

5. Combat Resolution: The attacker rolls one die. If the roll is less than the **Attack Factor (AF)**, one **'Hit'** is scored on the target unit. If the roll is equal to the **AF**, an **'Exchange'** occurs where both sides receive a single **Hit**. If the roll is greater than the **AF**, the result is a **'Miss.'**

[9.1] German Retreat Before Combat: During Step 2 of the Combat Sequence, if a German unit (only) is the target of a Full Fire Attack (only), the German player may opt to retreat his unit(s) in the target hex (see 11.0, Retreats) instead of receiving that Attack. If the German Player elects to do so, the Allied Player may freely and immediately change the Operation for his units conducting that Full Fire Attack to **Combined** (only).

[9.2] Terrain Effects on Combat: Fire Combat is prohibited across Cliff hexsides. +1 AF if the target hex is a beach hex. -1 AF if the target hex is bocage or town. -1 AF if all attacking units are across a river from the defender (cumulative with other terrain effects). -2 AF if the target hex is a swamp. -2 AF if the target hex is a city.

For Example: A defending unit receives a Full Fire or Mobile Fire Attack. Because that defending unit is in a bocage hex and all of the attacking units are across river hexsides, the Attack Factor for that battle is reduced by 2.

Terrain Effects modify a single attack's total (i.e., combined) Attack Factor, not each individual unit's Combat Strength.

[9.3] Hits: A unit that receives a Hit has a "1 Hit" marker placed **under** it; if it already has a 1 Hit marker under it, then it is flipped over to its "2 Hits" side. If a unit with 2 Hits suffers another, it is eliminated and removed from play.

[9.3.1] Hit Effects: There is no penalty if a unit has only 1 Hit; units with 2 Hits have their Combat Strength reduced by one (-1); i.e., **"-1 CS."** This reduction is made *after* any halving effects.

[9.3.2] Targeting: When there is more than one unit participating on a side that suffers a Hit in given battle, the **Active Player conducting Operations** chooses which specific unit receives that Hit.

[9.3.3] Hits and Retreating: A player's forces that suffer a Hit in a Full or Mobile Fire attack *may* Retreat. A player's unit that suffers a hit in Close Combat **must** retreat (exception, see 11.2); if this occurs to *both* sides due to an Exchange, the Defender's Retreat is conducted first – *and see 11.2*).

Examples: See the separate sheet to discover some of the many subtleties and nuances of the different kinds of combat in this game.

[10.0] CLOSE COMBAT

One friendly unit may enter a hex containing **one** enemy unit via movement (i.e., during a Movement or Combined Operation only) for a cost of two additional (+2) Movement Points. The moving friendly unit must immediately engage in **Close Combat** by alternately conducting Close Fire Attacks in "rounds" using their unit's full Combat Strength until the hex no longer contains two hostile units.

Procedure

Close Combat is conducted normally through Step 3 of the Combat Sequence. **Step 4 of the Combat Sequence is changed to the Defensive Close Fire Step.** The defending unit must conduct a Close Fire Attack against the attacking unit. If that Defensive Attack inflicts a Hit (even in an Exchange), then Retreating is conducted (11.0) and that Close Combat is over.

If the Defensive Close Fire Attack missed, the attacking unit must conduct a Close Fire Attack against the defending unit (as per Step 5 of the Combat Sequence). If this Offensive Attack inflicts a Hit (even in an Exchange), then Retreating is conducted (11.0) and that Close Combat is over.

If the Offensive Close Fire Attack missed, then either player (beginning with the defender) has the *option* to retreat and end the Close Combat. If both players decide to stay, then they repeat Steps 4 and 5 of this Close Combat Sequence (including the option to retreat between rounds of fire).

[10.1] Terrain Effects on Close Combat: No terrain considerations are taken into effect when determining either side's Attack Factor during a Close Fire Attack!

[10.2] Support Points in Close Combat: In Close Combat, the net value of support points remains consistent and in full force modifying *the committing sides'* AF (only) throughout every round of battle.

For Example: If Allies have a net 1 support point advantage, then each round the Allies will have +1 AF and the Germans are unaffected.

