: Div Troops (D/81, E/81 Glider AA Co)

A35.14: Independent (65 Arm Arty Bn)

A35.13: 101 Abn Div: 501 PIR (D/2 (-1 step), E/2 (-1 step), F/2 (-1 step) Para Co)

A35.12: 101 Abn Div: 501 PIR (G/3 (-1 step), H/3 (-1 step), I/3 (-1 step) Para Co)

A35.11: 101 Abn Div: 501 PIR (A/1 (-1 step), B/1 (-1 step), C/1 (-1 step) Para Co)

A35.10: 101 Abn Div: Div Troops (907 Glider Arty Bn)

A34.18: 101 Abn Div: 502 PIR (A/1 (-1 step), B/1, C/1 Para Co)

A34.17: 101 Abn Div: Div Troops (A/81 Glider AT Co)

A34.14: 101 Abn Div: Div Troops (321 Glider Arty Bn)

A33.12: 101 Abn Div: 401 GIR (HQ/1 Glider Mtr Co)

A32.11: 101 Abn Div: 401 GIR (A/1 (-1 step), B/1 (-1 step), C/1 Glider Co)

A32.10: 101 Abn Div: Div Troops (C/326 Para Eng Co, C/81 Glider AT Co), 327 GIR (HQ/1 Glider Mtr Co)

A31.17: 101 Abn Div: 506 PIR (A/1 (-1 step), B/1 (-1 step), C/1 (-1 step) Para Co)

A31.16: 101 Abn Div: 506 PIR (D/2 (-1 step), E/2, F/2 (-1 step) Para Co)

A31.12: 101 Abn Div: 327 PIR (HQ/2 Glider Mtr Co)

A31.11: 101 Abn Div: 327 GIR (E/2, F/2, G/2 Glider Co)

A31.10: 101 Abn Div: 327 GIR (B/1, C/1 Glider Co)

A30.16: Independent (C/4 Arm Cav Co), 101 Abn Div: Div Troops (B/81 Glider AT Co), 506 PIR (I/3 Para Co)

A30.15: 746 Tk Bn (A Arm Co), 101 Abn Div: 506 PIR (G/3 (-1 step), H/3 Para Co)

A30.10: 70 Tk Bn (D Arm Co), 101 Abn Div: 327 GIR (AT Glider AT Co, A/1 Glider Co)

Off-map: TF A (Hwk+Ent CA)

Reinforcements:

Turn	Entry Area & Units
18*	A27.01

2 Arm Div: Div Troops (14 Arm Arty Bn) [1]

2 Arm Div: 67 Arm Rgt (A/1, D/1, H/1, B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]

2 Arm Div: 41 Arm Inf Rgt (G/3, H/3, I/3 Arm Inf Co) [3]

*This is the latest these units enter. If any unit of the 17 SS PG Div comes within 3 hexes of any Carentan City hex, these reinforcements appear the next turn as reinforcements.

German Information:

Set Up:

A31.09: 352 Inf Div: 914 Inf Rgt (7/II (-1 step) Inf Co)

A30.09: 352 Inf Div: 914 Inf Rgt (6/II (-1 step) Inf Co)

A30.08: 352 Inf Div: 914 Inf Rgt (8/II Mtr Co)

A30.07: 352 Inf Div: 914 Inf Rgt (13 IG Co)

A29.16: 91 Inf Div: 1058 Inf Rgt (9/III (-1 step) Inf Co)

A29.15: 91 Inf Div: 1058 Inf Rgt (10/III (-1 step) Inf Co)

A29.11: 635 Ost Bn (2, 3 Ost Co)

A29.10: 352 Inf Div: 914 Inf Rgt (5/II (-1 step) Inf Co)

A28.15: 6 LW FJ Rgt (5/II FJ Co)

A28.14: 6 LW FJ Rgt (7/II FJ Co)

A28.11: 635 Ost Bn (1 Ost Co)

A28.10: 635 Ost Bn (4 Mtr Co)

A27.17: 6 FJ Rgt (15 Abn Pio Co)

A27.16: 6 FJ Rgt (Aufk Bel Plt)

A27.15: 6 FJ Rgt (Fus FJ Plt)

A27.14: 6 FJ Rgt (9/III FJ Co)

A27.13: 6 FJ Rgt (11/III FJ Co)

A27.12: 6 FJ Rgt (14 Abn PJ Co)

A26.13: 6 FJ Rgt (12/III Abn Mtr Co)

A26.12: 6 FJ Rgt (10/III FJ Co)

A24.14: 91 Inf Div: 191 Arty Rgt (4/II, 8/III Arty Co)

Reinforcements:

Turn	Entry Area & Units
13*	G

17 SS PG Div: 37 SS PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co, 4/I, 8/II Mtr Co, 13 IG Co, 14 Flak Co, 15 Aufk Co, 16 Pio Co) [12]

17	G
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17 SS PG Div: 17 SS Pz Bn (1, 2, 3 StG Arm Co) [3]

* These 37 SS PG Rgt reinforcements may enter on Turn 13 at the earliest. On the German Reinforcement Phase, roll a 1d6: On a 1 or a 2, these reinforcements enter on Turn 13. For each succeeding turn, add 1 to the number needed for them to enter (so a 1-3 is necessary on Turn 14, a 1-4 on Turn 15 and a 1-5 on Turn 16). They automatically enter Turn 17 if they have not yet done so.

Victory:

The Allies win if they control both hexes of Carentan or if they eliminate four 6 LW FJ Rgt units by scenario end. The Germans win if they avoid these conditions.

Note: The Allied objective was obviously taking Carantan, as the German objective was to hold it. However, Von der Heydte actually pulled his paratroopers from Carentan on June 11. Thus 17 SS PG Div was forced to try to retake Carentan via counterattack, instead of reinforcing the town. The victory conditions force the German player to take the commander’s pull out into account.

Researcher's Note: The 37 SS PG Rgt arrived late to the Carentan area. Its historical entry date was moved back because it attacked the mis-dropped 82nd Airborne troops in Graignes (A13.14) and exacted revenge on prisoners and French civilians followed by burning down the town. Had they arrived even half a day sooner, it could have taken much longer for the Americans to take Carentan.

5.13 Cutting the Cotentin

This scenario shows the slow and bloody progress the US VIII Corps took to cut off the Cotentin Peninsula and drive north to Cherbourg.

Playing Area: Map A north of A37.XX inclusive

First Turn: 11

Last Turn: 22

Length: 12 Turns

Air Strikes: Roll a 1d6 and halve the result rounding normally (i.e. up)

Activations: Both sides may activate all formations each turn.

Allied Information:

Set Up:

A62.10: TF A (Tuscaloosa CA)

A59.09: TF A (Quincy CA)

A56.07: TF A (Nevada BB)

A58.25: 70 Tk Bn (A (-1 step) DD Arm Co), 4 Inf Div: 8 Inf Rgt (A/1 (-1 step) Inf Co)

A58.24: 4 Inf Div: Div Troops (A/4, B/4 Eng Co)

A58.23: 746 Tk Bn (B (-1 step) Arm Co), 4 Inf Div: 12 Inf Rgt (G/2 Inf Co)

A58.22: 4 Inf Div: 12 Inf Rgt (E/2 (-1 step), F/2 Inf Co)

A58.21: 4 Inf Div: 12 Inf Rgt (A/1 (-1 step), B/1, C/1 Inf Co)

A58.18: 899 TD Bn (C TD Co), 4 Inf Div: 22 Inf Rgt (C/1 Inf Co)

A58.17: 4 Inf Div: 22 Inf Rgt (A/1 (-1 step), B/1 Inf Co)

A58.13: 4 Inf Div: Div Troops: C/4 Eng Co)

A57.27: 4 Inf Div: 8 Inf Rgt (E/2 (-1 step), F/2, G/2 Inf Co)

A57.26: 746 Tk Bn (D Arm Co), 4 Inf Div: 8 Inf Rgt (B/1 (-1 step), C/1 Inf Co)

A57.25: 4 Inf Div: 8 Inf Rgt (D/1 Mtr Co)

A57.24: 4 Inf Div: 12 Inf Rgt (H/2 Mtr Co)

A57.22: 4 Inf Div: 12 Inf Rgt (D/1 Mtr Co)

A57.21: 70 Tk Bn (B (-1 step) Arm Co), 4 Inf Div: 22 Inf Rgt (I/3 (-1 step), L/3 Inf Co)

A57.20: 70 Tk Bn (C Arm Co), 4 Inf Div: 22 Inf Rgt (G/2 Inf Co)

A57.19: 4 Inf Div: 22 Inf Rgt (E/2 (-1 step), F/2 Inf Co)

A57.17: 4 Inf Div: 22 Inf Rgt (D/1 Mtr Co)

A56.27: 4 Inf Div: 8 Inf Rgt (I/3 (-1 step), K/3, L/3 Inf Co)

A56.26: 4 Inf Div: 8 Inf Rgt (M/3 Mtr Co)

A56.25: 4 Inf Div: 8 Inf Rgt (H/2 Mtr Co)

A56.22: Independent (87 Mtr Bn)

A56.20: 4 Inf Div: 22 Inf Rgt (M/3 Mtr Co)

A56.19: 4 Inf Div: 22 Inf Rgt (H/2 Mtr Co)

A55.28: 82 Abn Div: 505 PIR (B/1 (-1 step), C/1 (-1 step) Para Co)

A55.24: 4 Inf Div: 12 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)

A55.23: 4 Inf Div: 12 Inf Rgt (I/3 (-1 step), K/3 (-1 step) Inf Co)

A55.22: 899 TD Bn (A TD Co)

A55.20: 4 Inf Div: 22 Inf Rgt (Can Arty Co)

A55.16: 4 Inf Div: Div Troops (29 Arty Bn)

A55.12: 4 Inf Div: 22 Inf Rgt (AT AT Co, K/3 Inf Co)

A54.28: 82 Abn Div: 505 PIR (G/3 (-1 step), H/3 (-1 step), I/3 (-1 step) Para Co)

A54.25: 4 Inf Div: 8 Inf Rgt (AT AT Co, Can Arty Co)

A54.23: 4 Inf Div: 12 Inf Rgt (AT AT Co, Can Arty Co)

A54.21: 4 Inf Div: Div Troops (4 Arm Cav Co)

A54.17: Independent (87 Arm Arty Bn)

A53.29: 82 Abn Div: 505 PIR (D/2 (-1 step), E/2 (-1 step), F/2 (-1 step) Para Co)

A53.28: 82 Abn Div: 325 GIR (E/2, F/2 Glider Co)

A53.20: 4 Inf Div: Div Troops (44 Arm Arty Bn)

A52.25: 90 Inf Div: 359 Inf Rgt (A/1, B/1, C/1 Inf Co)

A52.21: 4 Inf Div: Div Troops (20 Arty Bn)

A51.25: 90 Inf Div: 359 Inf Rgt (D/1 Mtr Co)

A51.23: 4 Inf Div: Div Troops (42 Arm Arty Bn)

A49.25: 82 Abn Div: Div Troops (F/80 Glider AA Co)

A48.24: 82 Abn Div: Div Troops (D/80, E/80 Glider AA Co)

A47.27: 82 Abn Div: 507 PIR (E/2 (-1 step) Para Co)

A47.20: 90 Inf Div: 357 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)

A47.19: 90 Inf Div: 357 Inf Rgt (I/3 Inf Co, K/3 Inf Co)

A47.18: 90 Inf Div: 357 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)

A47.17: 90 Inf Div: 357 Inf Rgt (AT AT Co, Can Arty Co)

A47.15: 90 Inf Div: Div Troops (344 Arty Bn)

A46.28: 82 Abn Div: Div Troops (C/80 Glider AT Co), 507 PIR (H/3 (-1 step) Para Co)

A46.27: 82 Abn Div: 507 PIR (D/2 (-1 step), F/2 (-1 step) Para Co)

A46.23: 82 Abn Div: Div Troops (319 (-1 step) Glider Arty Bn)

A46.20: 90 Inf Div: 357 Inf Rgt (E/2, F/2 Inf Co)

A46.15: 90 Inf Div: Div Troops (915 Arty Bn)

A46.14: 90 Inf Div: Div Troops (345 Arty Bn)

A46.13: 90 Inf Div: Div Troops (A/315, B/315, C/315 Eng Co)

A45.28: 82 Abn Div: 325 GIR (A/1 (-1 step), B/1 (-1 step) Glider Co)

A45.27: 82 Abn Div: 325 GIR (HQ/1 Glider Mtr Co)

A45.26: Independent (B/4 Arm Cav Co)

A45.25: 82 Abn Div: 325 GIR (AT Glider AT Co, HQ/2 Glider Mtr Co)

A45.24: 82 Abn Div: 507 PIR (G/3 (-1 step) Para Co)

A45.22: 90 Inf Div: 357 Inf Rgt (A/1, B/1 Inf Co)

A45.21: 90 Inf Div: 357 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)

A45.19: 90 Inf Div: 359 Inf Rgt (AT AT Co, Can Arty Co)

A45.18: 90 Inf Div: Div Troops (90 Arm Cav Co)

A45.16: 90 Inf Div: Div Troops (343 Arty Bn)

A44.27: 746 Tk Bn (C (-1 step) Arm Co), 82 Abn Div: 325 GIR (C/1 Glider Co)

A44.23: 82 Abn Div: Div Troops (B/307 Para Eng Co)

A44.22: 82 Abn Div: Div Troops (456 Para Arty Bn)

A44.19: 90 Inf Div: 359 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)

A43.27: 82 Abn Div: 401 GIR (E/2 (-1 step), F/2, G/2 Glider Co)

A43.26: 82 Abn Div: 401 GIR (HQ/2 Glider Mtr Co)

A43.22: 90 Inf Div: 359 Inf Rgt (K/3, I/3 Inf Co)

A43.21: 90 Inf Div: 359 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)

A43.20: 90 Inf Div: 359 Inf Rgt (E/2, F/2 Inf Co)

A42.26: 82 Abn Div: 508 PIR (A/1 (-1 step), B/1 (-1 step) Para Co)
A41.26: 82 Abn Div: 508 PIR (C/1 (-1 step), F/2 (-1 step) Para Co)
A41.25: 82 Abn Div: 508 PIR (D/2 (-1 step), E/2 (-1 step) Para Co)
A41.24: 82 Abn Div: Div Troops (B/80 Glider AT Co), 508 PIR (G/3 (-1 step) Para Co)
A41.22: 90 Inf Div: 358 Inf Rgt (A/1, B/1 Inf Co)
A41.21: 90 Inf Div: 358 Inf Rgt (C/1 Inf Co, D/1 Mtr Co)
A41.20: 90 Inf Div: 358 Inf Rgt (E/2, F/2 Inf Co)
A41.19: 90 Inf Div: 358 Inf Rgt (G/2 Inf Co, H/2 Mtr Co)
A41.18: 90 Inf Div: 358 Inf Rgt (I/3, K/3 Inf Co)
A41.17: 90 Inf Div: 358 Inf Rgt (L/3 Inf Co, M/3 Mtr Co)
A41.16: 90 Inf Div: 358 Inf Rgt (AT AT Co, Can Arty Co)
A40.23: 82 Abn Div: Div Troops (A/80 Glider AT Co), 508 PIR (H/3 (-1 step) Para Co)
A39.23: 82 Abn Div: 507 PIR (B/1 (-1 step), C/1 (-1 step) Para Co)
A38.23: 82 Abn Div: 507 PIR (A/1 (-1 step) Para Co)

Reinforcements:

Turn **Entry Area & Units**
 12 Utah

899 TD Bn (B TD Co) [1]
 9 Inf Div: Div Troops (A/15, B/15, C/15 Eng Co, 34, 60 Arty Bn) [5]
 9 Inf Div: 39 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

14 Utah

9 Inf Div: Div Troops (26 Arty Bn) [1]
 9 Inf Div: 60 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

16 Utah

Independent (188, 951, 980 Arty Bn) [3]
 9 Inf Div: Div Troops (9 Arm Cav Co, 84 Arty Bn) [2]
 9 Inf Div: 47 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

