Axis & Allies®

D-DAY™
6 JUNE 1944

OPERATIONS MANUAL

SHAEF
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OUTGOING MESSAGE

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FROM :   SHAEF COMMAND POST, FROM GENERAL EISENHOWER

TO   :   ALLPERS AEF, SHAEF FOR INFORMATION

REF NO: 90016, 6 June 1944

Soldiers, sailors, and airmen of the Allied Expeditionary Force, you are about to embark upon the great crusade towards which we have striven these many months. The eyes of the world are upon you, the hopes and prayers of liberty-loving people everywhere march with you.

In company with our brave allies and brothers in arms on other fronts, you will bring about the destruction of the German war machine. The elimination of Nazi tyranny over the oppressed people of Europe, and security for ourselves in a free world. Your task will not be an easy one. Your enemy is well-trained, well-equipped, and battle-hardened. He will fight savagely But this is the year 1944, much has happened since the Nazi triumphs of 1940, 41. The united nations have inflicted upon the Germans great defeats in open battle, men to men. Our air offenses have seriously reduced their strength in the air and their capacity to wage war on the ground. Our home fronts have given us an overwhelming superiority in weapons and ammunitions of war and placed at our disposal, great reserves of trained fighting men. The tide has turned, the free men of the world are marching together to victory.

I have full confidence in your courage, devotion to duty and skill in battle. We will accept nothing less than full victory Good luck and let us all beseech the blessing of almighty God upon this great and noble undertaking.

DISTRIBUTION

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CREDITS

It is the morning of June 6, 1944. The largest combined operation in the history of warfare is beginning: Operation Overlord, the invasion of German-held Normandy. 130,000 soldiers of the United Kingdom, Canada, and the United States are assaulting Fortress Europe. You and your fellow world powers control their fates. One side is the **Axis**: Germany, which has turned the beaches of Normandy into a deadly killing zone. Breaching its defenses are the **Allies**: the United Kingdom (U.K.) and the United States (U.S.). The future of Europe, and of the world, hangs in the balance.

OBJECT OF THE GAME
To win, you must meet one of the following conditions.

If You Are an Allies Player (United Kingdom and United States): Capture the zones containing the cities of **Cherbourg**, **St. Lô**, and **Caen** and hold these zones for one complete turn.

If You Are the Axis Player (Germany):
Prevent the capture of those three city zones, either by repelling or destroying the Allied forces. If the Allied side has not achieved its goal by the end of turn 10, you win.

One player takes the side of the **Axis**, and one or two players take the side of the **Allies**. In a three-player game, each player controls one world power. If two people play, one controls both Allies powers.

Three-Player Game

Player 1:	Germany
Player 2:	United Kingdom
Player 3:	United States

Two-Player Game

| Player 1: | Germany |
| Player 2: | United Kingdom and United States |

If you control both the United Kingdom and the United States, keep those powers' units separate.

Once you've decided who will play which power, prepare the game for play. It contains the following components.

Game Board

The game board is a map of the historical battlefield of Normandy, France. It is divided into **zones** separated by border lines. Place the game board in the center of the table. The Allies player(s) should sit near its top (northern) edge, and the Axis player should sit beside the bottom (southern) edge.

Turn Marker

This is used to indicate the passage of turns in the game. Remove the turn marker and place it on the space numbered "1" of the turn track printed on the game board.

Battle Board and Dice

The battle board is a large card with columns that list attacking and defending land units and their combat strength. When combat occurs, the players involved place their land units on the battle board. Combat is resolved by rolling dice. Place the battle board next to the game board, and the dice next to the battle board.

Reinforcement Charts

Each of the three powers has one reinforcement chart listing new land units that come into play for it during the reinforcement steps. See Reinforcements on page 13 for more information.

Order Deck

This is a set of **order cards** that determine the course of the game. For your first game, use only these cards. Set aside all the others (these are optional, for use in the advanced game).

Sort the cards in numerical order to form a face-down deck (number side showing), with card 1 at the top and card 16 at the bottom. Place this deck in the "Orders" box on the game board.

Combat Forces

Take the plastic pieces that represent your power's units. Each power is color-coded as follows.

Power	Color	Symbol
Axis (Germany)	Gray	
United Kingdom	Tan	
United States	Green	

This section provides detailed information for each unit in the game. Each entry has a short description, including national identification, the unit's attack and defense, and the number of zones it can move. Some unit types also have special abilities, which are summarized below these statistics.

LAND UNITS

Infantry, artillery, tanks, and blockhouses can attack and defend in zones. Only blockhouses can attack invasion beachheads. All but blockhouses can move to adjacent zones. All land units count for control of a zone (see Determine Control on page 10).