[10.3] The End: A unit that initiates a Close Combat battle must end its turn after the battle's resolution. It may not initiate further movement or fire attacks that turn.

[11.0] RETREATS

A Hit in battle can engender **"Retreats."** Retreating units are moved by their owning

player into an adjacent hex not occupied by enemy units (nor friendly units if stacking is violated, 8.2). In Close Combat, defending units cannot retreat into hex the attacking units entered from, and attacking units can *only* retreat back to that entry hex.

Units that **must** retreat (9.3.3) but cannot are eliminated instead.

[11.1] On the Edge: Units *may* be retreated off of the edge of the map. If they do, they cannot re-enter play but are **not** considered eliminated for victory purposes.

[11.2] Hold!: An undamaged attacking unit that suffers an Exchange result from Close Fire may opt to take a **second Hit** in lieu of Retreating to 'hold the ground.' *Otherwise, that hex will be left vacant due to both sides being required to retreat as per 9.3.3.*

[12.0] REPLACEMENT PHASE

During the Replacement Phase of Night Turns, each player rolls for **Replacement Points (RPs)** as per the Night Turn Replacements Table on the map.

Important (Allied Preparation): Regardless of the die roll outcomes on the Replacements Table, if the German Player receives an equal or greater number of RPs than the Allied Player, *increase* the Allied Player's RPs so that they equal **one more** than the German Player's.

Procedure

Beginning with the Allied player, players alternate spending one RP at a time to recover one Hit from a friendly unit. Units with two Hits may recover from both in a single Night Turn (but one Hit at a time).

- Unused RPs cannot be saved.
- Previously eliminated units may **not** be brought back into play via RPs.

[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 provided in that game's Exclusive Rules. The player with the higher total VPs is declared the winner.

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PAUL KOENIG'S D-DAY
JUNE 6 - 8, 1944

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major **"Rules"** sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be **"Cases"** that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples of a Rule or Case** are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

PAUL KOENIG'S D-DAY is a series of small-format, competitive introductory level wargames covering the first three days of the Allied invasion of Normandy, France, at the different sectors known as Gold, Juno, Sword, Omaha, and Utah Beach. As a player, you must command your German or Allied forces so as to capture the towns on the board while keeping your casualties down (and your opponent's casualties up). The design of these games is loosely based upon **Paul Rohrbaugh's Blood & Steel**, first published by Micro Design Group (MDG) and later published by L2 Design Group.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11x17" map with tables per beach
- 1 sheets of 40, single-sided game pieces per beach
- 1 sheet of 20, double-sided Hit markers
- 1 Standard Rules booklet
- 1 sheet of Exclusive Rules covering the specifics for each beach provided

Not included is at least one 6-sided die needed for resolving battles, and an opaque container (e.g., a cup) or two to randomly pick chits from.

[2.1] The Game Map and Scale

Each game map represents the area around a D-Day beach where the actual campaign took place. A hexagonal grid has been superimposed to regulate movement and the position of the playing pieces. A unit must always be located in a specific hex. Explanations of the terrain features are found on the **Terrain Effects Chart** which, along with other tracks and tables, is located on the game map itself.

Each hex represents approximately one kilometer and each (day) turn represents 4½ hours of real time. Each night turn represents 10½ hours of real time.

[2.2] The Playing Pieces

The playing pieces represent the actual military units that fought in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit represented by that playing piece.

The German player controls the German (gray) units. The Allied player controls all of the other (Allied) units. **Each military unit's setup hex or Game Turn (GT) of entry is printed on its reverse side.** Markers are provided to help players remember certain information during the game.