18 Utah
 Independent (957, 981 Arty Bn) [2]
 801 TD Bn (A, B, C TD Co) [3]

20 Utah
 Independent (172 Arty Bn) [1]

German Information:

Set Up:
A62.27: 91 Inf Div: 191 Arty Rgt (5/II Arty Co)
A62.24: 709 Inf Div: 729 Inf Rgt (8/II Mtr Co)
A62.23: 243 Inf Div: 920 Inf Rgt (4/I Mtr Co)
A62.22: 243 Inf Div: 920 Inf Rgt (13 IG Co)
A62.21: 101 Werfer Rgt (II, III Werfer Bn)
A62.19: 1261 Coastal Arty Rgt (3 Coastal Arty Co)
A61.29: 243 Inf Div: 243 Arty Rgt (III Arty Bn)
A61.28: 709 Inf Div: 709 Pio Bn (3 Pio Co)
A61.27: 709 Inf Div: 709 Pio Bn (1, 2 Pio Co)
A61.26: 709 Inf Div: 729 Inf Rgt (5/II, 6/II Bcl Co)
A61.25: 709 Inf Div: 729 Inf Rgt (7/II Bcl Co)
A61.24: 243 Inf Div: 920 Inf Rgt (1/I, 2/I Inf Co)
A61.23: 243 Inf Div: 920 Inf Rgt (3/I Inf Co, 14 PJ Co)
A61.22: 243 Inf Div: 243 Pio Bn (1, 2 Pio Co)
A61.21: 243 Inf Div: 922 Inf Rgt (9/III Bcl Co)
A61.20: 101 Werfer Rgt (I Werfer Bn), 243 Inf Div: 922 Inf Rgt (12/III Mtr Co)
A60.32: Independent (457 Arty Bn)
A60.27: 91 Inf Div: 1058 Inf Rgt (5/II (-1 step), 6/II (-1 step) Inf Co)
A60.26: 91 Inf Div: 1058 Inf Rgt (1/I (-1 step), 2/I (-1 step) Inf Co)
A60.20: 243 Inf Div: 922 Inf Rgt (10/III, 11/III Bcl Co)
A60.19: 709 Inf Div: 739 Inf Rgt (11/III Inf Co)
A60.18: 709 Inf Div: 739 Inf Rgt (12/III Mtr Co)
A60.14: WN 14(2)
A59.33: Independent (456 Arty Bn)
A59.29: 709 Inf Div: 729 Inf Rgt (4/I Mtr Co)
A59.28: 709 Inf Div: 729 Inf Rgt (1/I Bcl Co, 2/I Inf Co)
A59.19: 709 Inf Div: 739 Inf Rgt (9/III (-1 step) Bcl Co, 10/III (-1 step) Inf Co)
A59.18: StP 135

A59.17: 709 Inf Div: 919 Inf Rgt (5/II (-1 step) Bcl Co, 6/II (-1 step) Inf Co)
A59.16: 709 Inf Div: 919 Inf Rgt (7/II (-1 step) Inf Co)
A59.15: 709 Inf Div: 919 Inf Rgt (9/III (-1 step) Bcl Co)
A59.14: 709 Inf Div: 919 Inf Rgt (10/III (-1 step) Bcl Co)
A58.29: 709 Inf Div: 729 Inf Rgt (12/III Mtr Co)
A58.28: 709 Inf Div: 729 Inf Rgt (3/I Inf Co, 11/III Inf Rgt)
A57.29: 709 Inf Div: 729 Inf Rgt (9/III Bcl Co, 10/III Inf Co)
A56.30: 243 Inf Div: 920 Inf Rgt (8/II Mtr Co)
A56.29: 243 Inf Div: 243 PJ Bn (1 (-1 step) Mdr Arm Co), 920 Inf Rgt (7/II Inf Co)
A56.12: StP 12
A55.31: 709 Inf Div: 739 Inf Rgt (14 PJ Co)
A55.30: 243 Inf Div: 243 PJ Bn (2 StG Arm Co), 920 Inf Rgt (6/II Inf Co)
A54.33: 709 Inf Div: 709 PJ Bn (3 Flak Co)
A54.30: 709 Inf Div: 920 Inf Rgt (5/II Inf Co)
A48.30: 243 Inf Div: 921 Inf Rgt (4/I Mtr Co)
A48.29: 243 Inf Div: 921 Inf Rgt (1/I Bcl Co)
A47.33: 91 Inf Div: 191 Arty Rgt (2/I Arty Co)
A47.31: 243 Inf Div: 921 Inf Rgt (14 PJ Co)
A47.30: 243 Inf Div: 921 Inf Rgt (2/I Bcl Co)
A46.33: 91 Inf Div: 191 Arty Rgt (1/I Arty Co)
A46.30: 243 Inf Div: 243 PJ Bn (3 Flak Co), 921 Inf Rgt (3/I Bcl Co)
A45.33: 91 Inf Div: 191 Arty Rgt (7/III Arty Co)
A45.31: 243 Inf Div: 921 Inf Rgt (12/III Mtr Co)
A45.30: 243 Inf Div: 921 Inf Rgt (9/III Bcl Co)
A44.30: 243 Inf Div: 921 Inf Rgt (13 IG Co)
A44.29: 243 Inf Div: 921 Inf Rgt (10/III Bcl Co)
A43.33: 91 Inf Div: 191 Arty Rgt (9/III Arty Co)
A43.30: 243 Inf Div: 921 Inf Rgt (11/III Inf Co)
A42.29: 91 Inf Div: 1057 Inf Rgt (8/II Mtr Co)
A42.28: 91 Inf Div: 1057 Inf Rgt (6/II (-1 step), 7/II (-1 step) Inf Co)
A41.28: 91 Inf Div: Div Troops (191 (-1 step) Bcl Co)
A40.28: 91 Inf Div: 1057 Inf Rgt (13 IG Co)

A40.27: 91 Inf Div: Div Troops (191 (-1 step) PJ Co), 191 Pio Bn (2 (-1 step) Pio Co)

A39.27: 91 Inf Div: 1057 Inf Rgt (14 PJ Co)

A38.26: 91 Inf Div: 1057 Inf Rgt (2/I (-1 step), 3/I (-1 step) Inf Co)

A38.25: 91 Inf Div: 1057 Inf Rgt (10/III (-1 step), 11/III (-1 step) Inf Co)

A37.26: 91 Inf Div: 1057 Inf Rgt (4/I Mtr Co)

Reinforcements:

Turn	Entry Area & Units
11	B

243 Inf Div: 921 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co) [4]

243 Inf Div: 922 Inf Rgt (1/I, 2/I, 3/I Bcl Co, 4/I Mtr Co) [4]

12	B
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243 Inf Div: 243 Arty Rgt (I Arty Bn) [1]

243 Inf Div: 922 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co) [4]

12	D
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243 Inf Div: 243 Arty Rgt (II Arty Bn) [1]

14	B
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77 Inf Div: 1049 Inf Rgt (1/I, 2/I, 3/I, Inf Co, 4/I Mtr Co) [4]

15	B
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902 StG Bn (1, 2, 3 StG Arm Co) [3]

77 Inf Div: 177 PJ Bn (1, 2 PJ Co) [2]

77 Inf Div: 177 Pio Bn (1, 2 Pio Co) [2]

77 Inf Div: 177 Arty Rgt (I, II Arty Bn, III '88' Bn) [3]

77 Inf Div: 1049 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 8/II, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [10]

77 Inf Div: 1050 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 8/II, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [10]

Victory:

As per 4.0 for objectives in the playing area

5.14 Canadian Crucible

TCS comes to SCS. This scenario ports over the map area, units, and timeframe closely from the TCS game.

Playing Area: Map C south of 31.xx and north of 23.xx inclusive, east of xx.10 inclusive

First Turn: German Player Turn 7 (there is no Allied Player Turn 7)

Last Turn: 12

Length: 5.5 Turns

Special Rules: The "off-map" artillery can fire anywhere in the play area, but needs normal spotting.

Supply Sources:

Allies: Trace from any hex along north edge of the playing area

Germans: Trace from any hex along the south edge of the playing area as well as any hex along the east edge of the playing area that is south of C27.01 (inclusive)

Air Strikes: Roll a 1d6 and halve the result rounding normally (i.e. up). In addition, on a roll of 6 the Canadian player receives the BB Rodney just for that turn.

Activations: Both sides may activate all formations each turn.

Allied Information:

Set Up:

C29.10: 3 CA Inf Div: 7 CA Inf Bde (A/RWR Inf Co)

C29.09: 3 CA Inf Div: 7 CA Inf Bde (B/RWR Inf Co (-1 step)), 62 BR AT Bn (246 AT Co)

C29.08: 3 CA Inf Div: 7 CA Inf Bde (C/RWR Inf Co, S/RWR Mtr Co)

C29.07: 3 CA Inf Div: 7 CA Inf Bde (D/RWR Inf Co)

C30.06: 3 CA Inf Div: Div Troops (D/CHLO Mtr Co)

C29.06: 3 CA Inf Div: 7 CA Inf Bde (A/RRR Inf Co), 3 CA Inf Div: Div Troops (94/3 AT Co)

C29.05: 3 CA Inf Div: 7 CA Inf Bde (B/RRR Inf Co, S/RRR Mtr Co)

C28.05: 3 CA Inf Div: 7 CA Inf Bde (D/RRR Inf Co (-1 step))

C26.05: 3 CA Inf Div: 7 CA Inf Bde (C/RRR Inf Co), 3 CA Inf Div: Div Troops (A/CHLO MG Co)

Off-map: CA Independent (19 Fld Arty Bn), 3 CA Inf Div: Div Troops (12 Fld, 13 Fld, 14 Fld Arm Arty Bn)

Reinforcements:

Turn	Entry Area & Units
8	A31.04

2 CA Arm Bde (A/1Hus (-1 step), B/1Hus, C/1 Arm Co, R/1Hus Arm Plt) [4]

8	A31.10
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3 CA Inf Div: 7 CA Inf Bde (A/ICS, B/1CS, C/1CS (-1 step), D/1CS Inf Co, S/1CS Mtr Co) [5]

10	A31.04
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3 CA Inf Div: 8 CA Inf Bde (A/QOR (-1 step), B/QOR (-1 step), C/QOR, D/QOR Inf Co, S/QOR Mtr Co) [5]

12	A31.04
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2 CA Arm Bde (A/FGH Arm Co), 3 CA Inf Div: Div Troops (B/CHLO MG Co) [2]

12	Off-map BR Independent (79 Med Arty Bn) [1]
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German Information:

Set Up:

None

Reinforcements:

Turn	Entry Area & Units
7	any along 23.xx

12 SS Pz Div: 12 SS Pz Rgt (1/I, 2/I, 3/I, 4/I SS Pz Co) [4]

12 SS Pz Div: 26 SS PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II SS Inf Co, 9/III, 10/III, 11/III, 15 SS PG Co, 4/I, 8/II SS Mtr Co, 12/III SS Arm Mtr Co, 13 SS IG Co, 14 SS Flak Co, 16 SS Pio Co) [16]

7	Off-map 12 SS Pz Div: 12 SS Arty Rgt (I SS Arm Arty Bn, II, III SS Arty Bn) [3]
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8	any along 23.xx
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12 SS Pz Div: 12 SS Pz Rgt (5/II, 6/II, 7/II, 8/II, 9/II SS Pz Co) [5]

12 SS Pz Div: 25 SS PG Rgt (9/III, 10/III, 11/III SS Inf Co, 12/III SS Mtr Co) [4]

11	any along 23.xx
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12 SS Pz Div: 12 SS Pio Bn (1 SS Arm Pio Co, 2, 3 SS Pio Co) [3]

Victory:

The Germans win if they control Norrey-en-Bessin, Bretteville-l'Orgueillsuse, and Putot-en-Bessin by the end of the scenario. Otherwise the Canadians win.

5.15 Villers Bocage

The action for this scenario is more encompassing than just the infamous one-sided fight in the town on June 13, 1944. After being trounced by the Germans, the 7th Armoured Division formed a defense "box" west of Villers-Bocage and withstood repeated German attacks and hence the victory conditions are to make it tough for both sides to claim a win.

Playing Area: Map C south of C24.XX and west of CXX.18 inclusive

First Turn: 17

Last Turn: 22

Length: 6 Turns

Special Rules: Commonwealth units cannot enter hexrow C1.XX. Any Commonwealth unit that does so involuntarily is removed from the game immediately. The "off-map" artillery can fire anywhere in the play area, but needs normal spotting.

101 SS Pz Bn (2 TGR Arm Co) cannot be eliminated. It can be reduced and retreats as a result of combat but can never be eliminated. If it has no legal retreat routes, it ignores retreat results. This, of course, represents Michael Wittman.

Supply Sources:

Allies: Trace from any hex along the north edge of the playing area

Germans: Trace as per 1.8 as well as any hex along the east edge of the playing area

Air Strikes: Roll a 1d6 and halve the result rounding normally (i.e. up)

Activations: Both sides may activate all formations each turn.

Allied Information:

Set Up:

- C24.30:** 56 BR Inf Bde (S/2Glos Mtr Co)
- C24.29:** 56 BR Inf Bde (C/2Glos Inf Co)
- C24.28:** 56 BR Inf Bde (D/2Glos Inf Co)
- C23.30:** 56 BR Inf Bde (B/2Glos Inf Co)
- C22.30:** 56 BR Inf Bde (A/2Glos Inf Co)
- C24.25:** 50 BR Inf Div: 231 BR Inf Bde (C/2Dev, D/2Dev Inf Co)

- C24.24:** 50 BR Inf Div: 231 BR Inf Bde (S/2Dev Mtr Co)
- C24.23:** 50 BR Inf Div: 231 BR Inf Bde (S/1Ham Mtr Co)
- C24.20:** 50 BR Inf Div: 151 BR Inf Bde (S/6DLI Mtr Co)
- C24.19:** 50 BR Inf Div: 151 BR Inf Bde (S/9DLI Mtr Co)
- C23.25:** 50 BR Inf Div: 231 BR Inf Bde (A/2Dev, B/2Dev Inf Co)
- C23.24:** 50 BR Inf Div: 231 BR Inf Bde (C/1Ham, D/1Ham Inf Co)
- C23.23:** 50 BR Inf Div: 231 BR Inf Bde (A/1Ham, B/1Ham Inf Co)
- C23.22:** 50 BR Inf Div: 151 BR Inf Bde (C/9DLI, D/9DLI Inf Co)
- C23.21:** 8 BR Arm Bde (A/4/7DG Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/9DLI Inf Co)
- C23.20:** 8 BR Arm Bde (C/4/7DG DD Arm Co, R/4/7DG Arm Plt), 50 BR Inf Div: 151 BR Inf Bde (B/9DLI Inf Co)
- C23.19:** 8 BR Arm Bde (B/4/7DG (-1 step) DD Arm Co), 50 BR Inf Div: 151 BR Inf Bde (A/6DLI, B/6DLI Inf Co)
- C23.18:** 50 BR Inf Div: 151 BR Inf Bde (C/6DLI, D/6DLI Inf Co)
- C19.32:** 7 BR Arm Div: Div Troops (4 Fld Arm Eng Co), 22 Arm Bde (S/1RB AT Co)
- C18.32:** 7 BR Arm Div: 22 BR Arm Bde (C/1RB, I/1RB Arm Inf Co)
- C17.33:** 7 BR Arm Div: 22 BR Arm Bde (C/5RTR Arm Co, R/5RTR Arm Plt)
- C16.33:** 7 BR Arm Div: 22 BR Arm Bde (A/5RTR, B/5RTR Arm Co)
- C15.33:** 7 BR Arm Div: Div Troops (260/65 AT Co), 131 BR Inf Bde (S/1/7Q Mtr Co)
- C14.33:** 7 BR Arm Div: 131 BR Inf Bde (C/1/7Q, D/1/7Q Inf Co)
- C13.33:** 7 BR Arm Div: 131 BR Inf Bde (A/1/7Q, B/1/7Q Inf Co)
- C12.33:** 7 BR Arm Div: Div Troops (5 RHA Arm Arty Bn), 22 BR Arm Bde (C/4CLY Arm Co)
- C11.33:** 7 BR Arm Div: 22 BR Arm Bde (B/4CLY Arm Co, R/4CLY Arm Plt)
- C11.31:** 7 BR Arm Div: Div Troops (B/8Hus Arm Co)
- C10.34:** 11 Hus BR Rec Bn (C Arm Car Co)
- C10.32:** 7 BR Arm Div: 22 BR Arm Bde (A/4CLY Arm Co, A/1RB Arm Inf Co)
- C10.31:** 7 BR Arm Div: Div Troops (A/8Hus Arm Co)

