

PAUL KOENIG'S D-DAY: THE US BEACHES JUNE 6 - 8, 1944

These Exclusive Rules are provided for each game in this package: **OMAHA BEACH** and **UTAH BEACH**. They supplement the Standard Rules and provide the specific details required to play each specific game.

OMAHA BEACH

[5.0] BEACHHEAD LANDINGS

Game Turn 1

On the first Game Turn (i.e., Morning: June 6, 1944), the Allied player conducts his initial beachhead landings. The following units are placed as indicated:

- **Fox Red:** 1 / 18 / 1st Infantry
- **Fox Green:** 2 / 18 / 1st Infantry
- **Easy Red 1:** 1 / 16 / 1st Infantry
- **Easy Green:** 2 / 16 / 1st Infantry
- **Dog White:** 1 / 116 / 29th Infantry
- **Dog Green:** 2 / 116 / 29th Infantry

After landing, proceed with the Landing Phase using the **Morning** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

Game Turn 2

On the second Game Turn (i.e., Afternoon: June 6, 1944), the Allied player conducts his second wave beachhead landings. The following units are placed as indicated:

- **Any Fox beach:** 3 / 18 / 1st Infantry
- **Any Easy beach:** 3 / 16 / 1st Infantry
- **Any Dog beach:** 3 / 116 / 29th Infantry

After landing, proceed with the Landing Phase using the **Afternoon** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

Game Turn 3

On the third Game Turn (i.e., Evening: June 6, 1944), the Allied player conducts his third wave beachhead landings. The following units are placed as indicated:

- **Any beach hexes:** 1, 2, and 3 / 115 / 29th Infantry (i.e., the entire 115th Regiment)

After landing, proceed with the Landing Phase using the **Evening** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

[13.0] HOW TO WIN

At the conclusion of the last turn of the game, both players determine how many Victory Points (VPs) they have earned according to the schedule below. The player with the higher total VPs is declared the winner.

- **2 VPs** for each city hex occupied by a friendly unit at the end of the game
- **1 VP** for each town hex that is occupied by a friendly unit at the end of the game
- **1 VP** for each eliminated Allied unit (German player only)
- **1 VP** for each intact (i.e., without any Hits on it) German unit on the map at the end of the game (German player only)
- **1 VP** for each undamaged Allied unit exited off the map from hex **0111** [the road to Bayeux] and **0613** [the road to Port en Bessin] as shown on the map. (Allied player only)

Exiting the Map: It costs 1 Movement Point for a unit to exit off the map. It does *not* count for Victory Point purposes if exited via Retreat (11.0). To count for victory, that unit must be conducting its own movement while activated during the Operations Phase when exiting the map.

As in Rule 11.1, units that exit the map cannot re-enter play.

Important: One unit must exit off each road before a second unit may exit off the same road, and so on in equal numbers.

UTAH BEACH

[5.0] BEACHHEAD LANDINGS

Game Turn 1

On the first Game Turn (i.e., Morning: June 6, 1944), the Allied player conducts his initial beachhead landings. The following units are placed on their indicated beach hexes:

- **Victor:** 1 / 8 / 4th Infantry
- **Uncle Red:** 2 / 8 / 4th Infantry
- **Tare Green:** 1 / 12 / 4th Infantry; and 2 / 12 / 4th Infantry (stacked)

After landing, the German Player rolls on the **Morning** row of the **June 6 Landing Fire Table** for each of them. **He also rolls for each of the six Airborne Regiments of the 82nd and 101st Divisions that set up on the map** and the Allied Player rolls for any adjacent German units. *This simulates the disorganization and confusion to both sides during the chaos of airborne landings.*

German Confusion: Due to the surprise Allied airborne troop landings, on the first Game Turn (only), an Activated German unit in Town or City hex cannot move unless it is adjacent to an enemy unit or has already been attacked that turn.

Game Turn 2

On the second Game Turn (i.e., Afternoon: June 6, 1944), the Allied player conducts his second wave beachhead landings. The following units are placed on their indicated beach hexes:

- **Uncle Red:** 3 / 8 / 4th Infantry
- **Tare Green:** 3 / 12 / 4th Infantry

After landing, proceed with the Landing Phase using the **Afternoon** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

[13.0] HOW TO WIN

At the conclusion of the last turn of the game, both players determine how many Victory Points (VPs) they have earned according to the schedule below. The player with the higher total VPs is declared the winner.

- **2 VPs** for each city hex occupied by a friendly unit at the end of the game
- **1 VP** for each town hex that is occupied by a friendly unit at the end of the game
- **1 VP** for each eliminated Allied unit (German player only)
- **1 VP** for each intact (i.e., without any Hits on it) German unit on the map at the end of the game (German player only)