Sample Game Pieces

Unit Type (Heavy Weapons)

Allied unit 4-6	German unit 3-6
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Combat Strength – Movement Allowance












Historical Designation:

US: 3 rd Battalion 8 th Regiment 4 th Division	German: Hvy Wpns. Co. 2 nd Battalion 729 th Regiment 709 th Division
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Allied Support Marker  1 Hit Marker (Front)	Artillery Support Marker  2 Hits Marker (Back)
	

The **non-marker** playing pieces are hereafter referred to as **"units."**

Unit Type Symbols

 Infantry	 Paratroop	 Engineer	 Anti-Tank
 Heavy Weapons	 Commando	 Glider Infantry	 Glider Heavy Weapons
 Headquarters	 Armor (Panzer)	 Mechanized Infantry (Panzergranadier)	

Combat Strength measures a unit's value in battle as expressed in Strength Points; higher numbers are stronger.

Movement Allowance determines how far the unit can move expressed in **Movement Points**; higher numbers are faster.

Unit Sizes

- Division (9,000 to 18,000 men)
- Brigade (2,000 to 4,000 men)
- Regiment (1,500 to 3,000 men)
- Battalion (450 to 700 men)
- Company (90 to 170 men)

Unit **size** is provided for historical interest only and has no effect on game play.

Unit **identification** is also for historical interest. To the right of the Unit Type Symbol box is that unit's parent Division; to the left, its Battalion (Allied) or

Company (German); above it you'll find its Brigade (Allied) or Regiment (German).

The map is divided into hexagons (we call them "hexes" for short) which define units' positions just like the squares of a chessboard. The map also shows important terrain such as beaches, swamps, bocage, towns, cities, roads, rivers, and so forth.

The six-sided die that you must provide **has nothing to do with the movement of units.**



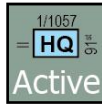
The Rule of Halves

Whenever a value is halved for any reason, always **round fractions up!**

1/2

[3.0] SETTING UP THE GAME

1. Place both player's HQ units together in a single opaque container (a.k.a. the **Command Cup**), mix them, and set that cup aside within easy reach.



2. The German player sets up first as indicated on the back of each German unit and / or the game's Exclusive Rules.

3. Then the Allied player sets up any of his on-map units as indicated on their reverse side and the game's Exclusive Rules. Some other units are brought into play as **Reinforcements** (see that game's Exclusive Rules).

The Allied player also sets to one side his **Allied Support** markers.

4. Set the **Artillery** and **Hit** markers, plus the die, within reach of both players.



5. Place the Game Turn marker in the number 1 box on the Game Turn Record Track (**June 6, 1944: Morning**).

After following these steps to set up the game, the players begin the game and follow the Sequence of Play (below) until Game Turn 10 is completed.

[4.0] SEQUENCE OF PLAY

How the Turns Work: The players jointly conduct each Game Turn, which consists of a number of **Phases** that must be followed in the exact order listed below. All actions in one Phase must be finished before the next Phase can begin.

1. **Landing Phase.** The Allied player places his newly landing unit(s) due this turn (see Exclusive Rules) and the German Player conducts Landing Fire.

2. **Support Phase. Day turns only!** Artillery markers might be allocated to

either player, and the Allied player receives some of his Support markers.

3. Operations Phase. Day turns only!

Players alternate drawing an HQ unit from the Command Cup. When it is drawn, any or all of the units in that formation that are on the map may conduct Movement and / or Combat.

2. Replacement Phase. Night turns only!

Players determine their allotment of Replacement Points for that Night Turn and, beginning with the Allied Player, alternate assigning them, one at a time, to reduce or remove Hit markers from their friendly units.

3. German Redeployment Phase. Night turns only!

The German Player (only) may move any or all of his units that did not receive Replacements up to 1/2 of their Movement Allowance.

4. Housekeeping Phase.

Advance the Game Turn marker or, if the last turn was just played, determine the winner according to the Victory Conditions.

[5.0] LANDINGS

On each of the first two or three Day Turns of June 6, 1944 (depending on the particular beach), before conducting the Support Phase, the Allied player receives and places on the map (at no Movement Point cost) his newly landing reinforcements.

Restrictions

Units cannot land on their designated hex if it contains an enemy unit, nor can they land in violation of the stacking limit (see 8.2). If either of these conditions applies, the landing player may either elect to place them on an *adjacent* beach hex within these restrictions, or delay their entry and try to land them again on the *next* turn (they may be delayed in this manner multiple times).