Off-map: BR Independent (7 Med, 64 Med, 52 Hvy Arty Bn)

Reinforcements:

Turn Entry Area & Units

18 C24.31

7 BR Arm Div: 131 BR Inf Bde (A/1/5Q, B/1/5Q, C/1/5Q, D/1/5Q Inf Co, S/1/5Q Mtr Co) [5]

19 C24.31

7 BR Arm Div: Div Troops (C/8Hus Arm Co, R/8Hus Arm Plt, 259/65 AT Co, 3 RHA Arty Bn) [4]

7 BR Arm Div: 22 BR Arm Bde (A/1RTR, B/1RTR, C/1RTR Arm Co, R/1RTR Arm Plt) [4]

7 BR Arm Div: 131 BR Inf Bde (A/1/6Q, B/1/6Q, C/1/6Q, D/1/6Q Inf Co, S/1/6Q Mtr Co) [5]

19 Off-map

US Independent (186 US Arty Bn)
ETF (Rodney BB)

German Information:

Set Up:

- C23.27:** Lehr Pz Div: L. Aufk Bn (1 Arm Cav Co)
- C23.26:** Lehr Pz Div: 902 PG Rgt (3/I PG Co)
- C22.25:** Lehr Pz Div: 902 PG Rgt (2/I PG Co)
- C22.24:** Lehr Pz Div: 902 PG Rgt (1/I PG Co)
- C22.23:** Lehr Pz Div: 902 PG Rgt (11 Arm Pio Co)
- C22.18:** Lehr Pz Div: 130 Pio Bn (1 Arm Pio Co)
- C21.26:** Lehr Pz Div: 902 PG Rgt (4/I Arm Mtr Co)
- C21.24:** Lehr Pz Div: 130 Pz Rgt (316 Fkl Arm Co)
- C21.23:** Lehr Pz Div: 902 PG Rgt (7/II PG Co)
- C21.22:** Lehr Pz Div: 902 PG Rgt (6/II PG Co)
- C21.21:** Lehr Pz Div: 902 PG Rgt (5/II PG Co)
- C21.20:** Lehr Pz Div: 130 Pio Bn (3 Arm Pio Co)
- C21.19:** Lehr Pz Div: 130 Pio Bn (2 Arm Pio Co)
- C20.28:** Lehr Pz Div: L. Aufk Bn (2 Arm Cav Co)
- C20.24:** Lehr Pz Div: 902 PG Rgt (10 Arm IG Co)
- C20.22:** Lehr Pz Div: 902 PG Rgt (8/II Arm Mtr Co)
- C20.21:** Lehr Pz Div: 6 Pz Rgt (3/I, 4/I Pz Co)
- C20.20:** Lehr Pz Div: 6 Pz Rgt (1/I, 2/I Pz Co)

C17.29: Lehr Pz Div: L. Aufk Bn (3 PG Co)

C15.29: Lehr Pz Div: L. Aufk Bn (5 Arm IG Co)

C13.30: Lehr Pz Div: L. Aufk Bn (4 PG Co)

C11.18: Lehr Pz Div: 130 Pz Rgt (5/II, 6/II Pz Co)

C10.30: Lehr Pz Div: Div Troops (Begleit Inf Co)

C5.18: 101 SS Pz Bn (2 TGR Arm Co)

C6.35: 2 Pz Div: 2 Aufk Bn (1 Arm Cav Co)

C2.32: 2 Pz Div: 2 Aufk Bn (2 Arm Cav Co, 3 PG Co)

C1.32: 2 Pz Div: 2 Aufk Bn (5 Arm IG Co)

C1.24: 2 Pz Div: 2 Aufk Bn (4 PG Co)

Reinforcements:

Turn Entry Area & Units
17 C6.18 or C11.18

101 SS Pz Bn (1 TGR Arm Co)

17 K

2 Pz Div: Div Troops (Begleit Inf Co) [1]

2 Pz Div: 38 PJ Bn (1, 2, 3 PJ Co) [3]

2 Pz Div: 273 Flak Bn (1, 2 '88' Co, 3, 4 Flak Co) [4]

2 Pz Div: 38 Pio Bn (1, 2 Pio Co, 3 Arm Pio Co) [3]

2 Pz Div: 74 Arty Rgt (II, III Arty Bn) [2]

2 Pz Div: 2 PG Rgt (1/I, 2/I, 3/I PG Co, 4/I Arm Mtr Co, 5/II, 6/II, 7/II Inf Co, 8/II Arm Mtr Co, 9 Arm IG Co, 10 Arm Pio Co) [10]

2 Pz Div: 304 PG Rgt (1/I, 2/I, 3/I PG Co, 4/I Arm Mtr Co, 5/II, 6/II, 7/II Inf Co, 8/II Arm Mtr Co, 9 Arm IG Co, 10 Arm Pio Co) [10]

Victory:

The Allies win if they control Villers-Bocage, la Senaudiere, and Lingèvres at the end of the scenario. The Germans win if there are no Allied units south of C5.XX (inclusive) at the end of the scenario. Any other result is a draw.

Abbreviations/Definitions

AA	Anti-Aircraft	Flot	Destroyer Flotilla
88	88mm AA/AT gun	Fro+Drg	HMS Frobisher and ORP Dragon (Polish)
Abn	Airborne	Fus	Fusilier
AG	Assault Gun (Sturmgeschütz)	G.Wald	Graf Waldersee
AGRA	Army Group Royal Artillery	GHo	Green Howards
AGRE	Army Group Royal Engineers	GIR	Glider Infantry Regiment
Ajx+Arg	HMS Ajax and HMS Argonaut	GL+Mo	George Leygues and Montcalm (Free French)
AL	Air Landing	Glos	Gloucester
Are+Dan	HMS Arethusa and HMS Danae	Gor	Gordon Highlanders
Arm	Armor	GP/Pilot	Glider Pilot
Art/Arty	Artillery	Greys	Royal Scots Greys
ASH	Argyll and Sutherland Highlanders	Grp	Group
Asslt	Assault	H or Hus	Hussars
AT	Anti-Tank	Halm	Hallamshire
Aufk	Aufklärung (Reconnaissance)	Ham	Hampshire
BB	Battleship	HLIC	Highland Light Infantry of Canada
Bcl	Bicycle	HQ	Headquarters
Bde	Brigade	Hwk+Ent	HMS Hawks and HMS Enterprise
Begleit	Escort	Inns Ct	Inns of Court
Bel+Gla	HMS Bellona and HMS Glasgow	IG	Infantry Gun
Blf+Dia	HMS Belfast and HMS Diadem	Inf	Infantry
Bn	Battalion	JgPz	JagdPanzer (Self-Propelled Anti-Tank)
BR	British	Kens	Princess Louise's Kensington
BW	Black Watch	KG	Kampfgruppe
CA	Canadian or Cruiser (ship)	KRRC	King's Royal Rifle Corps
Cav	Cavalry	KSB	King's Own Scottish Borderers
Ches	Cheshire	KS	King's Shropshire Light Infantry
CHLO	Cameron Highlanders of Ottawa	KY	King's Own Yorkshire Light Infantry
CL	Light Cruiser	Lan	Lancers: Queen's Royal Lancers
CLY	County of London Yeomanry (Sharpshooters)	Lin	Lincolnshire
Co	Company	LW	Luftwaffe
CS	Canadian Scottish Regiment	LZ	Landing Zone (for Gliders)
DD	Duplex Drive or Destroyer Division (DESDIV) or Destroyer	Mech	Mechanized
DE	Destroyer Escort	Med	Medium
Dev	Devonshire	Mdr	Marder (Self-Propelled Anti-Tank)
DG	Disorganized or Royal Dragoon Guards	MG	Machine Gun
Dgn	Dragoons	Mtc	Motorcycle
Div	Division	Mtr	Mortar
DLI	Durham Light Infantry	MX	Middlesex
Dor	Dorsetshire	na	Not Applicable
DW	Duke of Wellington	Nfk	Royal Norfolk
DY	Derbyshire Yeomanry	NSR	North Shore Regiment
DZ	Drop Zone (for Parachutes)	OB	Ox and Bucks Light Infantry
Emr+Orn	HMS Emerald and HMS Orion	Ost	East (Former Soviet Troops under German command)
Eng	Engineer	Para	Parachute
ERY	East Riding Yeomanry	PIR	Parachute Infantry Regiment
Erz	Ersatz (Replacement Troops)		
Esx	Essex Regiment		
ETF	Eastern Task Force		
EY	East Yorkshire Regiment		
FdS	Les Fusiliers de Sherbrooke		
FF	Free French		
FGH	Fort Garry Horse		
FJ	Fallschirmjäger (Paratroops)		
Fkl	Funklenk (Remote Controlled Vehicles)		
Flak	Fliegerabwehrkanone (Anti-Aircraft)		
Fld	Field		

PG	Panzergrenadier (Mechanized Infantry)
Pio	Pioneer (Engineers)
PJ	Panzerjäger (Anti-Tank)
Pk	Park
Plt	Platoon
Pz	Panzer (Tank)
Q	Queen's Royal Regiment
QC	Queen's Own Cameron Highlanders
QOR	Queen's Own Rifles of Canada
RA	Royal Artillery
RB	Rifle Brigade
RdC	Regiment de Chaudiere
R/Recce/Rec	Reconnaissance
Rgt	Regiment
RMAS	Royal Marine Armour Support
RN	Royal Navy (British Navy)
RRR	Regina Rifle Regiment
RSF	Royal Scots Fusiliers
RTR	Royal Tank Regiment
RUR	Royal Ulster Rifles
RWR	Royal Winnipeg Rifles
S	Support
Schn	Schnelle (literally "Fast" applied to Bicycle or Motorized Units)
SDG	Stormont, Dundas & Glengarry Highlanders
SH	Seaforth Highlanders
SL	South Lancashire Regiment
Sqdn	Squadron
SRY	Nottinghamshire (Sherwood Rangers) Yeomanry
SS	Waffen-SS (Schutzstaffel)
StG/StuG	Sturmgeschütz
StP	Stützpunkt (Strongpoint)
Suf	Suffolk
SWB	South Wales Borderers
SY	Staffordshire Yeomanry
TD	Tank Destroyer
TF	Task Force
TGR	Tiger Tank
Tk	Tank
TyS	Tyneside Scottish
War	Royal Warwickshire
WDgn	County of London Yeomanry (Westminster Dragoons)
WN	Widerstandsnest (Resistance Nest)
WTF	Western Task Force

Allied Order of Arrival

Entry Area & Units

Turn 1

101 Abn DZ A

101 Abn Div: Div Troops (377 Para Arty Bn) [1]

101 Abn Div: 502 PIR (A/1, B/1, C/1, D/2, E/2, F/2G/3, H/3, I/3 Para Co) [9]

101 Abn DZ C

101 Abn Div: 501 PIR (G/3, H/3, I/3 Para Co) [3]

101 Abn Div: 506 PIR (A/1, B/1, C/1, D/2, E/2, F/2 Para Co) [6]

101 Abn DZ D

101 Abn Div: Div Troops (C/326 Para Eng Co) [1]

101 Abn Div: 501 PIR (A/1, B/1, C/1, D/2, E/2, F/2 Para Co) [6]

101 Abn Div: 506 PIR (G/3, H/3, I/3 Para Co) [3]

82 Abn DZ N

82 Abn Div: Div Troops (B/307 Para Eng Co) [1]

82 Abn Div: 508 PIR (A/1, B/1, C/1, D/2, E/2, F/2G/3, H/3, I/3 Para Co) [9]

82 Abn DZ O

82 Abn Div: 505 PIR (A/1, B/1, C/1, D/2, E/2, F/2, G/3, H/3, I/3 Para Co) [9]

82 Abn DZ T

82 Abn Div: 507 PIR (A/1, B/1, C/1, D/2, E/2, F/2G/3, H/3, I/3 Para Co) [9]

6 Abn DZ K

6 BR Abn Div: 3 BR Para Bde (A/8, B/8, C/8 Para Co) [3]

6 Abn DZ N

6 BR Abn Div: 5 BR Para Bde (A/7, B/7, C/7, A/12, B/12, C/12, A/13, B/13, C/13 BR Para Co, 591 Para Eng Co) [10]

6 Abn DZ V

6 BR Abn Div: Div Troops (22 Ind Para Co) [1]

6 BR Abn Div: 3 BR Para Bde (A/9, B/9, C/9 Para Co, A/1, B/1, C/1 CA Para Co, 3 Para Eng Co) [7]

6 Abn LZ N

6 BR Abn Div: 3 BR Para Bde (3 AL Glider AT Co) [1]

6 BR Abn Div: 5 BR Para Bde (4 AL Glider AT Co) [1]

6 Abn LZ X & Y

6 BR AL Bde (D/2OB Glider Co) [1]

Wave 1:
Utah

Tare Green

70 Tk Bn (A DD Arm Co) [1]
4 Inf Div: 8 Inf Rgt (A/1, B/1, C/1 Inf Co, D/1 Mtr Co) [4]

Uncle Red

70 Tk Bn (B DD Arm Co, C Arm Co) [2]
4 Inf Div: 8 Inf Rgt (E/2, F/2, G/2 Inf Co, H/2 Mtr Co) [4]

Omaha

Dog Green

743 Tk Bn (B DD Arm Co) [1]
2 Ranger Bn (C Ranger Co) [1]
29 Inf Div: 116 Inf Rgt (A/1, B/1, C/1 Inf Co, D/1 Mtr Co) [4]

Dog White

743 Tk Bn (C DD Arm Co) [1]
29 Inf Div: 116 Inf Rgt (G/2 Inf Co) [1]

Dog Red

743 Tk Bn (A Arm Co) [1]
29 Inf Div: 116 Inf Rgt (F/2 Inf Co) [1]

Easy Green

29 Inf Div: 116 Inf Rgt (E/2 Inf Co, H/2 Mtr Co) [2]

Easy Red

741 Tk Bn (A Arm Co, B DD Arm Co) [2]
1 Inf Div: 16 Inf Rgt (E/2, F/2, G/2 Inf Co, H/2 Mtr Co) [4]

Fox Green

741 Tk Bn (C DD Arm Co) [1]
1 Inf Div: 16 Inf Rgt (I/3, K/3, L/3 Inf Co, M/3 Mtr Co) [4]

Gold

Jig Green

RMAS RM Arm Rgt (1/1 RM AG Arm Co) [1]
1 BR Assault Bde (82/6 AVRE Arm Co) [1]
8 BR Arm Bde (B/SRY DD Arm Co) [1]
50 BR Inf Div: 231 BR Inf Bde (A/1Ham, B/1Ham, C/1Ham, D/1Ham Inf Co, S/1Ham Mtr Co) [5]

Jig Red

30 BR Arm Bde (B/WDgn Crab Arm Co) [1]
8 BR Arm Bde (C/SRY DD Arm Co) [1]
50 BR Inf Div: 231 BR Inf Bde (A/1Dor, B/1Dor, C/1Dor, D/1Dor Inf Co, S/1Dor Mtr Co) [5]

King Green

RMAS RM Arm Rgt (2/1 RM AG Arm Co) [1]
1 BR Assault Bde (81/6 AVRE Arm Co) [1]
8 BR Arm Bde (C/4/7DG DD Arm Co) [1]
50 BR Inf Div: 69 BR Inf Bde (A/6GHo, B/6GHo, C/6GHo, D/6GHo Inf Co, S/6GHo Mtr Co) [5]