Infantry

> **Description:** Soldiers who make up the backbone of any ground force.
>
> **Axis**
> German Army
>
> **U.K.**
> British National Army
>
> **U.S.**
> U.S. Army

Attack: 1
Defense: 2
Move: 1

Artillery

> **Description:** Heavy gun batteries that can also shoot down attacking air units.
>
> **Axis**
> 88 mm
>
> **Allies**
> 105 mm howitzer

Attack: 2
Defense: 2
Move: 1

Special Abilities

Shoot Down Air Units: Artillery can shoot down attacking air units. Whenever an order card so directs, each artillery can fire on one air unit in its zone. Roll one die per artillery against an air unit: On a roll of 1, that air unit is destroyed.

Tanks

Description: Armored units that pack a major punch in an attack.

Axis
Panther

Allies
Sherman

Attack: 3
Defense: 2 (3 for Axis)
Move: 2

Special Abilities
Move 2 Zones: A tank can move up to 2 adjacent zones, but only if the first zone is unoccupied. The first must be adjacent to the starting zone and the next adjacent to the first. A tank that encounters enemy land units in the first zone it enters must stop there.

Blockhouses (Axis only)

Description: Fortified batteries that protect the shorelines.

Attack: 3
Defense: 1
Move: —

Special Abilities
Fire to Sea: Blockhouses can make a special targeted attack against the beachheads, when so directed by an order card. Each blockhouse may fire once at an Allies land unit in a beachhead box within its **firing arc**, indicated by an arrow. (See Special Combats on page 13 for more information.)

AIR UNITS (Allies Only)

Fighters and bombers can patrol and strike zones, respectively. They have unlimited movement and can enter zones containing enemy land units. However, they are exposed to antiaircraft fire in zones that contain enemy artillery. Air units can never return fire.

Air units do not remain on the game board for the whole turn and cannot control zones. Thus, they do not have attack and defense values. Instead, order cards control when they can fire and be fired upon. They have no movement rating either; air units can move to any zone. When they have completed their actions they "return to base" and are placed on the airfield. The order cards indicate which air units return to base and when.

Fighters

Description: Small, fast aircraft that strafe enemy land units.

U.K.
Spitfire

U.S.
P-38 Lightning

Special Abilities

Strafe: Fighters do not attack when they enter a zone containing Axis land units. They are on patrol, waiting for enemy movement. They have the opportunity to **strafe** any Axis land units that move into or out of the zone. (See Special Combats on page 13 for more information.)

Bombers

Description: Mammoth, long-range aircraft that drop bombs on their targets.

U.K.
Halifax

U.S.
B-17

Special Abilities

Strike: Unlike fighters, bombers can **strike** immediately upon entering a zone. Roll one die per bomber; a die roll or 3 or less is a hit, eliminating a land unit of the Allies player's choice from that zone. A bomber cannot enter zones containing Allies land units.

The game board is divided into 41 zones. Along with the zones are the historical points of entry of the Allied forces on June 6, 1944, identified by the names of beaches (such as Omaha Beach) and airborne troop landing areas. These are indicated by large, light-colored arrows.

At the northern edge of the game board is an area marked "**Airfield**" where air units are placed when not attacking. Along the left side of the board is a track numbered from 1 to 10 to mark the number of turns played.

Six zones along the southern and eastern edges of the game board contain sector markers for Axis reinforcements. There are two for each sector: **Rennes**, **Chartres**, and **Rouen**.

The game board has printed silhouettes that indicate the number and type of land units to be placed in zones and beachheads. National emblems and unit identification also distinguish the invading forces. All forces in zones at the start of the game are Axis. Place all the indicated units as listed. (See page 5 for a listing and illustrations of the various units.)

Axis Setup

Place the pieces so that they match the silhouettes printed on the map. For example, the zone containing Bayeux (located beside Gold Beach, near the middle of the board) shows silhouettes of two infantry and two blockhouses. Place the corresponding gray pieces in that zone.

Also, place gray pieces of the appropriate types on the corresponding spaces of the German reinforcement chart.