Procedure

As each unit lands, the German player conducts a special Defensive Fire (*this abstractly simulates beach defenses not actually represented by counters in the game*). The German player must roll one die for **each** Allied unit placed on the map as a reinforcement during the Landing Phase, consulting the **June 6 Landing Fire Table** on the map. Similarly each Landing Phase, the Allied player must roll one die to attack **each** German unit that is currently adjacent to those same newly-landed Allied units, consulting the same Table.

For Example: On the first Game Turn (i.e., Morning: June 6, 1944), if the Firing Player rolls

a 1 or a 2, he misses and there is **no effect**. If he rolls a 3 or a 4, the targeted unit suffers 1 Hit. On a 5 or 6, it suffers 2 Hits.

Exclusive Rules

See each game's Exclusive Rules for a complete listing of beachhead and airborne landing sites / units by Game Turn, plus any special rules that may apply.

[6.0] SUPPORT PHASE

At the beginning of each Day Turn, both players roll to determine which player (if either) receives Artillery Points that turn.

Then the Allied player rolls again for his Allied Support Points for that turn.

Artillery and Support points are used in combat to alter the strength of an attack.

[6.1] Artillery Points: The player with the highest roll receives Artillery Points equal to the difference between the two rolls – the Allied Player receives the *entire* difference, while the German player receives only *half* the difference. If both players roll the same number, neither player receives Artillery Points that turn.

[6.2] Allied Support Points:

The Allied player also receives his Support Points (i.e., *air and naval assets*). He rolls one die and consults the **Allied Support Points Available Table** on the map.



For Example: If the Allied player rolled a 4, he would receive 2 Allied Support Points that turn.

Although the Allied Support markers have different pictures of air and naval assets, they all function identically and can be placed anywhere on the maps.

[7.0] OPERATIONS PHASE

Make sure that all of the HQ units for formations that currently have any units on the map are in the **Command Cup** and mixed thoroughly.

Procedure

HQ units are drawn without looking at them, one at a time from the Command Cup, by either or both players (as you desire), until the cup is empty. When the last HQ unit has been drawn and the units in its formation have performed their actions, the Operations Phase is over.

General Rule

When an HQ is drawn, all of its formation units on the map immediately become **"Active."**

You can easily identify a **formation** by the color inside the box at the center of each

unit (including the HQ). Units in the same formation share the same color.

Once a formation has been activated, the individual units may perform one of the following **"Operations."** The next HQ unit is **not** drawn until all of the units in that formation have had their opportunity to conduct an Operation for that turn.

- **Movement** (the unit may spend its full Movement Allowance and conduct Close Combat, as per 10.0);
- **A Full Fire Attack** (with some exceptions, the unit does not move but can conduct a Full Fire Attack upon an adjacent hex); or
- **Combined** (the unit may both move 1/2 its Movement Allowance – including entering Close Combat – and conduct a Mobile Fire Attack which uses only 1/2 its Combat Strength; **important:** see 8.4)

[7.1] Wait Your Turn, Soldier: Only units of the currently Active formation may perform an Operation. They do so in any order desired. Unless Firing in Concert, each must complete its Operation before the next unit undertakes its own.

[7.2] Firing in Concert: Only units performing the same *type* of Operation can perform Fire Combat jointly that turn.

For Example: A unit conducting Combined Operation could not sidle up to an enemy unit and join another friendly unit that is conducting a Full Fire Operation in an attack against it. They can both attack that enemy unit on the same turn, but they must do so separately as they are performing different Operations.

[7.3] Next!: All Operations for the units in the active formation must be completed before another HQ unit is drawn from the Command Cup to activate another formation. Once the last HQ unit is drawn, the Operations Phase ends and the Housekeeping Phase begins.

[8.0] MOVEMENT

A player may move none, some or all of his Active units through any combination of hexes up to the limit of their printed **Movement Allowance**, paying the appropriate **Movement Point** cost to enter each hex or cross certain hexsides. A player does not move any of the opposing player's units.