King Red

82 Abn 30 BR Arm Bde (C/WDgn Crab Arm Co) [1]
8 BR Arm Bde (B/4/7DG DD Arm Co) [1]
50 BR Inf Div: 69 BR Inf Bde (A/5EY, B/5EY, C/5EY, D/5EY Inf Co, S/5EY Mtr Co) [5]

Juno

Mike Green

3 CA Inf Div: 7 CA Inf Bde (C/ICS Inf Co) [1]
Inns Ct BR Recon Bn (C Arm Car Co) [1]

Mike Red

30 BR Arm Bde (B/22Dgn BR Crab Arm Co) [1]
2 CA Arm Bde (A/1Hus DD Arm Co) [1]
3 CA Inf Div: 7 CA Inf Bde (A/RWR, B/RWR, C/RWR, D/RWR Inf Co, S/RWR Mtr Co) [5]

Nan Green

1 BR Assault Bde (26/5 AVRE Arm Co) [1]
RMAS RM Arm Rgt (3/2 RM AG Arm Co) [1]
2 CA Arm Bde (B/1Hus DD Arm Co) [1]
3 CA Inf Div: 7 CA Inf Bde (A/RRR, B/RRR, C/RRR, D/RRR Inf Co, S/RRR Mtr Co) [5]

Nan White

RMAS RM Arm Rgt (4/2 RM AG Arm Co) [1]
2 CA Arm Bde (B/FGH DD Arm Co) [1]
3 CA Inf Div: 8 CA Inf Bde (A/QOR, B/QOR, C/QOR, D/QOR Inf Co, S/QOR Mtr Co) [5]

Nan Red

1 BR Assault Bde (80/5 BR AVRE Arm Co) [1]
2 CA Arm Bde (C/FGH DD Arm Co) [1]
3 CA Inf Div: 8 CA Inf Bde (A/NSR, B/NSR, C/NSR, D/NSR Inf Co, S/NSR Mtr Co) [5]

Sword

Queen White

RMAS RM Arm Rgt (5 RM AG Arm Co) [1]
1 BR Assault Bde (79/5 AVRE Arm Co) [1]
30 BR Arm Bde (C/22Dgn Crab Arm Co) [1]
27 BR Arm Bde (B/13/18H DD Arm Co) [1]
3 BR Inf Div: 8 BR Inf Bde (A/1SL, B/1SL, C/1SL, D/1SL Inf Co, S/1SL Mtr Co) [5]

Queen Red

1 BR Assault Bde (77/5 AVRE Arm Co) [1]
 30 BR Arm Bde (A/22Dgn Crab Arm Co) [1]
 27 BR Arm Bde (A/13/18H DD Arm Co) [1]
 3 BR Inf Div: 8 BR Inf Bde (A/2EY, B/2EY, C/2EY, D/2EY Inf Co, S/2EY Mtr Co) [5]
 1 BR Cmdo Bde: No. 4 BR Cmdo Bn (A, B, C, D, E Cmdo Co, F Mtr Co) [6]
 1 BR Cmdo Bde: No. 10 BR Cmdo Bn (1, 8 Cmdo Co) [2]

Turn 2

A48.02 TF U (DD119/60 DD) [1]
 B62.07 TF O (DD33/17 DD) [1]
 B61.05 TF O (DD19/10 DD) [1]
 B61.03 TF O (15 Flot DD) [1]

**Wave 2:
Utah**

Tare Green

Independent (87 Chem Mtr Bn) [1]
 4 Inf Div: 22 Inf Rgt (I/3, K/3, L/3 Inf Co, M/3 Mtr Co) [4]

Uncle Red

4 Inf Div: 8 Inf Rgt (AT AT Co, Can Arty Co, I/3, K/3, L/3 Inf Co, M/3 Mtr Co) [6]

Omaha

Pointe du Hoc

2 Ranger Bn (D, E, F Ranger Co) [3]

Dog Green

2 Ranger Bn (A, B Ranger Co) [2]
 5 Ranger Bn (A, B, C, D, E, F Ranger Co) [6]
 29 Inf Div: 116 Inf Rgt (Can Arty Co) [1]

Dog White

Independent (58 Arm Arty Bn) [1]
 29 Inf Div: Div Troops (B/121 Eng Co) [1]
 29 Inf Div: 116 Inf Rgt (K/3 Inf Co) [1]

Dog Red

Independent (81 Chem Mtr Bn) [1]
 29 Inf Div: 116 Inf Rgt (AT AT Co, I/3 Inf Co, M/3 Mtr Co) [3]

Easy Green

29 Inf Div: Div Troops (C/121 Eng Co, 111 Arty Bn) [2]
 29 Inf Div: 116 Inf Rgt (L/3 Inf Co) [1]

Easy Red

1 Inf Div: Div Troops (A/1, C/1 Eng Co, 7 Arty Bn) [3]
 1 Inf Div: 16 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1 Inf Co, D/1 Mtr Co) [6]

Fox Green

Independent (62 Arm Arty Bn) [1]

Gold

Jig Green

8 BR Arm Bde (A/SRY Arm Co, R/SRY Arm Plt) [2]
 50 BR Inf Div: Div Troops (C/2Ches MG Co, 288/102 AT Co) [2]
 4 BR Cmdo Bde: No. 47 RM Cmdo Bn (A, B, Q, X, Y Cmdo Co, S Mtr Co) [6]

Jig Red

BR Independent (147 Fld Arty Bn) [1]
 50 BR Inf Div: Div Troops (295 Fld Eng Co, 90 Fld Arty Bn) [2]
 50 BR Inf Div: 231 BR Inf Bde (A/2Dev, B/2Dev, C/2Dev, D/2Dev Inf Co, S/2Dev Mtr Co) [5]

King Green

50 BR Inf Div: 69 BR Inf Bde (A/7GHO, B/7GHO, C/7GHO, D/7GHO Inf Co, S/7GHO Mtr Co) [5]

King Red

BR Independent (86 Fld Arty Bn) [1]
 8 BR Arm Bde (A/4/7DG Arm Co, R/4/7DG Arm Plt) [2]
 50 BR Inf Div: Div Troops (233 Fld Eng Co, B/2Ches MG Co, 99/102 AT Co) [3]

Juno

Mike Red

3 CA Inf Div: Div Troops (A/CHLO MG Co, 12 Fld, 13 Fld Arty Bn, 6 Fld Eng Co) [4]

Nan Green

2 CA Arm Bde (C/1Hus Arm Co, R/1Hus Arm Plt) [2]
 3 CA Inf Div: 7 CA Inf Bde (A/1CS, B/1CS, D/1CS Inf Co, S/1CS Mtr Co) [5]

Nan White

CA Independent (19 Fld Arty Bn) [1]
 2 CA Arm Bde (A/FGH Arm Co, R/FGH Arm Plt) [2]
 3 CA Inf Div: Div Troops (16 Fld Eng Co) [1]
 3 CA Inf Div: 8 CA Inf Bde (A/RdC, B/RdC, C/RdC, D/RdC Inf Co, S/RdC Mtr Co) [5]

Nan Red

4 BR Cmdo Bde: No. 48 RM Cmdo Bn (A, B, X, Y, Z Cmdo Co, S Mtr Co) [6]
 3 CA Inf Div: Div Troops (B/CHLO MG Co, 105/3 AT Co, 14 Fld Arty Bn) [3]

Sword

Queen White

27 BR Arm Bde (C/13/18 Arm Co, R/13/18 Arm Plt) [2]
 4 BR Cmnd Bde: No. 41 RM Cmnd Bn (A, B, P, X, Y Cmnd Co, S Mtr Co) [6]
 1 BR Cmnd Bde: No. 45 RM Cmnd Bn (A, B, C, D, E Cmnd Co, F Mtr Co) [6]
 3 BR Inf Div: Div Troops (246 Fld Eng Co, A/2MX MG Co, 67/20 AT Co, 76 Fld Arty Bn) [4]

Queen Red

1 BR Cmnd Bde: No. 3 BR Cmnd Bn (1, 2, 3, 4, 5 Cmnd Co, 6 Mtr Co) [6]
 1 BR Cmnd Bde: No. 6 BR Cmnd Bn (1, 2, 3, 4, 5 Cmnd Co, 6 Mtr Co) [6]
 3 BR Inf Div: Div Troops (33 Fld Arty Bn) [1]
 3 BR Inf Div: 8 BR Inf Bde (A/1Suf, B/1Suf, C/1Suf, D/1Suf Inf Co, S/1Suf Mtr Co) [5]

Turn 3
Wave 3:
Utah

Tare Green

4 Inf Div: Div Troops (29, 44 Arm Arty Bn) [2]
 4 Inf Div: 12 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1 Inf Co, D/1 Mtr Co) [6]
 4 Inf Div: 22 Inf Rgt (A/1, B/1, C/1 Inf Co, D/1 Mtr Co) [4]

Uncle Red

Independent (65 Arm Arty Bn) [1]
 4 Inf Div: Div Troops (42 Arm Arty Bn) [1]
 4 Inf Div: 12 Inf Rgt (E/2, F/2, G/2 Inf Co, H/2 Mtr Co) [4]
 4 Inf Div: 22 Inf Rgt (AT AT Co, Can Arty Co, E/2, F/2, G/2 Inf Co, H/2 Mtr Co) [6]

Omaha

Dog Red

29 Inf Div: 115 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Easy Red

1 Inf Div: Div Troops (B/1 Eng Co) [1]
 1 Inf Div: 18 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Gold

Jig Green

56 BR Inf Bde (A/2SWB, B/2SWB, C/2SWB, D/2SWB, A/2Glos, B/2Glos, C/2Glos, D/2Glos, A/2Esx, B/2Esx, C/2Esx, D/2Esx Inf Co, S/2SWB, S/2Glos, S/2Esx Mtr Co) [15]

King Green

50 BR Inf Div: 151 BR Inf Bde (A/6DLI, B/6DLI, C/6DLI, D/6DLI, A/8DLI, B/8DLI, C/8DLI, D/8DLI, A/9DLI, B/9DLI, C/9DLI, D/9DLI Inf Co, S/6DLI, S/8DLI, S/9DLI Mtr Co) [15]

King Red

50 BR Inf Div: Div Troops (A/2Ches MG Co, D/2Ches Mtr Co) [2]

Juno

Nan White

2 CA Arm Bde (A/FdS, B/FdS, C/FdS Arm Co, R/FdS Arm Plt) [4]
 3 CA Inf Div: Div Troops (18 Fld Eng Co, C/CHLO MG Co, D/CHLO Mtr Co) [3]

Nan Red

3 CA Inf Div: 9 CA Inf Bde (A/HLIC, B/HLIC, C/HLIC, D/HLIC, A/SDG, B/SDG, C/SDG, D/SDG, A/NNS, B/NNS, C/NNS, D/NNS Inf Co, S/HLIC, S/SDG, S/NNS Mtr Co) [15]

Sword

Queen White

30 BR Arm Bde (A/WDgn Crab Arm Co) [1]
 3 BR Inf Div: Div Troops (253 Fld Eng Co, B/2MX MG Co, 7 Fld Arty Bn) [3]
 3 BR Inf Div: 185 BR Inf Bde (A/2War, B/2War, C/2War, D/2War Inf Co, S/2War Mtr Co) [5]

Queen Red

27 BR Arm Bde (A/SY, B/SY, C/SY Arm Co, R/SY Arm Plt) [4]
 3 BR Inf Div: 185 BR Inf Bde (A/1Nfk, B/1Nfk, C/1Nfk, D/1Nfk, W/2KS, X/2KS, Y/2KS, Z/2KS Inf Co, S/1Nfk, S/2KS Mtr Co) [10]

Turn 4

101 Abn LZ E

101 Abn Div: Div Troops (A/81, B/81 Glider AT Co) [2]

82 Abn LZ O

82 Abn Div: Div Troops (A/80, B/80 Glider AT Co) [2]

82 Abn LZ W

82 Abn Div: Div Troops (C/80 Glider AT Co, 319, 320 Glider Arty Bn) [3]

6 Abn LZ N

6 BR Abn Div: Div Troops (A/6Rec Glider Arm Co, B/6Rec Glider Arm Car Co, R/6Rec Glider Mtr Co) [3]
 6 BR Abn Div: GP BR Pilot Rgt (C/2, E/2, F/2 Pilot Co) [3]
 6 BR Abn Div: 6 BR AL (A/1RUR, B/1RUR, C/1RUR, D/1RUR Glider Co, F/1RUR Glider Mtr Co) [5]

6 Abn LZ W

6 BR Abn Div: GP BR Pilot Rgt (A/1, B/1, D/1, G/1 Pilot Co) [4]
 6 BR Abn Div: 6 BR AL Bde (A/12Dev, A/2OB, B/2OB, C/2OB Glider Co, H/2OB Glider Mtr Co) [5]

Utah

70 Tk Bn (D Arm Co) [1]
 746 Tk Bn (A, B Arm Co) [2]
 899 TD Bn (A, C TD Co) [2]
 Independent (B/4 Arm Cav Co) [1]
 4 Inf Div: Div Troops (4 Arm Cav Co, A/4, B/4, C/4 Eng Co) [4]
 4 Inf Div: 12 Inf Rgt (I/3, K/3, L/3 Inf Co, M/3 Mtr Co) [4]
 90 Inf Div: 359 Inf Rgt (A/1, B/1, C/1, I/3, K/3, L/3 Inf Co, D/1, M/3 Mtr Co) [8]
 82 Abn Div: 401 GIR (F/2 Glider Co) [1]
 101 Abn Div: Div Troops (C/81 Glider AT Co) [1]
 101 Abn Div: 401 GIR (A/1, B/1, C/1 Glider Co, HQ/1 Mtr Co) [4]

Omaha

745 Tk Bn (A, B, C, D Arm Co) [4]
 747 Tk Bn (A, B, C, D Arm Co) [4]
 1 Inf Div: 26 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]
 29 Inf Div: Div Troops (A/121 Eng Co) [1]

Gold

8 BR Arm Bde (A/24Lan, B/24Lan, C/24Lan Arm Co, R/24Lan Arm Plt) [4]
 73 BR AT Bn (198, 234 AT Co) [2]
 50 BR Inf Div: Div Troops (505 Fld Eng Co, A/61, B/61, C/61 Arm Cav Co, 107/102, 289/102 AT Co, 74, 124 Fld Arty Bn) [8]

Juno

62 BR AT Bn (248 AT Co) [1]
 3 CA Inf Div: Div Troops (4/3, 52/3, 94/3 AT Co, A/7Rec, B/7Rec, C/7Rec Arm Car Co) [6]
 51 Inf Div: 153 BR Inf Bde (A/5BW, B/5BW, C/5BW, D/5BW, A/1Gor, B/1Gor, C/1Gor, D/1Gor, A/5/7Gor, B/5/7Gor, C/5/7Gor, D/5/7Gor Inf Co, S/5BW, S/1Gor, S/5/7Gor Mtr Co) [15]

Sword

27 BR Arm Bde (A/1ERY, B/1ERY, C/1ERY Arm Co, R/1ERY Arm Plt) [4]
 3 BR Inf Div: Div Troops (17 Fld Eng Co, C/2MX MG Co, D/2MX Mtr Co, 41/20, 45/20, 101/20 AT Co, A/3Rec, B/3Rec, C/3Rec Arm Car Co) [9]
 3 BR Inf Div: 9 BR Inf Bde (A/2Lin, B/2Lin, C/2Lin, D/2Lin, A/1KSB, B/1KSB, C/1KSB, D/1KSB, A/2RUR, B/2RUR, C/2RUR, D/2RUR Inf Co, S/2Lin, S/1KSB, S/2RUR Mtr Co) [15]

Turn 5

Remove

30 BR Arm Bde (A/22Dgn, B/22Dgn, C/22Dgn, A/WDgn, B/WDgn, C/WDgn Crab Arm Co) [6]

D57.27 ETF (Rodney BB)