Allies Setup
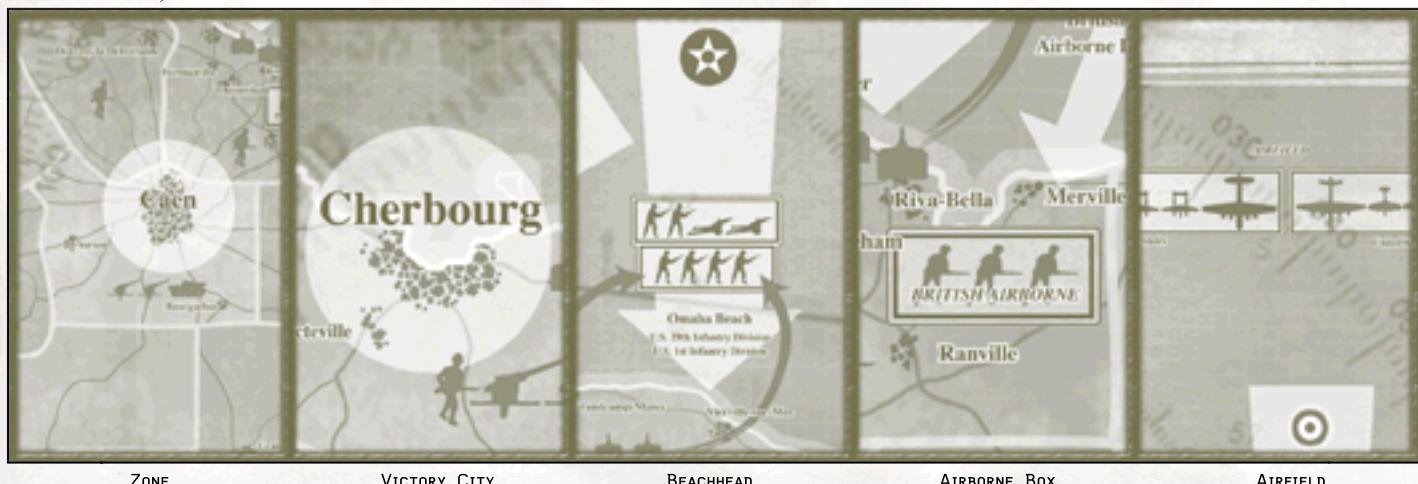
At the beginning of the game, most of the British and American forces are at sea, landing their troops on the beaches.

Place the listed units belonging to the United States on the two American beachhead boxes (Utah and Omaha beaches), matching the silhouettes in the boxes. Place the listed units belonging to the United Kingdom in the boxes for the other beachheads.

Place the listed number of United Kingdom and United States infantry (representing paratroopers) in the zones containing the "British Airborne" and "American Airborne" boxes.

Also, place pieces of the appropriate colors and types on the corresponding spaces of the American and British reinforcement charts.

Place the air units of the Allies on the Airfield area in their appropriately labeled spaces.

| Zone | Victory City | Beachhead | Airborne Box | Airfield |

Axis & Allies: D-Day is played in a series of **turns**. A turn consists of one pass through the sixteen order cards, then a check for victory.

Order Cards

The order cards drive the sequence of play. They break each turn into distinct **phases**. During a given phase one side is **active**. If there are three players, both Allies players take their actions when an order card directs them to do so.

During each turn of play, you follow the instructions on the order cards, one at a time from the lowest number to the highest, then place the card face up in the "Completed Orders" box. When you have completed the instructions on all the cards, check for victory. The turn is then over. Flip the deck over, return it to the "Orders" box, and begin the next turn of play.

As the game progresses, certain cards can be removed from the deck. Order card 1, for example, describes the Allied airborne assault, which happens only on the first turn. This card is removed from the deck after play, leaving cards 2 through 16 for the remainder of the game. As well, if all units named on an order card have been eliminated or are no longer available, the card is no longer needed and can be removed from the deck.

How to Read an Order Card

Each order card has a symbol or symbols corresponding to the active player.

The top of the card lists which side is active. In the center of the card is the name of the action; if the other side can respond, that is shown here in smaller text.

The bottom of the card describes the actions to be taken that turn. These are described in detail under Appendix 1: Order Cards on page 15.

For example, the card shown above lists orders for the Axis player. The center of the card reads "Block-houses Fire to Sea." The bottom of the card lists instructions for completing this action.

This card lists orders for both the Allies (active) and the Axis players. The first line in the center of the card reads "Allies Attack." The second says "Axis Defends." This means that the Allies player makes attack rolls first, then the Axis player makes defense rolls (see Combat on page 10).

Movement

Each side moves its units when instructed to do so on order cards. Different types of units move on different phases in the turn. Move as many of the appropriate units as you wish. You do not have to move any units. A given unit type cannot move again until a card so directs.

Land Units

A land unit can move only to a zone adjacent to its current zone.

Whenever a land unit enters a zone or begins its turn in a zone that contains enemy land units (those belonging to an opposing player), this creates a **combat situation**. Combat situations are resolved only when the appropriate order card is drawn (see Combat on page 10).

Land units of opposing sides in a given zone are considered to be "locked in combat." Land units cannot move out of that zone as long as enemy land units are present. Tanks can never move through a zone occupied by enemy land units.

Air Units

There are two kinds of air units: bombers and fighters. Only the Allies have air units.

Air units have unlimited movement. When an order card directs an air unit to move, simply place it on the desired zone.

Maximum Units in a Zone

The maximum number of land units (the total of tanks, infantry, and artillery) a side can have in a zone is **eight**. In the case of the Allies, the total of United Kingdom and United States land units in a zone cannot exceed eight. Air units (Allies only) and blockhouses (Axis only) do not count against this limit.

The maximum number of fighters that can patrol a zone is **four**.

Combat

When opposing land units are in the same zone, a combat situation occurs. You resolve combat by rolling dice (also known as **firing**). Resolve each combat situation separately, zone by zone. Combat follows a specific sequence of **steps**.

