FIELD COMMANDER ROMMEL

D-DAY 1944

UTAH BEACH
GRANDCAMP LES BAINS
OMAHA BEACH
ST. MARIE DU MONT
PORT EN BESSIN
LONGUES
GOLD BEACH
JUNO BEACH
ENGLISH CHANNEL
LONGUEVILLE
BAYEUX
SWORD BEACH
ISIGNY
MOSLES
COLUMBIERES
SOMMERVIEY
DOUVRES
ST. JEAN DE DAYO
ARGANCHY
BALLEROY
DENONVILLE
SEQUEVILLE EN BESSIN
TILLY SUR SEULLES
CAEN
ST. LO
BERIGNY

Allied Resupply

Utah, Omaha, Gold, Juno, Sword

Roll once for each of the 5 Beaches

d6	Roll
3-	2 Forces
4-6	1 Force & 4 Supplies
7+	2 Supplies

+3 if Area Held by Axis

Do Not use on June 6, 1944 Turn, use June 6, 1944 Reinforcements instead.

Axis Resupply

If Held: Caen, St. Lo, and Balleroy

Resupply Points:
2 per Objective free of Allies
1 per Beach Held by Axis
1 per Allied Force destroyed (since last Resupply step)

Pay	Receive
1	2 Supplies
x	1 Force (x = Force's Attack value)

Destroyed Allied Forces

Set-Up

Scale: Counters = Divisions

Axis Starting Forces:
91st, 709th in Utah Beach
352nd in Omaha Beach
716th in Gold Beach
77th in Isigny
12th SS Pz, 21st Pz in Caen

Allied Starting Forces:
UK: 6th Para in Denonville
US: 82nd Para, 101st Para in St. Marie du Mont

Supplies:
Axis: 10
Allied: 10

Allied Operations:
3 Forces

Axis Reinforcements:
1st SS Pz, 2nd SS Pz, 9th SS Pz, 10th SS Pz, 2nd Pz, Lehr Pz, 17th SS, 243rd, 265th, 275th, 276th, 277th, 346th, 353rd, 711th, 3rd Para, 5th Para, 16th Luft

June 6, 1944 Allied Reinforcements:
UK: 50th in Gold Beach
3rd in Sword Beach
3rd Can in Juno Beach
US: 4th in Utah Beach
29th, 1st in Omaha Beach
Supplies: 10

After June 6, 1944 Allied Reinforcements:
UK: 7th Arm, 11th Arm, 15th, 43rd, 49th, 51st, 53rd, 59th
US: 2nd Arm, 2nd, 9th, 15th, 30th, 45th, 59th, 79th, 90th

Campaign Options:
1. Storms (-10vp): +2 on Resupply rolls
2. Quick Reaction (-6vp): Add 10 Attack points of Axis Forces to Objectives at start
3. Support (-4vp): +2 Resupply points per turn
4. Panzers (-3vp): Axis Armored Forces cost 1 less Resupply point
5. Luftwaffe (-2vp): Air Raid Plan may be used by Axis
6. Confusion (+4vp): Axis Forces cannot move during the 1st turn's Battle Moves and non-Battle Moves steps
7. Complete Surprise (+7vp): Gain 0 Resupply points on first turn
8. Allied Follow-Up (+9vp): -2 on Resupply rolls each turn

Victory:
The campaign ends, and you score VPs, if Allies Hold all 3 Objectives, or at the end of the last game turn.

Campaign Turns Start	June 6, 1944	June 1 7 to 8, 1944	June 3 9 to 10, 1944	June 5 11 to 12, 1944	June 8 13 to 15, 1944	June 11 16 to 19, 1944	June 15 20 to 24, 1944	June 20 25 to 30, 1944	July 26 1 to 7, 1944	July 33 8 to 15, 1944

Allied Operations

Allied Operation Forces

d6	Starting Location
1	Utah Beach
2-3	Omaha Beach
4	Gold Beach
5	Juno Beach
6	Sword Beach

Allied Supplies

Battle Plans

Axis:	Allies:	Both:	
Assault	Air Raid	Artillery	Intel
Cohesion	Ambush	Dig-In	Overrun
	Deploy	Disrupt	Press
		Exploit	Tactics

Axis: Full German = 2 • Reduced German = 1
Each Supply = 1
Allies: Full Allied = 1 • Reduced Allied = 0
If 4-6 Supplies = +1 Plan, -1 Supply
If 7+ Supplies = +2 Plans, -2 Supplies

Axis Supplies

ALLIED ORDERS FOR EACH REGION:
For Allied Forces in an Objective...
If 1 or 2 Allied Forces in Objective, then Hold
If 3 or more Allied Forces in Objective, then 2 Forces with highest Attack values Advance
For Allied Forces not in an Objective...

d6	Action
1-	Hold
2-4	Advance
5+	Objective, Objective (-1 Supply)

+1 per Allied Force in Region
-1 per Axis Force in Region

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Sequence of Play

- **Axis**
  - Advance Turn Counter
  - Refit (-2 Supplies per Refit)
  - Battle Moves
  - Resolve Battles
    - Upgrade
  - Non-Battle Moves
  - Supply Check
  - Axis Resupply
- **Allies**
  - Refit (-2 Supplies per Refit)
  - Allied Operation Check
  - Allied Orders
  - Resolve Battles
    - Upgrade
  - Allied Resupply

Battle Sequence
1. Allied Battle Plans
2. Axis Battle Plans
3. Resolve Battle
   Remove 1 Press and repeat step 3