82 Abn LZ W

82 Abn Div: Div Troops (A/307 Glider Eng Co) [1]
 82 Abn Div: 325 GIR (AT Glider AT Co, A/1, B/1, C/1, E/2, F/2, G/2 Glider Co, HQ/1, HQ/2 Mtr Co) [9]
 82 Abn Div: 401 GIR (E/2, G/2 Glider Co, HQ/2 Mtr Co) [3]

Utah

746 Tk Bn (D Arm Co) [1]
 4 Inf Div: Div Troops (20 Arty Bn) [1]
 90 Inf Div: Div Troops (C/315 Eng Co) [1]
 90 Inf Div: 359 Inf Rgt (AT AT Co, Can Arty Co, E/2, F/2, G/2 Inf Co, H/2 Mtr Co) [6]
 101 Abn Div: 327 GIR (AT/327 Glider AT Co, A/1, B/1, C/1, E/2, F/2, G/2 Glider Co, HQ/1, HQ/2 Mtr Co) [9]

Omaha

635 TD Bn (A, B, C TD Co) [3]
 1 Inf Div: Div Troops (32, 33 Arty Bn) [2]
 29 Inf Div: Div Troops (110, 224 Arty Bn) [2]
 29 Inf Div: 175 Inf (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, L/3 K/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Gold

BR Independent (191 Fld Arty Bn) [1]
 73 BR AT Bn (189, 196 AT Co) [2]

Juno

BR Independent (53 Med, 6 Fld Arty Bn) [2]
 4 BR Cmdo Bde: No. 46 RM Cmdo Bn (A, B, X, Y, Z Cmdo Co, S Mtr Co) [6]
 62 BR AT Bn (246, 247 AT Co) [2]

Sword

BR Independent (79 Med Arty Bn) [1]
6 BR Abn Div: 6 BR AL Bde (B/12Dev, C/12Dev, D/12Dev
Glider Co, S/12Dev Glider Mtr Co, 249 Fld Glider Eng Co) [5]

**Turn 6
Utah**

101 Abn Div: Div Troops (D/81, E/81, F/81 Glider AA Co,
A/326, B/326 Glider Eng Co, 321, 907 Glider Arty Bn) [7]

Omaha

2 Inf Div: Div Troops (15, 38 Arty Bn) [2]
2 Inf Div: 9 Inf Rgt (A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3
Inf Co) [9]
2 Inf Div: 38 Inf Rgt (A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3
Inf Co) [9]

Gold

US/BR Independent (987 US Arm Arty Bn) [1]
BR Independent (65 Med, 84 Med Arty Bn) [2]
7 BR Arm Div: Div Troops (5 RHA Arm Arty Bn, 260/65 AT
Co) [2]
7 BR Arm Div: 22 BR Arm Bde (A/4CLY, B/4CLY, C/4CLY,
A/1RTR, B/1RTR, C/1RTR, A/5RTR, B/5RTR, C/5RTR Arm
Co, R/4CLY, R/1RTR, R/5RTR Arm Plt) [12]

Juno

BR Independent (51 Hvy, 7 Med Arty Bn) [2]

Sword

BR Independent (68 Med Arty Bn) [1]
4 BR Arm Bde (A/Greys, B/Greys, C/Greys, A/3CLY, B/3CLY,
C/3CLY Arm Co, R/Greys, R/3CLY Arm Plt) [8]

**Turn 8
Utah**

746 Tk Bn (C Arm Co) [1]
90 Inf Div: Div Troops (A/315, B/315 Eng Co) [2]
90 Inf Div: 357 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1,
E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]
90 Inf Div: 358 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1,
E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]
82 Abn Div: Div Troops (D/80, E/80, F/80 Glider AA Co, 456
Para Arty Bn) [4]

Omaha

Independent (187, 190, 200 Arty Bn) [3]
102 Cav Grp (A/102, B/102, C/102 Arm Cav, E/102 AG Arm
Co, F/102 Arm Co) [5]
1 Inf Div: Div Troops (1 Arm Cav Co, 5 Arty Bn) [2]
29 Inf Div: Div Troops (29 Arm Cav Co, 227 Arty Bn) [2]

Gold

7 BR Arm Div: 22 Arm Bde (A/1RB, C/1RB, I/1RB Arm Inf
Co, S/1RB AT Co) [4]

Juno

BR Independent (150 Fld Arty Bn) [1]
62 BR AT Bn (245 AT Co) [1]
51 Inf Div: 152 Inf Bde (A/2SH, B/2SH, C/2SH, D/2SH, A/5SH,
B/5SH, C/5SH, D/5SH, A/5QC, B/5QC, C/5QC, D/5QC Inf Co,
S/2SH, S/5SH, S/5QC Mtr Co) [15]

**Turn 10
Utah**

Independent (87 Arm Arty Bn, C/4 Arm Cav Co) [2]
90 Inf Div: Div Troops (90 Arm Cav Co, 343, 344, 345, 915
Arty Bn) [5]

Omaha

Independent (186 Arty Bn) [1]
2 Inf Div: Div Troops (A/2, B/2, C/2 Eng Co, 37 Arty Bn) [4]
2 Inf Div: 9 Inf Rgt (AT AT Co, Can Arty Co, D/1, H/2, M/3 Mtr
Co) [5]
2 Inf Div: 23 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1,
E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]
2 Inf Div: 38 Inf (AT AT Co, Can Arty Co, D/1, H/2, M/3 Mtr
Co) [5]

Gold

BR Independent (52 Hvy, 64 Med, 121 Med Arty Bn) [3]

Juno

BR Independent (4 RHA Arty Bn) [1]
11 Hus BR Rec Bn (A, B, C, D Arm Car Co) [4]

Sword

4 BR Arm Bde (A/44RTR, B/44RTR, C/44RTR Arm Co,
R/44RTR Arm Plt, A/2KRRC, B/2KRRC, C/2KRRC Arm Inf
Co, S/2KRRC AT Co) [8]

Turn 11

C58.02 ETF (Nelson BB) [1]

**Turn 12
Utah**

899 TD Bn (B TD Co) [1]
9 Inf Div: Div Troops (A/15, B/15, C/15 Eng Co, 34, 60 Arty
Bn) [5]
9 Inf Div: 39 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1,
E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Omaha

Independent (953 Arty Bn) [1]
 2 Inf Div: Div Troops (2 Arm Cav Co, 12 Arty Bn) [2]
 2 Arm Div: Div Troops (A/82, B/82, C/82, D/82 Arm Cav Co, E/82 AG Arm Co, F/82 Arm Co) [6]

Gold

7 BR Arm Div: Div Troops (A/8Hus, B/8Hus, C/8Hus Arm Co, R/8Hus Arm Plt) [4]
 7 BR Arm Div: 131 BR Inf Bde (A/1/7Q, B/1/7Q, C/1/7Q, D/1/7Q Inf Co, S/1/7Q Mtr Co) [5]
 49 BR Inf Div: 146 Inf (A/4Lin, B/4Lin, C/4Lin, D/4Lin, A/1/4KYLI, B/1/4KYLI, C/1/4KYLI, D/1/4KYLI, A/Halm, B/Halm, C/Halm, D/Halm Inf Co, S/4Lin, S/1/4KYLI, S/Halm Mtr Co) [15]

Juno

51 BR Inf Div: Div Troops (274 Fld, 275 Fld, 276 Fld Eng Co, A/1/7MX, B/1/7MX, C/1/7MX MG Co, D/1/7MX Mtr Co, 241/61, 242/61, 243/61, 244/61 AT Co, A/DY, B/DY, C/DY Arm Cav Co, 126 Fld, 127 Fld, 128 Fld Arty Bn) [17]
 51 BR Inf Div: 154 BR Inf Bde (A/1BW, B/1BW, C/1BW, D/1BW, A/7BW, B/7BW, C/7BW, D/7BW, A/7ASH, B/7ASH, C/7ASH, D/7ASH Inf Co, S/1BW, S/7BW, S/7ASH Mtr Co) [15]

Turn 14 Utah

9 Inf Div: Div Troops (26 Arty Bn) [1]
 9 Inf Div: 60 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Omaha

702 TD Bn (A, B, C TD Co) [3]
 2 Arm Div: Div Troops (A/17, B/17, C/17 Arm Eng Co, 14, 78, 92 Arm Arty Bn) [6]
 2 Arm Div: 66 Arm Rgt (C/1, F/1, I/1, A/2, D/2, E/2, B/3, G/3, H/3 Arm Co) [9]
 2 Arm Div: 67 Arm Rgt (A/1, D/1, H/1, B/2, E/2, F/2, C/3, G/3, I/3 Arm Co) [9]

Gold

7 BR Arm Div: 131 BR Inf Bde (A/1/5Q, B/1/5Q, C/1/5Q, D/1/5Q, A/1/6Q, B/1/6Q, C/1/6Q, D/1/6Q Inf Co, S/1/5Q, S/1/6Q Mtr Co) [10]

Turn 16 Utah

Independent (188, 951, 980 Arty Bn) [3]
 9 Inf Div: Div Troops (9 Arm Cav Co, 84 Arty Bn) [2]
 9 Inf Div: 47 Inf Rgt (AT AT Co, Can Arty Co, A/1, B/1, C/1, E/2, F/2, G/2, I/3, K/3, L/3 Inf Co, D/1, H/2, M/3 Mtr Co) [14]

Omaha

741 Tk Bn (D Arm Co) [1]
 743 Tk Bn (D Arm Co) [1]
 102 Cav Grp (A/38, B/38, C/38 Arm Cav Co, E/38 AG Arm Co, F/38 Arm Co) [5]
 2 Arm Div: 41 Arm Inf Rgt (A/1, B/1, C/1, D/2, E/2, F/2, G/3, H/3, I/3 Arm Inf Co) [9]

Gold

7 BR Arm Div: Div Troops (4 Fld, 621 Fld Arm Eng Co, 3/RNF MG Co, 257/65, 258/65, 259/65 AT Co, 3 RHA Arty Bn) [7]
 49 BR Inf Div: 147 Inf Bde (A/11RSF, B/11RSF, C/11RSF, D/11RSF, A/6DW, B/6DW, C/6DW, D/6DW, A/7DW, B/7DW, C/7DW, D/7DW Inf Co, S/11RSF, S/6DW, S/7DW Mtr Co) [15]

Turn 18 Utah

Independent (957, 981 Arty Bn) [2]
 801 TD Bn (A, B, C TD Co) [3]

Omaha

803 TD Bn (A, B, C TD Co) [3]

Sword

6 Abn Div Div: Div Troops (286 Fld Pk Glider Eng Co, 53 AL Arty Bn) [2]

Turn 20 Utah

Independent (172 Arty Bn) [1]

Omaha

Independent (941 Arty Bn) [1]
 612 TD Bn (A, B, C TD Co) [3]

Gold

49 BR Inf Div: Div Troops (294 Fld, 756 Fld, 757 Fld Eng Co, A/2Kens, B/2Kens, C/2Kens MG Co, D/2Kens Mtr Co, 217/55, 218/55, 219/55, 220/55 AT Co, A/49Rec, B/49Rec, C/49Rec Arm Car Co, 69 Fld, 143 Fld, 185 Fld Arty Bn) [17]
 49 BR Inf Div: 70 Inf (A/10DLI, B/10DLI, C/10DLI, D/10DLI, A/11DLI, B/11DLI, C/11DLI, D/11DLI, A/1TyS, B/1TyS, C/1TyS, D/1TyS Inf Co, S/10DLI, S/11DLI, S/1TyS Mtr Co) [15]

German Order of Arrival

Entry Area & Units

Turn 3

C or D

91 Inf Div: 1057 Inf Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 4/I, 8/II, 12/III Mtr Co) [12]

P

711 Inf Div: 744 Inf Rgt (5/II, 6/II, 9/III, 10/III, 11/III Inf Co, 12/III Mtr Co) [6]

Turn 4

A

101 Werfer Rgt (I Werfer Bn) [1]
7 Sturm Assault Bn (1, 2, 3 Assault Co, 4 IG Co) [4]
709 Inf Div: 919 Inf Rgt (9/III, 10/III, 11/III Bcl Co, 12/III Mtr Co) [4]

B

91 Inf Div: 1058 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co) [4]
91 Inf Div: 191 Arty Rgt (5/II Arty Co) [1]
709 Inf Div: 739 Inf Rgt (9/III Bcl Co, 10/III, 11/III Inf Co, 12/III Mtr Co, 14 PJ Co) [5]

C

91 Inf Div: 1057 Inf Rgt (13 IG Co, 14 PJ Co) [2]
91 Inf Div: 191 Arty Rgt (1/I, 2/I, 7/III Arty Co) [3]

E

6 LW FJ Rgt (1/I, 2/I, 3/I FJ Co, 4/I, 13 Abn Mtr Co, 14 Abn PJ Co, 15 Abn Pio Co, Aufk Bcl Plt, Fus FJ Plt) [9]

F

6 LW FJ Rgt (5/II, 6/II, 7/II FJ Co, 8/II Abn Mtr Co) [4]
635 Ost Bn (1, 2, 3 Ost Co, 4/I Mtr Co) [4]

H

30 Schn Bde (1/513, 2/513, 3/513, 1/517, 2/517, 3/517, 1/518, 2/518, 3/518 Bcl Co) [9]

L

21 Pz Div: 21 Aufk Bn (1, 2 Arm Cav Co, 3, 4 PG Co, 5 Arm IG Co) [5]
21 Pz Div: 155 Arty Rgt (III Arm Arty Bn) [1]

M

21 Pz Div: 220 Pio Bn (1 Arm Pio Co) [1]
21 Pz Div: 22 Pz Rgt (1/I, 2/I, 3/I, 4/I, 5/II, 6/II, 7/II, 8/II Pz Co) [8]

N

21 Pz Div: 305 Flak Bn (3 '88' Co) [1]
12 SS Pz Div: 25 SS PG Rgt (1/I, 2/I, 3/I SS Inf Co, 4/I SS Mtr Co) [4]

O

346 Inf Div: 346 Pio Bn (1 Pio Co) [1]
346 Inf Div: 857 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 8/II, 12/III Mtr Co) [8]

Turn 5

A

243 Inf Div: 920 Inf Rgt (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co) [4]
709 Inf Div: 729 Inf Rgt (9/III Bcl Co, 10/III, 11/III Inf Co, 12/III Mtr Co) [4]

B

Independent (456 Arty Bn, 457 Arty Bn) [2]
243 Inf Div: 243 Pio Bn (1, 2 Pio Co) [2]
243 Inf Div: 243 Arty Rgt (III Arty Bn) [1]
243 Inf Div: 922 Inf Rgt (9/III, 10/III, 11/III Bcl Co, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [6]
709 Inf Div: 709 PJ Bn (2 PJ Co) [1]
709 Inf Div: 709 Pio Bn (1, 2, 3 Pio Co) [3]

N

12 SS Pz Div: Div Troops (Begleit SS PG Co) [1]
12 SS Pz Div: 12 SS Aufk Bn (1, 2 SS Arm Cav Co, 3, 4 SS PG Co, 5 SS Arm IG Co) [5]
12 SS Pz Div: 12 SS Flak Bn (1, 2, 3 SS '88' Co, 4 SS Flak Co) [4]
12 SS Pz Div: 12 SS Pio Bn (1 SS Arm Pio Co, 2, 3 SS Pio Co) [3]
12 SS Pz Div: 12 SS Arty Rgt (I SS Arm Arty Bn, II, III SS Arty Bn) [3]
12 SS Pz Div: 12 SS Pz Rgt (5/II, 6/II SS Pz Co) [2]
12 SS Pz Div: 25 SS PG Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III SS Inf Co, 8/II, 12/III SS Mtr Co, 13 SS IG Co, 14 SS Flak Co, 15 SS Aufk Co, 16 SS Pio Co) [12]
12 SS Pz Div: 26 SS PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II SS Inf Co, 9/III, 10/III, 11/III, 15 SS PG Co, 4/I, 8/II SS Mtr Co, 12/III SS Arm Mtr Co, 13 SS IG Co, 14 SS Flak Co, 16 SS Pio Co) [16]