Use the battle board to resolve combat between land units. Air units, antiaircraft fire, blockhouses firing to sea, and naval bombardment do not use the battle board. See Special Combats on page 13 for details about these situations.

You complete just one set of steps in a combat situation. This is referred to as a **cycle** of combat.

Whenever an order card directs a side to attack, it also directs the opposing side to defend. Attacking and defending units are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender. **You must attack when an order card so directs**.

A unit may fire any number of times in a turn, but only once per order card.

When a unit fires, you roll a die. **An attacking unit scores a hit if you roll its attack or less. A defending unit scores a hit if you roll its defense or less**. For example, a unit with a defense of 2 scores a hit only on a roll of 1 or 2; it "defends on a 2." (Sometimes the expression "hits on a" number is used.)

When one of your units scores a hit, the opposing player decides which enemy unit it applies to. A unit that takes a hit becomes a **casualty**. The opposing player may designate casualties in any order. (There are some exceptions to this rule; see Targeted Attacks on page 13.)

Combat Sequence
1. Place units on battle board
2. Attacking units fire
3. Defending units fire
4. Remove casualties
5. Determine control

Step 1:
Place Units on Battle Board

The battle board has two sides, labeled "Attacker" and "Defender." Place all attacking and defending land units from a zone on their respective sides, in the numbered columns that contain their names and silhouettes. The number in a unit's column identifies that unit's attack or defense.

Step 2:
Attacking Units Fire

All the units on the attacker's side fire during this step. Roll one die for each attacking unit. It's generally easiest to roll for all units of a given attack at once, but this is not required. For each hit scored, the defender must choose one of his or her units and move it to the casualty zone. These units are not out of the game just yet. They will be able to counterattack.

Step 3:
Defending Units Fire

All the units on the defender's side fire during this step. Roll one die for each defending unit (including casualties). It's generally easiest to roll for all units of a given defense at once, but this is not required. For each hit scored, the attacker moves one unit to his or her casualty zone.

Step 4:
Remove Casualties

Clear both casualty zones, destroying all units there. (Return them to their owners' inventories.)
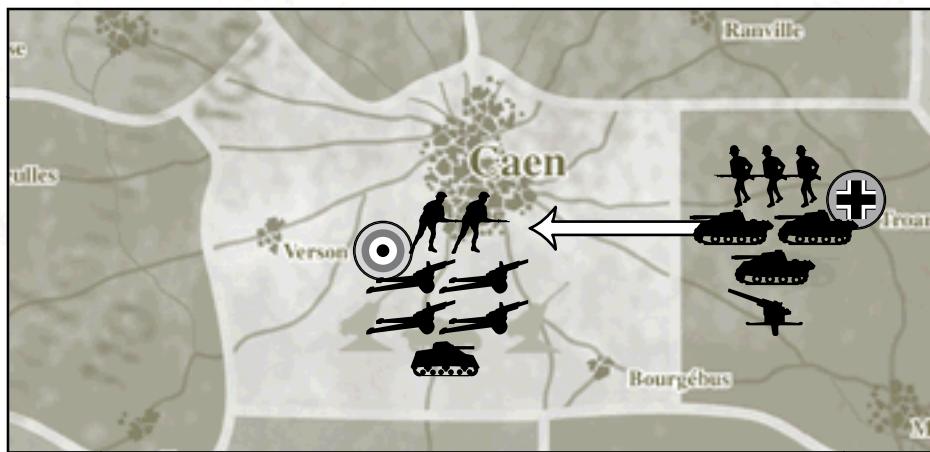
Step 5:
## Determine Control

After both attacker and defender have made one set of rolls, any surviving units are replaced in the original zone. (It's quite possible for both Axis and Allies land units to remain in the same zone after combat.)

You **control** a zone if you have the only land units in that zone. A zone that does not contain land units does not count as controlled by either side.

Example of Combat
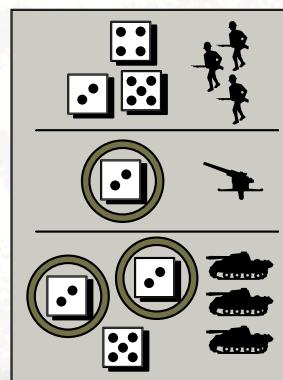
Germany attacks the United Kingdom forces in the victory city of Caen.

Step 1: Place Units on Battle Board.

The Axis is the attacker. Its player places the infantry, artillery, and tanks in the appropriate columns on the attacker's side of the battle board (1, 2, and 3, respectively). The United Kingdom's tank, infantry, and artillery are placed in the appropriate columns on the defender's side (in this case, all defend on a 2).

Step 2: Attacking Units Fire.