Procedure

The player moves his units from hex to adjacent hex in a continuous path of hexes. There is no skipping or jumping over hexes allowed. Units may be moved in any direction or combination of directions.

[8.1] Effects of Terrain on Movement:

These are summarized on the Terrain Effects Chart on the map. In addition to the Movement Point (MP) cost to *enter* a hex, there might also be an additional cost (+MPs) to *cross* certain hexsides. These costs are **cumulative**. If a unit cannot afford to pay the total MP cost to move to an adjacent hex, it cannot enter it.

For Example: A unit wants to initiate Close Combat (2 MP) in a hex containing an enemy unit across a river hexside (1 MP) in a swamp hex (3 MP). The total MP cost would be 6 MPs. If it had only 3 MPs remaining of its Movement Allowance, it could not enter that hex.

[8.1.1] Prohibited Terrain: Units may not move across Cliff hexsides or off the map into 'imaginary' adjacent hexes.

[8.1.2] Road Movement: Road movement (i.e., from one hex containing a road to an adjacent hex connected by that same road through a road hexside) always reduces the cost to enter the adjacent hex to 1 Movement Point regardless of the terrain in that hex or the hexside crossed to enter it.

[8.2] Stacking Limit: Players may stack up to **two** units in a hex. This applies to *both* players collectively **and at all times**. Units may **never** be placed, moved or Retreated (11.0) in violation of this limit.

Thus, a hex with two enemy units in it cannot be entered by an enemy unit seeking to initiate Close Combat (as per 10.0) as it's fully stacked.

[8.3] Effects of Enemy Units on

Movement: Units need not stop when moving adjacent to enemy units (i.e., *there are no 'Zones of Control' in these games*). They must stop when entering a hex with an enemy unit and immediately engage in Close Combat.



Movement Example: The US unit moves along connected road hexsides for 1 Movement Point (MP) per hex. Note that the German unit in no way hinders the US unit's movement.

[8.4] Combined: Units may move up to half of their printed Movement Allowance and then conduct a **Mobile Fire Attack** (at half its Combat Strength) or vice-versa (i.e., shoot first and then move).

[8.4.1] Operations Unity: A unit cannot move, conduct a Mobile Fire Attack, and then move again; all of one takes place first, and then all of the other for each unit conducting a Combined Operation.

[8.4.2] Close Combat: Units conducting a Combined Operation **can** perform Close Combat if they have sufficient Movement Points to do so, but they must make their Mobile Fire attack *before* moving if they do so (see 10.3).

[9.0] FIRE COMBAT

Friendly units may attack enemy units using three different kinds of **Fire Attacks** (**Full**, **Mobile**, and **Close**). Units must be adjacent to, or in the same hex as, the target unit.

The player conducting the Fire Attack is dubbed the "attacker;" the player who is receiving that attack is the "defender."

Procedure

Each Fire Attack is conducted by performing the following steps in order:

1. **Preparation:** The attacker indicates the target hex that contains at least one enemy unit; he then indicates which attacking unit or units are conducting that **single type** of Fire Attack (i.e., Full, Mobile, or Close; these attacks cannot be combined) and adds their Combat Strengths together to determine the **Attack Factor (AF)** for that battle. Units conducting **Mobile Fire** (8.4) have their **Combat Strengths halved**.

2. **Defensive Support:** The Defender may assign available Artillery and / or Allied Support Points to the battle or, if the Germans are facing a Full Fire Attack, may Retreat Before Combat (see 9.1).

3. **Offensive Support:** The Attacker may assign available Artillery and / or Allied Support Points to the battle.

If available to him, each player may commit up to one Artillery **and** (for the Allied player) up to *two* Allied Support points (if available) to each battle that turn, whether attacking or defending.

Defensive Support *lowers* the Attack Factor (AF) for that battle by 1 per point assigned, Offensive Support *increases* it (thus, **only the net difference applies**).

4. **Terrain Effects:** Terrain considerations might also modify the Attack Factor, as per Rule 9.2. If this is a Close Combat, this 'Terrain Effects' Step becomes a **Defensive Close Fire Step** (see 10.0).