Turn 6

A

709 Inf Div: 729 Inf Rgt (1/I, 5/II, 6/II, 7/II Bcl Co, 2/I, 3/I, Inf Co, 4/I, 8/II Mtr Co, 14 PJ Co) [9]

B

101 Werfer Rgt (II, III Werfer Bn) [2]

D

243 Inf Div: 921 Inf Rgt (1/I, 2/I, 3/I, 9/III, 10/III, 11/III Bcl Co, 4/I, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [10]

N

12 SS Pz Div: 12 SS Pz Rgt (7/II, 8/II, 9/II SS Pz Co) [3]

O

21 Pz Div: 200 StG Bn (1, 2, 3, 4 StG Arm Co) [4]
21 Pz Div: 220 Pio Bn (2 Arm Pio Co) [1]

Turn 7

B

243 Inf Div: 243 PJ Bn (1 Mdr Arm Co, 2 StG Arm Co, 3 Flak Co) [3]

M

Lehr Pz Div: Div Troops (Begleit Inf Co) [1]
Lehr Pz Div: L. Aufk Bn (1, 2 Arm Cav Co, 3, 4 PG Co, 5 Arm IG Co) [5]
Lehr Pz Div: 130 Pio Bn (1, 2, 3 Arm Pio Co) [3]
Lehr Pz Div: 130 PJ Bn (1, 2, 3 JgPz Arm Co) [3]
Lehr Pz Div: 311 Flak Bn (1, 2, 3 '88' Co) [3]
Lehr Pz Div: 130 Arty Rgt (III/Arty Arty Bn) [1]
Lehr Pz Div: 130 Pz Rgt (5/II, 6/II, 7/II, 8/II Pz Co) [4]
Lehr Pz Div: 901 PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II PG Co, 4/I, 8/II Arm Mtr Co, 9 Arm Flak Co, 10 Arm IG Co, 11 Arm Pio Co) [11]
Lehr Pz Div: 902 PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II PG Co, 4/I, 8/II Arm Mtr Co, 10 Arm IG Co, 11 Arm Pio Co) [10]

N

12 SS Pz Div: 12 SS Pz Rgt (1/I, 2/I, 3/I, 4/I SS Pz Co) [4]

Turn 8

J

17 SS PG Div: 17 SS Aufk Bn (1 SS Arm Cav Co, 2, 3, 4 SS PG Co, 5 SS Arm IG Co) [5]

O or P

346 Inf Div: 346 PJ Bn (2 StG Arm Co) [1]
346 Inf Div: 858 Inf Rgt (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co) [4]

Turn 9

B

243 Inf Div: 920 Inf Rgt (5/II, 6/II, 7/II Bcl Co, 8/II Mtr Co, 13 IG Co, 14 PJ Co) [6]

O or P

Independent (1151 Arty Bn) [1]

Turn 11

B

243 Inf Div: 921 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co) [4]
243 Inf Div: 922 Inf Rgt (1/I, 2/I, 3/I Bcl Co, 4/I Mtr Co) [4]

I

17 SS PG Div: 38 PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co, 4/I, 8/II Mtr Co, 13 IG Co, 14 Flak Co, 15 Aufk Co, 16 Pio Co) [12]

J

3 LW FJ Div: 3 LW PJ Bn (1 LW PJ Co) [1]
3 LW FJ Div: 3 LW Pio Bn (1, 2 LW Pio Co) [2]
3 LW FJ Div: 3 LW Arty Rgt (I LW Arty Bn) [1]
3 LW FJ Div: 2 LW Flak Bn (1, 2, 3 LW '88' Co, 4, 5 LW Flak Co) [5]
3 LW FJ Div: 5 LW FJ Rgt (9/III, 10/III, 11/III LW FJ Co, 12/III, 13 LW FJ Mtr Co, 14 LW PJ Co, 15 LW Pio Co) [7]
3 LW FJ Div: 8 LW FJ Rgt (9/III, 10/III, 11/III LW FJ Co, 12/III, 13 LW FJ Mtr Co, 14 LW PJ Co, 15 LW Pio Co) [7]
3 LW FJ Div: 9 LW FJ Rgt (9/III, 10/III, 11/III LW FJ Co, 12/III LW FJ Mtr Co, 14 LW PJ Co, 15 LW Pio Co) [6]

M

Independent (992 Arty Bn) [1]
Lehr Pz Div: 6 Pz Rgt (1/I, 2/I, 3/I, 4/I Pz Co) [4]
Lehr Pz Div: 130 Pz Rgt (316 FKL Arm Co) [1]

O or P

346 Inf Div: 346 Fus Bn (1, 2, 3 Inf Co, 4 MG Co, 5 Mtr Co) [5]
346 Inf Div: 346 PJ Bn (1 Mdr Arm Co, 3 Flak Co) [2]
346 Inf Div: 346 Pio Bn (2, 3 Pio Co) [2]
346 Inf Div: 346 Arty Rgt (I, II, III Arty Bn) [3]
346 Inf Div: 857 Inf Rgt (1/630, 2/630, 3/630 Ost Co, 4/630, 13 Mtr Co, 14 PJ Co, 15 Flak Co) [7]
346 Inf Div: 858 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 4/I, 8/II, 13 Mtr Co, 14 PJ Co, 15 Flak Co) [11]

Turn 12

B

243 Inf Div: 243 Arty Rgt (I Arty Bn) [1]
243 Inf Div: 922 Inf Rgt (5/II, 6/II, 7/II Inf Co Inf Co, 8/II Mtr Co) [4]

D

243 Inf Div: 243 Arty Rgt (II Arty Bn) [1]

M

7 Werfer Rgt (I/83, II/83, III/83, I/84, II/84, III/84 Werfer Bn) [6]

Turn 13

F

KG Coop: 265 Pio Bn (2 Pio Co) [1]
KG Coop: 265 Arty Rgt (I Arty Bn) [1]
KG Coop: 894 Inf Rgt (9/III, 10/III, 11/III Inf Co, 12/III Mtr Co) [4]
KG Coop: 895 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co, 14 PJ Co) [5]
KG Coop: 896 Inf Rgt (13 IG Co, 14 PJ Co) [2]

G

17 SS PG Div: 37 SS PG Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II SS Inf Co, 4/I, 8/II SS Mtr Co, 13 SS IG Co, 14 SS Flak Co, 15 SS Aufk Co, 16 SS Pio Co) [12]

I

Angers Pio Bn (1, 2, 3 Pio Co) [3]

J

12 LW Aufk Bn (1 LW Arm Cav Co, 2, 3 LW PG Co, 4 LW Arm IG Co) [4]

Turn 14

B

77 Inf Div: 1049 Inf Rgt (1/I, 2/I, 3/I, Inf Co, 4/I Mtr Co) [4]

Turn 15

B

902 StG Bn (1, 2, 3 StG Arm Co) [3]
 77 Inf Div: 177 PJ Bn (1, 2 PJ Co) [2]
 77 Inf Div: 177 Pio Bn (1, 2 Pio Co) [2]
 77 Inf Div: 177 Arty Rgt (I, II Arty Bn, III '88' Bn) [3]
 77 Inf Div: 1049 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 8/II, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [10]
 77 Inf Div: 1050 Inf Rgt (5/II, 6/II, 7/II, 9/III, 10/III, 11/III Inf Co, 8/II, 12/III Mtr Co, 13 IG Co, 14 PJ Co) [10]

I

KG Heintz: 275 Inf Div: Div Troops (275 PJ Co) [1]
 KG Heintz: 275 Pio Bn (1, 2, 3 Pio Co) [3]
 KG Heintz: 275 Fus Bn (1, 2, 3 Inf Co, 4 Mtr Co) [4]
 KG Heintz: 275 Arty Rgt (III Arty Bn) [1]
 KG Heintz: 984 Inf Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II Inf Co, 4/I, 8/II Mtr Co) [8]

K

SS Independent (101 SS Arty Bn) [1]
 101 SS Pz Bn (1, 2, 3 SS TGR Arm Co) [3]

N

12 SS Pz Div: 12 SS Arty Rgt (1/IV SS Werfer Co) [1]

Turn 16

I

17 SS PG Div: 38 SS PG Rgt (9/III, 10/III, 11/III SS Bcl Co, 12/III SS Mtr Co) [4]

J

2 Pz Div: 2 Aufk Bn (1, 2 Arm Cav Co, 3, 4 PG Co, 5 Arm IG Co) [5]

Turn 17

G

17 SS PG Div: 17 SS PJ Bn (3 SS Mdr Arm Co) [1]
 17 SS PG Div: 17 SS Pz Bn (1, 2, 3 SS StG Arm Co) [3]
 17 SS PG Div: 17 SS Arty Rgt (I, II, III SS Arty Bn) [3]
 17 SS PG Div: 37 SS PG Rgt (9/III, 10/III, 11/III SS Bcl Co, 12/III SS Mtr Co) [4]

J

12 LW StG Bn (1, 2, 3 LW StG Arm Co) [3]

K

2 Pz Div: Div Troops (Begleit Inf Co) [1]
 2 Pz Div: 38 PJ Bn (1, 2, 3 PJ Co) [3]
 2 Pz Div: 273 Flak Bn (1, 2 '88' Co, 3, 4 Flak Co) [4]
 2 Pz Div: 38 Pio Bn (1, 2 Pio Co, 3 Arm Pio Co) [3]
 2 Pz Div: 74 Arty Rgt (II, III Arty Bn) [2]
 2 Pz Div: 2 PG Rgt (1/I, 2/I, 3/I PG Co, 4/I Arm Mtr Co, 5/II, 6/II, 7/II Inf Co, 8/II Arm Mtr Co, 9 Arm IG Co, 10 Arm Pio Co) [10]
 2 Pz Div: 304 PG Rgt (1/I, 2/I, 3/I PG Co, 4/I Arm Mtr Co, 5/II, 6/II, 7/II Inf Co, 8/II Arm Mtr Co, 9 Arm IG Co, 10 Arm Pio Co) [10]

Turn 19

K: *Variable: Arrive on a 1d6 roll of 1-3*

2 Pz Div: 3 Pz Rgt (1/I, 2/I, 3/I, 4/I, 5/II, 6/II, 7/II, 8/II Pz Co, 4/301 FKL Arm Co) [9]
 2 Pz Div: 74 Arty Rgt (I Arm Arty Bn) [1]

Turn 20

J: *Variable: Arrive on a 1d6 of 1-2*

2 SS Pz Div: All [61]

Turn 21

J

3 LW FJ Div: 3 LW PJ Bn (2, 3 LW PJ Co) [2]
 3 LW FJ Div: 3 LW Pio Bn (3/Pio, 4/Pio LW Pio Co) [2]
 3 LW FJ Div: 5 FJ Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II LW FJ Co, 4/I, 8/II LW FJ Mtr Co) [8]
 3 LW FJ Div: 8 FJ Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II LW FJ Co, 4/I, 8/II LW FJ Mtr Co) [8]
 3 LW FJ Div: 9 FJ Rgt (1/I, 2/I, 3/I, 5/II, 6/II, 7/II LW FJ Co, 4/I, 8/II LW FJ Mtr Co) [8]

KG Böhm: 353 Fus Bn (1, 2, 3 Inf Co, 4 Mtr Co) [4]
 KG Böhm: 943 Inf Rgt (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co, 13 IG Co, 14 PJ Co) [6]

Day of Days Order of Battle and formation colors

German:

Independent SS Units:

- 101 SS Panzer Battalion (3) – *Michael Wittman's Tiger Battalion*
- 101 SS Artillery Battalion (1)

2 SS Panzer Division (Light gray band) – *Historically arrived after June 15*

- Begleit Inf Company (1)
- 2 Aufk Battalion (5)
- 2 PJ Battalion (3) – *armed with StuG*

III's

- 2 Flak Battalion (4)
- 2 Pio Battalion (4)
- 2 Arty Regiment (4)
- 2 Pz Regiment (8)
- 3 PG Regiment (16)
- 4 PG Regiment (16)

12 SS Panzer Division (Brown band)

- Begleit Inf Company (1)
- 12 Aufk Battalion (5)
- 12 Flak Battalion (4)
- 12 Pio Battalion (3)
- 12 Arty Regiment (4)
- 12 Pz Regiment (9)
- 25 PG Regiment (16)
- 26 PG Regiment (16)

17 SS Panzergrenadier Division (Blue band) – *Pioneer and Flak battalions guarded Saumur until July*

- 17 Aufk Battalion (5)
- 17 PJ Battalion (1) – *not all*

companies formed

- 17 Pz Battalion (3)
- 17 Arty Regiment (3)
- 37 PG Regiment (16)
- 38 PG Regiment (16)

Independent Luftwaffe Units:

- 12 Aufk Battalion (4)
- 12 StG Battalion (3)

431 Flak Regiment (3) – *re-designated I Flak-Sturm Regiment on June 24*

WN/Strongpoints (2) – *Distelfink was a Luftwaffe radar station that held out until June 17*

6 LW Fallschirmjäger Regiment (Green band) (17)

3 LW Fallschirmjäger Division (White band)

- 3 PJ Battalion (3)
- 3 Pio Battalion (4)
- 3 Arty Regiment (1) – *not all*

battalions formed

- 2 Flak Regiment (5) – *attached*

from 2 FJ Div

- 5 FJ Regiment (15)
- 8 FJ Regiment (15)
- 9 FJ Regiment (14)

Lehr Panzer Division (Light gray band)

Begleit Inf Company (1)

L. Aufk Battalion (5)

130 PJ Battalion (3)

311 Flak Battalion (3)

130 Pio Battalion (3)

130 Arty Regiment (1) – *other*

battalions arrived later

6 Pz Regiment (4) – *attached from 3rd Panzer Division. Reverted back after Normandy campaign*

130 Pz Regiment (5) – *I Battalion was not yet available. Includes attached 316 FKL Company*

901 PG Regiment (11)

902 PG Regiment (10)

2 Panzer Division (Yellow band)

Begleit Inf Company (1)

2 Aufk Battalion (5)

38 PJ Battalion (3)

273 Flak Battalion (4)

38 Pio Battalion (3)

74 Arty Regiment (3)

3 Panzer Regiment (9) – *includes attached 4/301 FKL Company*

2 PG Regiment (10)

304 PG Regiment (10)

21 Panzer Division (Beige band)

21 Aufk Battalion (5)

200 StG Battalion (5)

200 PJ Battalion (3)

305 Flak Battalion (3)

220 Pio Battalion (3)

155 Arty Regiment (4)

22 Pz Regiment (8)

125 PG Regiment (10)

192 PG Regiment (10)

30 Schnelle Brigade (White with Maroon band) (9)

77 Infantry Division (White with Light gray band)

177 PJ Battalion (2)

177 Pio Battalion (2)

177 Arty Regiment (3)

1049 Inf Regiment (14)

1050 Inf Regiment (-) (10) – *I*

Battalion arrived after June 15

91 Infantry Division (White with Light green band)

191 Bicycle Company (1)

191 PJ Company (1)

191 Flak Company (1)

191 Pio Battalion (2)

191 Arty Regiment (9)

1057 Inf Regiment (14)

1058 Inf Regiment (14)

243 Infantry Division (White with Green band)

243 PJ Battalion (3)

243 Pio Battalion (2)

243 Arty Regiment (3)

920 Inf Regiment (10)

921 Inf Regiment (14)

922 Inf Regiment (14)

Kampfgruppe Coep (White with Dark orange band) – *From 265 Infantry Division*

265 Pio Battalion (1)

265 Arty Regiment (1)

894 Inf Regiment (-) (4) – *only III*

Battalion

895 Inf Regiment (-) (5) – *II*

Battalion+

896 Inf Regiment (-) (2) – *heavy*

weapons only

Kampfgruppe Heintz (White with Purple band) – *From 275 Infantry Division*

275 PJ Company (1)

275 Arty Regiment (1)

275 Pio Battalion (3)

275 Fus Battalion (4)

984 Inf Regiment (8)

346 Infantry Division (White and Dark green band)

346 Fus Battalion (5)

346 PJ Battalion (3)

346 Pio Battalion (3)

346 Arty Regiment (3)

857 Inf Regiment (15)

858 Inf Regiment (15)

352 Infantry Division (White with White band)

352 Fus Battalion (4)

352 PJ Battalion (3)

352 Pio Battalion (3)

352 Arty Regiment (4)

352 Erz Battalion (5)

914 Inf Regiment (10)

915 Inf Regiment (10)

916 Inf Regiment (10)

Kampfgruppe Böhm (White with Peach band) – *From 353 Infantry Division*

353 Fus Battalion (4)

943 Inf Regiment (-) (6) – *only II*

Battalion

709 Infantry Division (White with Blue band)

- 709 Pio Battalion (3)
- 709 PJ Battalion (3)
- 729 Inf Regiment (13)
- 739 Inf Regiment (-) (9) – *I and II*