Germany's player rolls three dice for the infantry and gets a 4, a 2, and a 5, all misses. Rolling one die for the artillery produces a 2, which is a hit, and rolling three dice for the tanks give two 2s and a 5, for two more hits. The U.K.'s
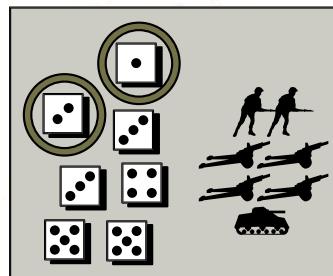
player chooses two infantry and one artillery as casualties and moves them to the defender's casualty zone.

Step 3: Defending Units Fire.
The U.K.'s player rolls seven dice, needing a 2 or less to hit on each: one for the tank, two for the infantry, and four for the artillery (even though two infantry and one artillery are in the casualty zone). The U.K.'s player rolls a 1, a 2, two 3s, a 4, and two 5s, for a total of two hits. The Axis player chooses two infantry as casualties and moves them to the
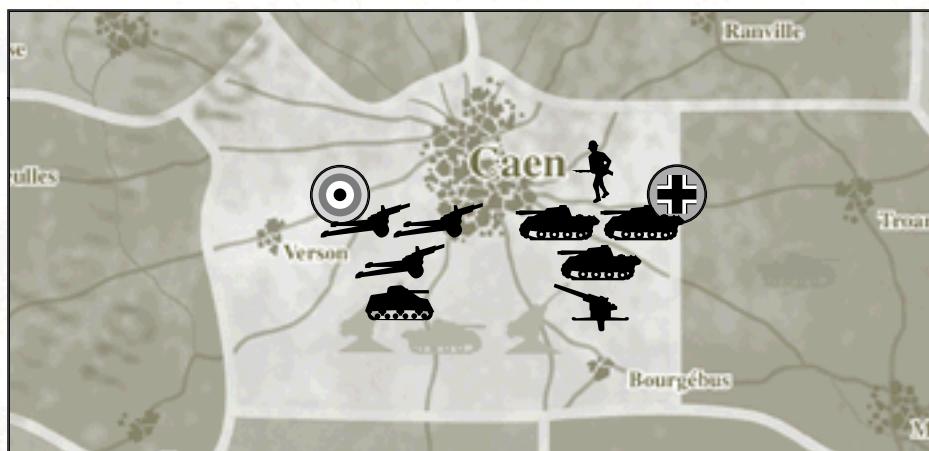
defender's casualty zone.

Step 4: Remove Casualties.
The U.K.'s two infantry and one artillery and the two Axis infantry are destroyed.

Step 5: Determine Control.
Both the United Kingdom and the Axis have land units remaining in the zone, so neither side controls it and a combat situation still exists. The next time an order card directs an attack, a new cycle of combat will begin.

Special Combats

Air units, blockhouses firing to sea, antiaircraft fire, and naval bombardment have special rules spelled out on the order cards. They do not use the battle board.

Targeted Attacks: The usual rule in resolving combat is that when you score a hit, the opposing player decides which unit is the casualty. But some special combats allow the attacker to select a target and then roll dice in an attempt to destroy it. This is called a **targeted attack**; the attacker "targets" an enemy unit or "chooses a target" enemy unit.

Air Units

Only the Allies have air units: fighters and bombers.

Fighters: Fighters do not attack when they enter a zone containing Axis land units. They are on patrol, waiting for enemy movement. They have the opportunity to **strafe** any Axis land units that move into or out of the zone. Roll one die per fighter against each Axis land unit that moves, including reinforcements (see below); a roll of 1 destroys that unit. The Axis player cannot return fire.

Bombers: Unlike fighters, bombers can **strike** immediately upon entering a zone. This is a targeted attack. Roll one die per bomber; a roll or 3 or less is a hit, eliminating a land unit of the Allies player's choice from that zone. The Axis player cannot return fire.

Bombers cannot enter a zone containing Allies land units.

Antiaircraft Fire

In addition to its normal combat ability, Axis artillery can attack air units. This can create a situation where Axis artillery fires more than once in a turn, during antiaircraft fire and again during combat.

An Axis artillery in a zone containing an enemy air unit can fire only when an order card so directs and only against the specified type of air unit (fighter or bomber). Roll one die for each artillery against a chosen air unit in its zone. A roll of 1 destroys that air unit.

Blockhouses

Only the Axis has blockhouses. Blockhouses do not move. They fire in combat against land units in their zone just as other land units do, attacking on a 3 and defending on a 1.

Blockhouses also can make a special targeted attack out to sea, directed by order card 9. Each blockhouse may fire once at an Allies land unit in a beachhead box within its firing arc. For example, the two blockhouses in the zone containing Bayeux can each fire on land units in the Gold Beach box. (Not all blockhouses are in a zone with an adjacent beachhead box.) A roll of 3 or less is a hit. Each blockhouse can fire on a different target.

Naval Bombardment

The Allies can conduct a naval bombardment when an order card so directs. Naval bombardment targets only blockhouses. Roll six dice, one at a time: A roll of 2 or less destroys the blockhouse.

