

PAUL KOENIG'S D-DAY: THE OPTIONAL RULES

These Optional Rules are provided for any game in this series. They add further realism and gameplay options, but at the cost of some added complexity.

Players may use any or all of them in any combination desired as agreed upon before commencing play. These rules supersede the Standard Rules when there is a conflict.

[14.0] OPTIONAL RULES

[14.1] Leadership: Set up the game with the Leadership marker set aside with the other Support markers. On day turns, before rolling for other Support points (e.g., Artillery), both players roll off to see if either gains possession of the **Leadership marker**.

Gaining the Leadership Advantage

(Procedure): If one player rolls at least *two higher* than the other, the higher-rolling player receives the Leadership marker and may keep it until he 'spends it' (see below) or it is seized from him by the other player using the above procedure. If the rolls are tied or there is only a one point difference between them, the Leadership marker remains where it is.

The Leadership marker may be spent (and returned to the unused stock of Support markers) by the player possessing it to perform one of the following feats:

- **Battlefield Leadership:** Re-roll any combat die roll – OR – ignore a retreat result in Close Combat and continue the battle there
- **Force March:** double the MF of any one activated unit; if used during a Combined operation, the unit may move up to its *full* Movement Allowance
- **Receive Corps Artillery:** use the Leadership marker in a single battle to count as **one additional** Support point
- **Temporary Attachment:** any one friendly unit whose formation has not yet been Activated that turn can be "attached" to another HQ at any time during *the other* HQ's Activation. It cooperates fully with that formation and not with its normal parent HQ unit for that turn only.
- **Unit Recovery:** Reconstitute **one** eliminated unit from *any* formation when

it is Activated and place it back on the map (*see below*)

[14.2] Interdiction: The Allied player, may, after rolling for Support Points but before the drawing of the first HQ unit, trade in up to three of his Artillery or Allied Support points (or the Leadership marker, if in his possession) for an equal number of **Interdiction markers**. He must place them on the map, no more than one per hex.



For the duration of that Game Turn, that hex costs both sides **two additional (+2) Movement Points** to enter *or exit*. Remove the marker at the end of the turn.

[14.3] Rest & Refit Operation: In addition to the three regular Operations, a fourth Operation called "**Rest & Refit**" (R&R) is also available. When a player's HQ unit is selected from the Command Cup, he may opt to Rest & Refit the **units of that formation**. **None** of that formation's units on the map may be activated to move or conduct any attacks while on an R&R Operation. *They are all, in effect, 'passing.'*



The entire formation must rest, not just individual units in!

Procedure: After declaring an R&R Operation for that formation, the player draws a chit from the new **R&R Cup** (set up at the beginning of the game with only the four blue R&R chits in it) and receives the indicated number of replacements (which may be 0; in effect wasting that formation's entire turn).

If the '2*' chit is drawn, no more than 1 Replacement may be received by any one unit in that formation –OR– that player may use *both* Replacements to reconstitute **one** eliminated unit from that formation and place it back on the map (*see below*).

Reconstituted Unit

When an eliminated unit is reconstituted, it is returned to play and placed on the map with a '**2 Hits**' marker under it (i.e., it's still in a bad state, but at least it returns to the map, which is very important). It cannot conduct an Operation on the turn that it is reconstituted.



Placement: Newly reconstituted units are placed in:

- A hex not adjacent to an enemy unit with another (single) unit from its formation
- An empty hex not adjacent to an enemy unit that is *adjacent* to a hex containing one or more units from its formation

- A Town or City hex that is occupied by a (single) friendly unit from *any* formation and at least three hexes away (i.e., two intervening hexes) from the nearest enemy unit

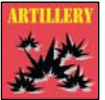
If no such hexes exist, that unit may not be reconstituted and brought back into play at that time; that replacement opportunity is 'lost.'

[14.3] Indirect Fire: Heavy Weapons

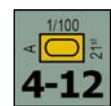


companies (only; as indicated by their red combat value, the arrow in their symbol box, and 'Hvy' on their side) may fire 'indirectly' at up to two hexes distance, if desired.

- **Indirect Fire** can only be conducted as a Full Fire Attack (*not* as Mobile Fire).
- Units conducting Indirect Fire do so at half strength.
- The -1 AF penalty if all attacking units are across a river from the defender does *not* apply if all attacking units are using Indirect Fire.
- There are no 'line of sight' limitations for Indirect Fire (including the cliffs).
- Units conducting an Indirect Fire attack need not suffer a Hit from an Exchange result unless the defending force in that battle included either a Heavy Weapons unit or has at least one Support Point allocated to its side. *That is, the defending force needs something with sufficient range and striking power to 'Hit back' at the attacking units.*



[14.5] Overruns: A unit with a Movement



Allowance of 10 or more may continue moving after initiating a Close Combat attack – and it may even make multiple Close

Combat attacks in the same turn. That unit must complete its entire move before another Active unit can commence its movement, and the overrunning unit's movement must immediately cease if it suffers a Hit during a Close Combat that it initiated.

[14.6] Allied Preparation Scenario: To simulate preparation for the great invasion (and to balance the game when a beginner is playing the Allied side), add one (+1) to all Allied die rolls during the **Support Phase** of the first Game Turn (including for Leadership, if that Optional Rule is being used). A die roll of [1], however, is still considered a [2]. *Thus the Allied Player is more likely to gain Support points on the initial turn of the game.*