Battalion stayed off map

- 919 Inf Regiment (15)

711 Infantry Division (White with Dark orange band) – *most of the division stayed off map*

- 744 Inf Regiment (-) (8)

716 Infantry Division (White with Orange band)

- 716 Pio Battalion (2)
- 716 PJ Battalion (2)
- 440 Ost Battalion (4)
- 1716 Arty Regiment (11)
- 726 Inf Regiment (17)
- 736 Inf Regiment (16) – *2/642 Ost Co was disbanded before June 6*

Independent Wehrmacht Units:

- 100 Pz Battalion (3)
- 902 StG Battalion (3)
- Angers Pio Battalion (3)
- 635 Ost Battalion (4)
- 7 Werfer Brigade (6)
- 101 Werfer Regiment (3)
- Independent Artillery Battalions (5)
- Marcouf Coastal Arty Co (1)
- 1255 Coastal Arty Battalion (1)
- 1260 Coastal Arty Battalion (4)
- 1261 Coastal Arty Regiment (3)
- 7 Sturm Assault Battalion (5)
- WN/Strongpoints (69)

Allied:

Warships:

- US Navy Battleships (3)
- US Navy Heavy Cruisers (3)
- US Navy Destroyers (7)
- Royal Navy Battleships (4)
- Royal Navy Heavy Cruisers (2)
- Royal Navy Light Cruisers (5)
- Royal Navy Destroyers (7)
- Royal Navy Destroyer Escorts (3)
- Free French Light Cruisers (1)

1 US Infantry Division (Red band)

- Div Troops (8)
- 16 Inf Regiment (14)
- 18 Inf Regiment (14)
- 26 Inf Regiment (14)

2 US Infantry Division (White band)

- Div Troops (8)
- 9 Inf Regiment (14)
- 23 Inf Regiment (14)
- 38 Inf Regiment (14)

4 US Infantry Division (Blue band)

- Div Troops (8)
- 8 Inf Regiment (14)
- 12 Inf Regiment (14)
- 22 Inf Regiment (14)

9 US Infantry Division (Green band)

- Div Troops (8)
- 39 Inf Regiment (14)
- 47 Inf Regiment (14)
- 60 Inf Regiment (14)

29 US Infantry Division (Blue and gray band)

- Div Troops (8)
- 115 Inf Regiment (14)
- 116 Inf Regiment (14)
- 175 Inf Regiment (14)

90 US Infantry Division (Brown band)

- Div Troops (8)
- 357 Inf Regiment (14)
- 358 Inf Regiment (14)
- 359 Inf Regiment (14)

82 US Airborne Division (Red, White, and Blue band)

- Div Troops (11) – *C/307 Eng and 376 Arty Bn were with 504 PIR recuperating in England after Anzio*

- 505 PIR (9)
- 507 PIR (9)
- 508 PIR (9)
- 325 GIR (13) – *with 2/401 as 3rd battalion*

101 US Airborne Division (Black and yellow band)

- Div Troops (12)
- 501 PIR (9)
- 502 PIR (9)
- 506 PIR (9)
- 327 GIR (13) – *with 1/401 as 3rd battalion*

2 US Armored Division (Top yellow band)

- Div Troops (12)
- 66 Arm Regiment (9) – *reformed Light and Medium Tank Battalions into Mixed Tank Battalions*
- 67 Arm Regiment (9) – *ditto*
- 41 Arm Inf Regiment (9)

US Provisional Ranger Assault Group (Thin white band)

- 2 US Ranger Battalion (6)
- 5 US Ranger Battalion (6)

102 US Cavalry Regiment (Group) (Thin Light yellow band) (10)

Independent US Units:

- 4 Cav Battalion (2) – *rest of squadron (battalion) arrived later*
- 70 Tk Battalion (4)
- 741 Tk Battalion (4)
- 743 Tk Battalion (4)
- 745 Tk Battalion (4)
- 746 Tk Battalion (4)
- 747 Tk Battalion (4)
- 612 TD Battalion (3)
- 635 TD Battalion (3)
- 702 TD Battalion (3)
- 801 TD Battalion (3)
- 803 TD Battalion (3)
- 899 TD Battalion (3)
- Independent Chemical Mortar Battalions (2)
- Independent Artillery Battalions (17) – *987 Arty Bn served under Commonwealth command*

6 BR Airborne Division (Maroon except Canadians as Beige – *these are not independent*)

- Div Troops (6)
- GP Pilot Regiment (7) – *Glider Pilots organized as infantry*
- 3 Para Brigade (11)
- 5 Para Brigade (11)
- 6 AL Brigade (16)

3 BR Infantry Division (White band)

- Div Troops (17)
- 8 Inf Brigade (15)
- 9 Inf Brigade (15)
- 185 Inf Brigade (15)

49 BR Infantry Division (Gray band)

- Div Troops (17)
- 70 Inf Brigade (15)
- 146 Inf Brigade (15)
- 147 Inf Brigade (15)

50 BR Infantry Division (Red band)

- Div Troops (17)
- 69 Inf Brigade (15)
- 151 Inf Brigade (15)
- 231 Inf Brigade (15)

51 BR Infantry Division (Purple band)

- Div Troops (17)
- 152 Inf Brigade (15)
- 153 Inf Brigade (15)
- 154 Inf Brigade (15)

56 BR Infantry Brigade (Green band) (15)

7 BR Armoured Division (Orange band)

- Div Troops (13)
- 22 Arm Brigade (16)
- 131 Inf Brigade (15)

Independent British Units:

4 BR Arm Brigade (16)

8 BR Arm Brigade (12)

27 BR Arm Brigade (12)

79 BR Arm Division – *treated as independent for 2.6 Allied Divisional Coordination purposes*

1 Asslt Brigade (6) – *only half of the brigade took part*

30 Arm Brigade (6) – *1 Lothians and Border Horse arrived later. Crab units spent days after D-Day still clearing beach paths*

62 AT Battalion (4)

73 AT Battalion (4)

Inns Ct Recon Battalion (1) – *rest of battalion arrived later*

11 Hussars Recon Battalion (4) – *officially part of 7 Arm Div after Normandy*

Independent Artillery Battalions (“Regiments”) (16)

1 BR Special Service (Commando) Brigade (Thin white band)

No. 3 BR Cmdo (6)

No. 4 BR Cmdo (6)

No. 6 BR Cmdo (6)

No. 10 FF Cmdo (2)

No. 45 RM Cmdo (6)

4 RM Special Service (Commando) Brigade (Thin orange band)

No. 41 RM Cmdo (6)

No. 46 RM Cmdo (6)

No. 47 RM Cmdo (6)

No. 48 RM Cmdo (6)

RMAS Armoured Regiment (5)

3 CA Infantry Division (Thin green band)

Div Troops (17)

7 Inf Brigade (15)

8 Inf Brigade (15)

9 Inf Brigade (15)

Independent Canadian Unit:

19 Fld Arty Bn (1)

2 CA Arm Brigade (12)

Designer Notes

As a long-time gamer, one of the idle questions I’ve had is why the Allies got stopped so soon after landing with Overlord, and why it took them so long to break out. The games I’ve played on the subject have focused mainly on the very small scale (*TCS Omaha* for example) or the larger scale from the landing to the breakout. But it left me with basic questions, such as whether the Allies could indeed have achieved more of their D-Day objectives, or whether the Germans could have thrown back the invasion.

After playing a lot of **It Never Snows**, it occurred to me that the *SCS* system at the same scale might make an excellent study of the initial 10 days of Overlord. Dean gave me the okay to give it a shot, and after Hans Kishel got a first map drawn and Carl Fung did a first pass at the OOB and counters, I knew I had a game that at least I for one would be playing a lot of. It became clear to me that the *SCS* system handles the Normandy situation quite well, though as always it needed the traditional game-specific tweaks to bring out the specific flavor of the battle.

My main design challenge was to create the minimum amount of rules interventions to make the game unique (having its own *SCS* flavor) while allowing for historical results to happen easily. Here is a brief summary of my design goals and how they resulted in the rules as printed here.

Divisional Integrity

Usually *SCS* games have some sort of divisional integrity bonus, but that is mostly for games at the regimental scale. This approach was not really possible, as I didn’t want to add more combat modifiers than necessary. Instead, I opted to prohibit stacking for units from different Allied divisions, and added some limited restrictions for the Germans to nudge players to keep their divisional formations together. The game certainly plays much more historically (and is to my mind far more enjoyable) when divisions are kept together, but creating a complex framework of rules to force players to do so imposed too great a strain on the *SCS* rules and approach.

Tempo

One major challenge was keeping the operational tempo for both sides to roughly historical parameters. This resulted in a subtle but extremely important tweak to the *SCS* paradigm: no exploitation in bocage country. Many *SCS* games are designed for the Russian Steppes or the deserts of North Africa, and mobile warfare is the norm. However, both sides in the Normandy campaign complained bitterly about the difficult terrain and how it blunted offensive power. Not allowing exploitation puts armor in perspective: very good at supporting attacks, but not very effective on its own defensively, and certainly not enough in itself to create major breakthroughs in bocage. The normal “surround & pound” approach will not work as effectively in **Day of Days**. This, coupled with the slower movement of mobile troops in bocage, raises the importance of the foot soldier for this campaign.

The other major tweak to reign in operational tempo is the activation system. This roughly represents a variety of important factors: Allied supply capacity, which was greatly restrained in the initial phase of the invasion, Allied air superiority for the Germans, command confusion, and a need to account for the normal ebb and flow of the actual historical campaign. When we first began playtesting **DoD** using the standard *SCS* rules, the Allies simply attacked and bombarded everywhere along the line every turn. This resulted in much higher losses than were incurred historically, even with a CRT that punished the attacker. The Allies historically did not have the supplies or the command energy to attack everywhere constantly. In addition, the Germans historically attempted a number of counterattacks which were either delayed or called off due to command confusion and lack of coordination, not to mention the ever-present Allied fighter-bombers which made maneuvering behind the lines hell for the Germans. The command activation system is simple, but it keeps the tempo in check (including barrages) which overall speeds up play and forces the Allies to make priorities, just as the actual commanders had to do.

Barrages

The barrage system is based on Dean’s rules in **INS**, but with a few modifiers based on Bob Leonhard’s writing. Bob has drilled into me the three possible military postures

(move, strike, protect) as well as the essential dichotomy between concentration and dispersal. Kill Roll modifiers help tease out the protective benefits of both terrain and dispersal. The chance to inflict a DG result (modified by terrain) remains the same, but the odds of inflicting a step loss are reduced for a single unit in a hex, as well in as protective terrain (either hard protection as offered by cities or towns, or tough spotting protection in heavy bocage). This, coupled with the restriction on Barrages & Air Strikes per hex, means that the Allies will not be able to plaster key hexes and eliminate all units there, at least not without a great deal of luck.

Invasion

The invasion and WN rules (as minimal as they are) roughly represent the historical casualties and progress for the first four turns (June 6th) while holding to the SCS spirit. They were calibrated on innumerable run-throughs in testing. Naturally your results will vary. In some games the Allies will do very well; in others, the forces at Omaha Beach may be hung up for an extra day. Such is life! While it all evens out over multiple plays, some variability in the initial invasion will give players new situations to respond to. If you want to remove this variability, simply start with the D+1 scenarios which Carl Fung, our research rock star, graciously provided.

Air Drops

Early in the design process we had more detailed scatter rules for the American beach landings, with drift direction, variable drift distance, and the like. This was more complicated, and at this scale, it yielded no improvement in play. Divisional units intermingle without reference to battalion and regiment affiliation in **DoD** (this is *SCS*) so the more detailed beach landing scatter system was discarded in favor of the current system, which is down and dirty, and plays very fast, especially on Vassal. The rule for dispersal of American airborne troops arose from testing, where in initial drafts there were far too many Americans on the ground on the first turn, even if they scattered vast distances. Ultimately I decided to check when the scattered troops rejoined their parent formations historically and simply brought in companies that scattered according to that schedule, averaged into a die roll. As if by magic, the first day played much more historically. The Germans can actually counterattack at the Merderet if the American drop does not go well, and hold

the bridges for a number of days, which never happened in initial playtesting. The American player may be sweating there—if the Germans can reinforce the Merderet positions in force, the Americans may not be able to exit to cut the Cotentin, which is a major victory setback.

Supply

The supply rules are not quite as generous as in other *SCS* games. They are designed to channel the Allied advances towards key objectives, as well as to represent the logistical problems posed by rivers and the many blown bridges. The first draft of **DoD** had bridge-blowing rules, but they were tedious and were quickly discarded (though of course not without me wistfully wishing we could represent the importance of combat engineers). The supply and command activation rules did the work indirectly. Players will notice that V Corps initially has fewer Command Points than VII Corps on June 7th, mainly to represent their difficulty landing at Omaha Beach as well as maneuvering across more rivers that were orthogonal to their line of attack.

Sequence of Play

Another feature of the **Day of Days** design is the non-symmetrical Sequence of Play. This is of course not new—numerous *SCS* games use the SoP to show unique strengths and weaknesses of the battling forces. Having the Barrage Phase after Allied movement allows the Allies to showcase their supporting arms when using prep fires before attacks, while simultaneously allowing the Germans to use defensive barrages. The Germans do not get a Barrage Phase before their attacks, showing their common tactic of foregoing preparatory fires to take advantage of the element of surprise.

Advice on Gameplay

In order to enhance your enjoyment of the game, I will not here give advice on play, other than to note that during playtesting, many nuances created by the game-specific rules became evident. I will however point out two things to keep in mind: reserves and the supply net. The German player(s) will want reserves to plug sudden holes but also to cover areas with ZOCs. Frontline troops get DG, which makes it harder for them to withdraw (with limited Movement Points) as they don't recover until after Allied movement. Thus a defense in depth with reserves is crucial. Of course, for much of the game, there are not enough German units to go around. So this will require very careful play. Terrain is crucial here. Squeeze every bit of delay and benefit out of bocage and especially bridges, which really channel Allied attacks.

The supply net is also crucial because the Allies cannot advance without a proper road network. This creates some critical chokepoints on the map, almost magically aligned with key objectives set by the Allies in their invasion planning. All hexes are NOT equal in this game, and simply attacking in mass against the enemy line will not be as effective as selecting focal points that respect the importance of supply lines.

Victory Conditions

Day of Days does not focus on the initial invasion day nor the breakout many weeks later. Instead, it measures Allied progress against the actual historical achievements for the first 10 days of the invasion, the period when the Allies might actually have avoided what became a brutal campaign of attrition. Each map is calibrated so that 5 VPs equals Allied actual progress, and is deemed a draw. The Allies will have to up it a notch to score a victory, and the Germans likewise will need to really stuff the Allied advance to garner a game victory. Most maps have about 10 possible VPs, not counting Caen and St. Lô which are of course VP gold-mines (actually more like El Dorado).