The Allies choose a blockhouse as the target of each die roll; the same blockhouse can be chosen more than once.

Reinforcements

Each power has a corresponding reinforcement chart, listing land units that enter play after the start of the game. Silhouettes on each chart show how many and which types of units are available. **Reinforcements enter play in order from left to right and top to bottom**. No unit can enter play until all units preceding it have entered play.

Roll two dice. The total rolled is the number of units that can reinforce this turn. The Allies side rolls once for the United Kingdom and once for the United States. The Axis player makes two reinforcement rolls, one for the Rennes/Chartres sectors and one for the Rouen/Chartres sectors.

Reinforcements for the United States are placed on either of the Utah and Omaha beachhead boxes. Reinforcements for the United Kingdom can be placed on any or all of the Sword, Juno, and Gold beachhead boxes. You can't place more units than there are spaces available in the beachhead

boxes (but the reinforcements don't have to match the printed silhouettes). If there are still units in a beachhead box (for example, because the adjacent zone contains the maximum of eight land units), you can place only enough rein-forcements to fill the empty spaces. You can't reinforce in the British or American Airborne boxes where the paratroopers start play.

Axis reinforcements must enter play in the sectors specified on the reinforcement card but can be placed on any zone containing a marker corresponding to the named sector. For example, reinforcements coming from Rennes or Chartres can be placed on any of the four zones containing those markers.

For example, in the United King-dom reinforcement chart, a roll of 7 brings the following units into play for the Allies: three infantry, three artillery, and one tank. These units may be placed on any of Sword, Juno, and Gold beaches, up to the limit allowed in each beachhead box.

Check for Victory

The Allies win if land units from that side control the zones containing Cherbourg, St. Lô, and Caen and retain control of those zones for one full turn.

If a turn ends with the Allies in control of those zones, that side is close to victory. (If you wish, you can place order card 01 in front of the Allies player(s) to mark this.) If at the end of the next turn the Allies still control all of those zones, that side has won. If the Allies no longer control one or more of those zones, the game continues. (The Allies must again control those zones for an entire turn after taking control of

them.) The Axis wins if the Allies have not achieved victory after 10 turns.

LA BATAILLE SUPRÈME EST ENGAGÉE!

After much fighting, furor and pain the decisive shock has come, the hoped for shock. Of course, it is the Battle of France and it is the Battle of the French! . . .
There is nothing more in the nation, in the Empire, in the armed forces but one and the same will, one and the same hope. Behind the clouds, if heavy with our blood and with our tears, there is that which will restore the sunlight and our grandeur.
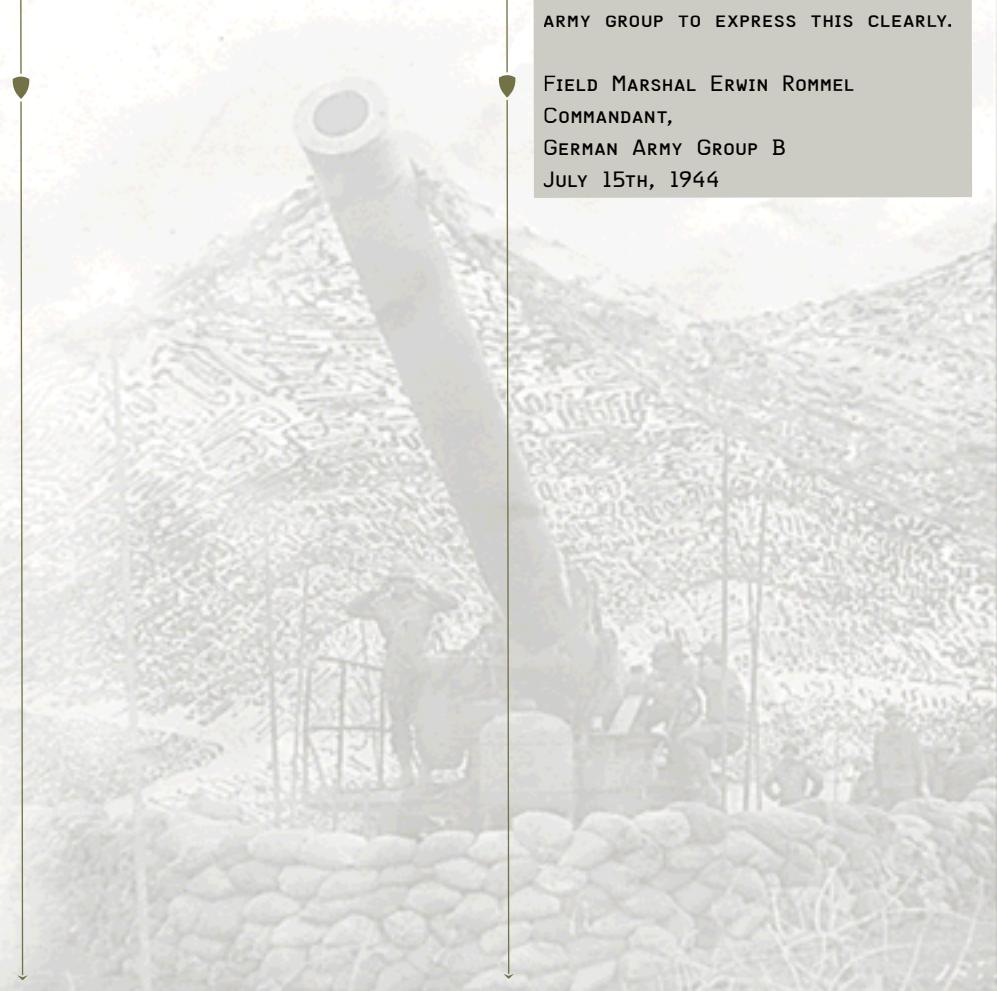
General Charles De Gaulle
Broadcast to France
June 6, 1944

A MEMO TO THE FÜHRER

The situation on the Normandy front grows more difficult daily; it is approaching the proportions of a major crisis. The fighting power of the divisions is steadily lessening . . . . It no longer is possible to bring to the front in Normandy any new forces worth mentioning. On the enemy side, new forces and new war matériel flow to the front day after day. The enemy's supply system is undisturbed by our air force. The enemy exerts stronger and stronger pressure. . . .
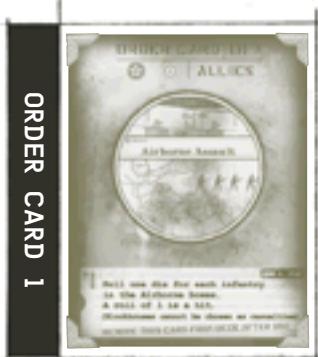
Our troops everywhere are fighting heroically, but the unequal contest is drawing to an end. I must ask you to draw the consequences from this situation without delay. I feel bound as supreme commander of the army group to express this clearly.

Field Marshal Erwin Rommel
Commandant,
German Army Group B
July 15th, 1944

Each phase of a turn involves turning over the top order card and following its instructions. After a few turns of play, these cards will become second nature to you, and you might not need to use them at all. Below is the text and a detailed explanation of each card.

ORDER CARD 1

This represents the surprise predawn attack by paratroopers and applies only to the first phase of the first turn of the game. Allies infantry in the British and American Airborne boxes attack in their zone without being counterattacked. They score a hit on a roll of 1.

Once they have landed, these units act as regular infantry, so this card is removed from the deck.

ORDER CARD 2

Roll the six dice, one at a time. Choose a blockhouse as the target of each die roll; the same blockhouse can be chosen more than once.

ORDER CARD 3
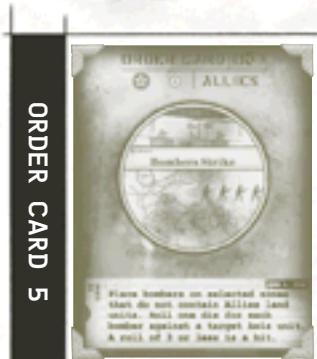
There are eight fighters available to the Allies (four U.K. and four U.S.). Place up to four fighters in any zone.

Fighters do not attack in this phase. However, if the Axis later moves one or more land units (including reinforcements) into or out of a zone containing fighters, each fighter in the zone can attack each of the moving units. See order cards 12 and 15 for more about strafing.

ORDER CARD 4

The Axis player fires with each artillery in a zone where fighters are patrolling. Choose one fighter in that zone for each roll. Each hit removes that fighter from play. (It is not returned to the Airfield area.)

ORDER CARD 5

There are two bombers available to the Allies (one U.K. and one U.S.). Place as many bombers as desired on any zone that does not contain Allies land units. Each hit removes one land unit of the Allies player's choice from play.

ORDER CARD 6

The Axis player fires with each artillery in a zone with bombers. Choose one bomber in that zone for each roll. Each hit removes that bomber from play. (It is not returned to the Airfield area.)

ORDER CARD 7

The Allies return their bombers to base. Place surviving bombers on the Airfield area.

ORDER CARD 8

This phase applies only to land units of the Allies that are already ashore, not those in the beachhead boxes. (On the first turn, the only such units are those that attacked from the Airborne boxes in phase 1.)

You do not have to move units.

Units don't attack now. Resolve combat when an order card so directs (cards 11 and 13).
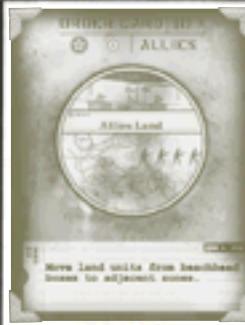
ORDER CARD 9

A blockhouse can fire on land units of the Allies in a beachhead box within its firing arc. This is indicated by an arrow. (Some blockhouses can fire on more than one beachhead, while others cannot fire on any.) A blockhouse cannot fire on air units.