Early on we had thought about pinning victory to actual Allied objectives for June 6th, which are printed below just for fun. But this was unworkable, in that each map had its own level of victory, and on map D (Caen) the Allied achieved none of their goals. While the victory conditions as they are may not seem as 'sexy' as achieving a

total breakthrough etc., they do lend urgency to the Allies to continue to advance, and give the German player(s) reasons to stop the Allies and counterattack as much as possible, just as they were directed in the original battle.

D+1 Victory Objectives

Map A:

Fontenay-sur-Mer (A61.20), Pont-l'Abbé (A40.31), Ste-Mère-Église (A41.23), St-Côme-du-Mont (A33.16), Bridge at A30.10 [5]

Map B:

Grandcamp-les-Bains (B61.26), Isigny-sur-Mer (B48.32), Monfréville (B47.25), Trévières (B41.12), Étréham (B49.01) [5]

Map C:

Port-en-Bessin (C53.31), all hexes of Bayeux, Tour-en-Bessin (C44.33), St-Léger (C34.14), Bretteville l'Orgueilleuse (C29.06) [5]

Map D:

All hexes of Carpiquet, Carpiquet Airfield, Caen (only City hexes west of the Orne River), Troarn (D23.05), Cabourg (D43.01) [5]

All I have to say about these victory goals is: good luck with that!

After having played this game for countless hours, I come away with two key insights. First, I have a much greater appreciation for why the battle developed historically the way it did. As an American, I have been guilty of focusing overly on American forces and the difficulty of the Omaha Beach landing and drive to St. Lô. However, playing the Campaign Game, I realized more viscerally that the Commonwealth bore the huge brunt of this battle. How could the Commonwealth have taken Caen with 21 Pz, 12 SS and Panzer Lehr committed to their front? There is simply no comparison. I also remember reading about Villers-Bocage and gritting my teeth that the British pulled out. Simply playing the Villers-Bocage scenario really opened my naïve eyes! An added bonus is that this particular situation is one that can easily occur in **Day of Days** if the Germans are inattentive to the road net at any point.

The second take-away is that the SCS system is great at handling a variety of situations. With a few tweaks to the Terrain Effects Chart and the Sequence of Play, it fit the Normandy situation extremely well. Kudos

to über-designer Dean Essig. My special thanks once again to Carl Fung who did the OOB and scenario set-up (a huge job) as well as playtest counters, Jim Pyle who created and updated the Vassal module and was lead playtester (my wargame foe for many years now!), and Hans Kishel for doing the initial map and helping get the project launched. Without these outstanding volunteers **Day of Days** would not have happened.

Special rules by turn

Turn 1

All banded formations activated (1.14b)
Preliminary bombardment (2.3a)
Roll for US Air Drop dispersal (2.1b)
Wave 1-2 sequence of play (2.3c)
No Weather and Air Strikes (1.11, 1.12)
No Naval Barrages (2.4)
Landing units move 1 hex only (2.3c)
DD Landing losses at Omaha (2.3d)
Airborne may not move, attack or be barraged (2.1c, 2.3c)

Turn 2

All banded formations activated (1.14b)
Wave 1-2 sequence of play (2.3c)
No Weather and Air Strikes (1.11, 1.12)
Naval units: only DD and DE may barrage (2.3c)
Landing units move 1 hex only (2.3c)
Yellow Arty landing losses at Omaha (2.3d)
Roll for Pointe-du-Hoc garrison (2.3f)
Airborne may not move, attack or be barraged (2.1c, 2.3c)

Turn 3

All banded formations activated (1.14b)
No Weather and Air Strikes (1.11, 1.12)
Airborne move to and remain w/i 5 of DZ (2.1d)
No German Road March on Map A (1.13d)

Turn 4

All banded formations activated (1.14b)
Begin Weather and Air Strikes (1.11, 1.12)
Begin Allied Formation Coordination (2.6)
Airborne move to and remain w/i 5 of DZ (2.1d)
Dispersed US Airborne units are placed as reinforcements (2.1b)

Turn 5

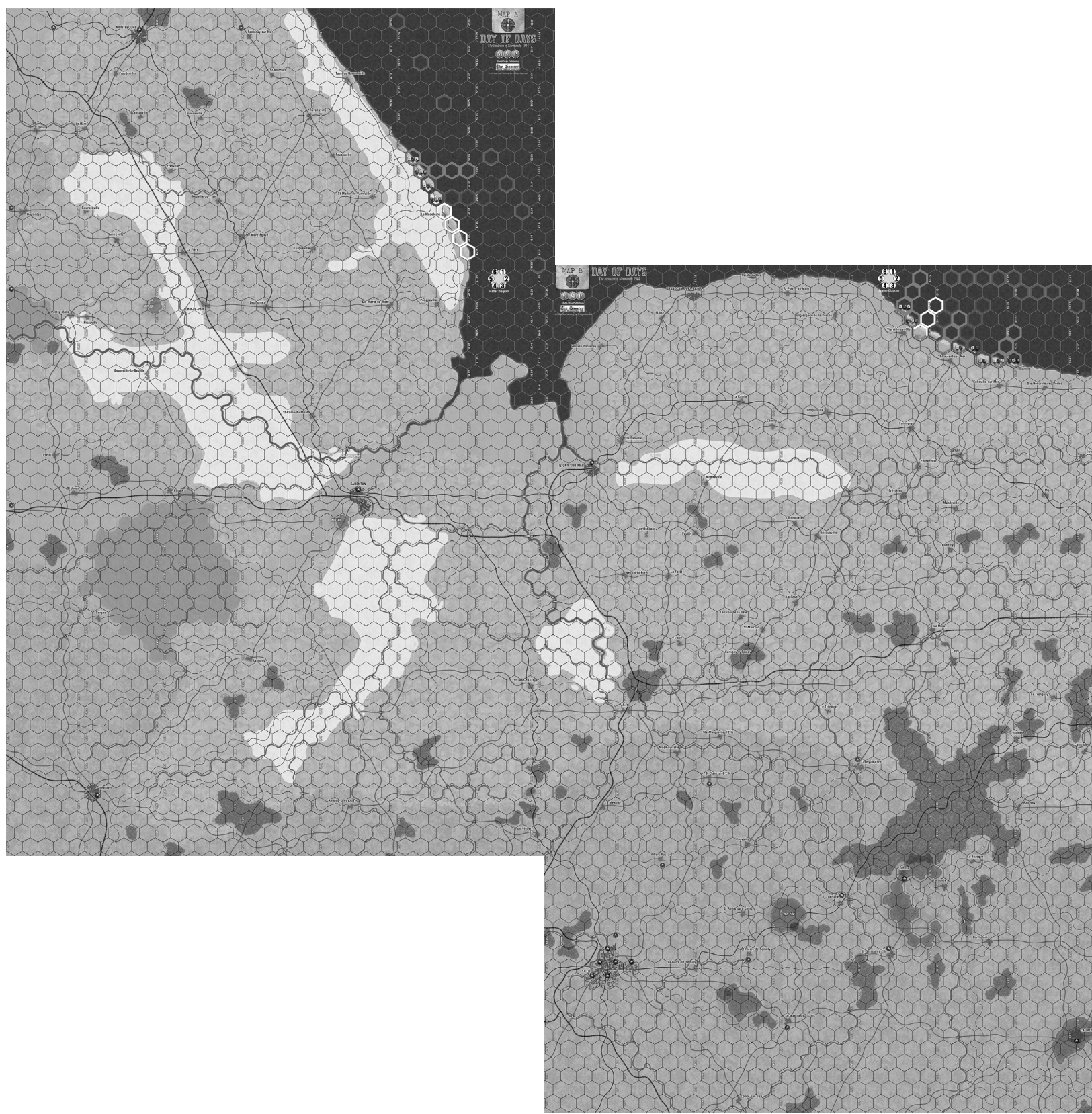
Begin Assigning Command Points (1.14)
US recovers stragglers (2.1f)
Airborne movement restriction lifted (2.1d)

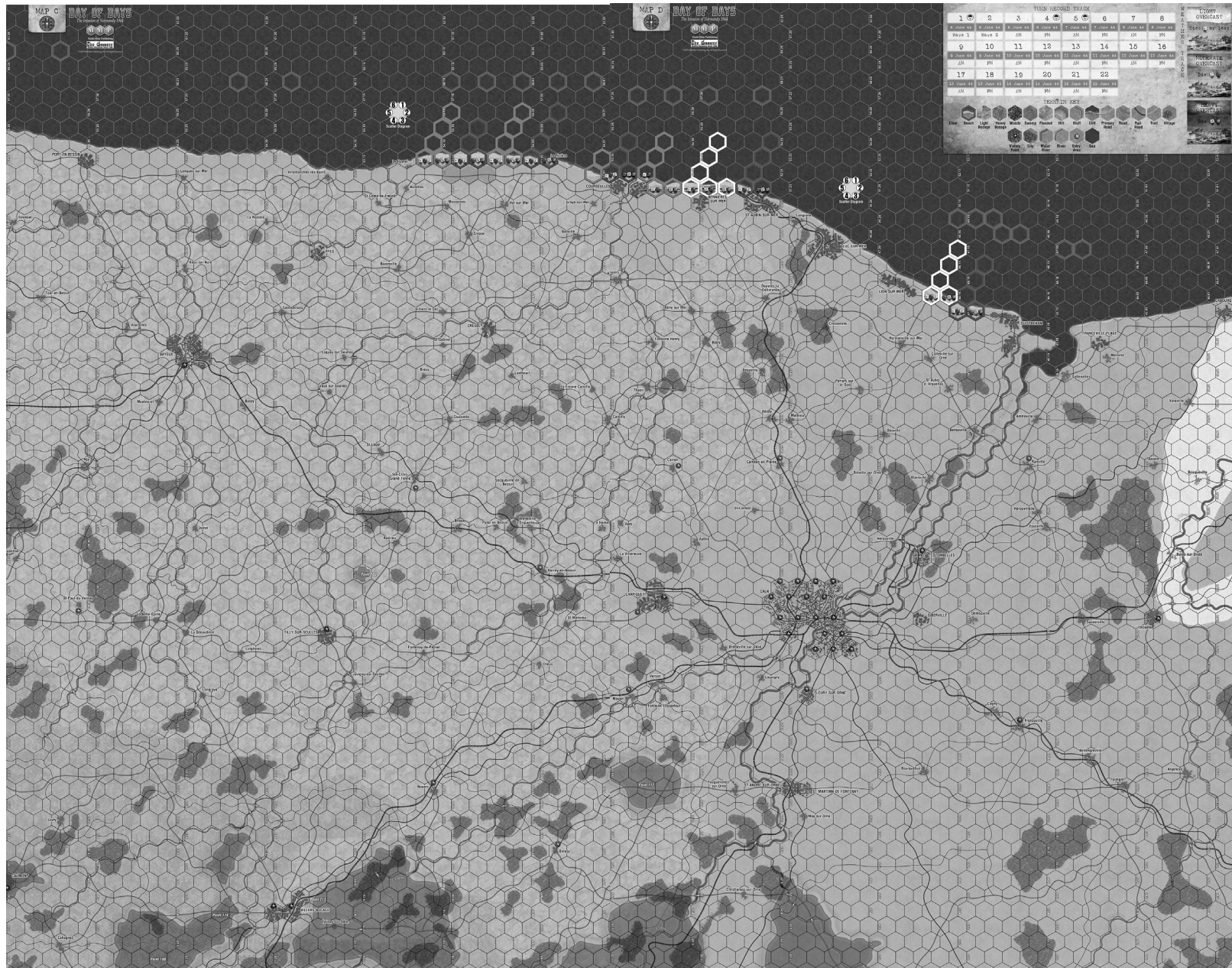
Turn 7

US recovers stragglers (2.1f)
[Beach Connection \(2.9\)](#)

Turn 17

Begin Subtracting 3 from weather roll (1.12)





Combat Table

	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	
2	A2r2	A2r2	A2r2	A1r1	A1r1	A1	A1	2
3	A2r2	A2r2	A1r1	A1r1	A1	A1	A1D1	3
4	A2r2	A1r1	A1r1	A1	A1	A1D1	A1D1	4
5	A1r1	A1r1	A1	A1	A1D1	A1D1	D1r1	5
6	A1r1	A1	A1	A1	A1D1	D1r1	D1r1	6
7	A1	A1	A1	A1D1	D1r1	D1r1	D1r2	7
8	A1	A1	A1D1	A1D1	D1r1	D1r2	D1r2	8
9	A1	A1D1	A1D1	D1r1	D1r2	D1r2	D1r3	9
10	A1	A1D1	D1r1	D1r2	D1r2	D1r3	D2r3	10
11	A1D1	A1D1r1	D1r1	D1r2	D1r3	D2r3	D2r3	11
12	A1D1	D1r1	D1r2	D1r3	D2r3	D2r3	D2r4	12

A# = Attacker loses # steps D# = Defender loses # steps r# = Side retreats involved units # hexes

Terrain Effects Chart

Terrain Type	MP Cost	Combat	Barrage	Overrun?	Air Drop
Clear	1	NE	-	Yes	0
Beach	2	NE	-1	Yes	0
Light Bocache	1, 2 (e)	Left Shift 1	-	No	1
Heavy Bocache	2, 5 (e)	Left Shift 2	+1, -1 Kill Roll	No	2
Woods	2	Left Shift 1	-1(a) +1(b)	No	3
Swamp	2, 5	Left Shift 1	-	No	1
Flooded	3, P	A x1/2 (c)	-	No	2
Hill	+1	ot	-	No	ot
Bluff	+3, P	A x1/2	-	No	ot
Cliff	-	-	-	ot	ot
Primary Road	1/2	ot	-	ot	ot
Road	1/2	ot	-	ot	ot
Railroad	1	ot	-	ot	ot
Trail	1	ot	-	ot	ot
Village	ot	Left Shift 1	+1, -1 Kill Roll	No	2
City	1	Left Shift 2	+2, -2 Kill Roll	No	3
River	+2, P	A x1/2	-	No	ot
Major River	P	A x1/2 (d)	-	No	ot
Sea	P	P	-	No	ot (f)
Entry Area	ot	ot	-	ot	ot

- (a) Artillery barrages only
- (b) Air Strikes only
- (c) Attackers in Flooded terrain have 1/2 attack strength
- (d) Only across bridges
- (e) Bicycle units pay the lower MP cost.
- (f) Unit eliminated if forced to land here.

For MP cost, the second number is for units with MA = 8+.

Command Point Chart

Date	Command				
	V Corps	VII Corps	Linked Corps	CW	Germans
7 Jun	1	1	4	3	8
8 Jun	1	2	5	3	8
9 Jun	2	2	6	3	8
10 Jun	2	2	6	4	8
11 Jun	2	2	6	4	12
12 Jun	2	2	6	5	12
13 Jun	3	3	6	5	12
14 Jun	3	3	6	6	16
15 Jun	3	3	6	6	16

is the available Command Points for the turn in question (1.14).

Air Drop Loss

DRMs:

Landing on unit:
Automatic step loss,
must retreat

Landing in EZOC:

-2

Barrage Rolls

Roll one die for each barrage vs. each target hex and modify it as below. If the modified roll is less than or equal to the Barrage Rating of the firer, all units in the target hex are DG and the attacker makes a Kill Roll.

An unmodified roll of 1 is *always* a DG result. An unmodified roll of 6 is *always* a miss.

Barrage Roll Modifiers

See TEC

Each overstacked unit -1

Kill Roll (roll # or more)

Yellow coded 4
German 88/Strongpoint 5
Others 6

Kill Roll Modifiers:

See TEC

Each overstacked unit +1
Single unit in hex -1 (Do not apply if any "na" unit is in the hex).

For each successful Kill Roll, the defender must flip a two-step unit of his choice to its reduced side. If only one-step units remain, the owning player destroys one of these units instead.

Strongpoints must take any kill results first. This applies even if it only has one step remaining and there are other 2-step units in the hex.

88mm & Strongpoint Barrages

A) Their Kill Roll succeeds on a roll of 5-6 instead of 6.

B) The German player can choose the target unit to take the step loss.