Each blockhouse can fire on a different target. Roll dice one at a time.

ORDER CARD 10

Move Allies land units from beachhead boxes into the zones adjacent to them (connected by the light-colored arrows). Remember that the maximum number of Allies land units allowed in a zone is eight. You cannot move land units into a zone if they bring the total to more than eight. (They'll just have to wait offshore for another turn.)

Don't move land units that are already in zones. They already moved during phase 8 above.

You do not have to move units.

Units don't attack now. Resolve combat when an order card so directs (cards 11 and 13).

ORDER CARD 11

Follow the steps outlined in Combat on page 10. Allies units fire first. You fight only one cycle of combat for each zone that contains opposing land units. (The struggle for a zone could go on for some time.)

You must attack in every zone where a combat situation exists.

After combat, if land units of only one side remain, that side controls the zone.

ORDER CARD 12

During this step, Axis land units move and patrolling Allied fighters react. Each fighter in a region rolls to strafe each Axis unit moving into or out of that zone, including reinforcements. The Axis player indicates all units that are moving, then the Allies fire one at a time against target units.

You do not have to move units.

Units don't attack now. Resolve combat when an order card so directs (cards 11 and 13).

ORDER CARD 13

Follow the steps outlined in Combat, above. Axis units fire first. You fight only one cycle of combat for each zone that contains opposing land units.

You must attack in every zone where a combat situation exists.

After combat, if land units of only one side remain, that side controls the zone.

ORDER CARD 14

During this phase the Allies roll for both U.K. and U.S. reinforcements. Place the reinforcements in the appropriate beachhead boxes. United States units cannot be placed in United Kingdom beachhead boxes, and the reverse is also true.

The number of reinforcing units cannot exceed the number of units shown in each beachhead box. The reinforcements do not have to be the same types of units as those shown in the box, however. If there's not enough room to place all the units available, the remaining units must wait for a later turn. (They stay on the reinforcement chart.)

ORDER CARD 15

During this step the Axis player rolls twice for reinforcements, once for Rennes and Chartres and once for Rouen and Chartres. Place the reinforcements as you choose in any of the zones containing the listed markers. Reinforcements count as units moving in a zone, so they are subject to strafing by patrolling fighters. The Axis player places reinforcing units in all zones; then the Allies fire one at a time against target units.

Reinforcements cannot raise the number of land units in a zone to more than eight. If there's not enough room to place all the units available, the remaining units must wait for a later turn. (They stay on the reinforcement card.)

ORDER CARD 16

The Allies return their fighters to base. Place surviving fighters on the Airfield area.

Once you've played a few games of *Axis & Allies: D-Day*, you might want to add more complexity or variable elements. The following cards are optional additions to the order deck. You may add in one or both types, but you must use all cards of a particular type.

Green-backed cards are fortune cards. These cards affect each order. If you are using fortune cards, add them to the deck so that each comes up immediately *before* the order card of the same number. Each time a fortune card comes up, roll a die. On a roll of 1, a positive result affects the next order. On a 6, a negative result affects the next order. A roll of 2 through 5 has no effect.
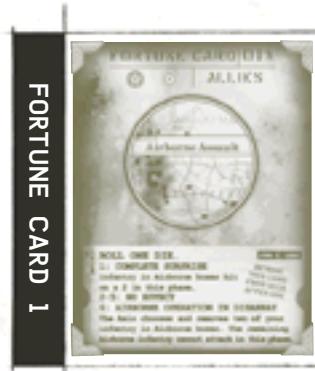
For example, fortune card 2 affects the number needed to hit when conducting naval bombardment: 3 or less if a positive development, 1 if negative. On a roll of 2 through 5, treat the order card normally.

Red-backed cards are tactics cards. These cards represent different maneuvers you can attempt. If you are using tactics cards, add them to the deck so that each comes up immediately *after* the order card of the same number. A tactics card affects only that phase; its effect does not continue through the game. Remove a tactics card from the deck after use. You don't have to use a tactics card when it comes up.

Here's an Easy-to-Remember Rule: Set up the deck with card types in alphabetical order from top to bottom—fortune (green), order (blue), and tactics (red).

Fortune Cards

Events can go terribly wrong, or go much better than you hoped. Weather, supplies, and even airplane crashes affect the most carefully laid plans. Use these cards if you want a more dynamic version of your game where anything can happen. The effect of a fortune card lasts only for its associated phase. On the next turn, roll again for a new effect.
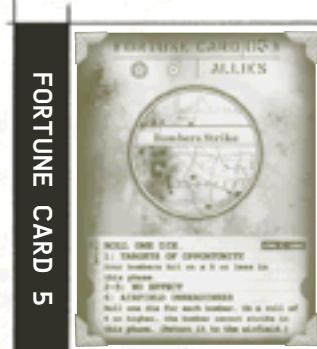
Once order card 1 has been removed from the deck, this card no longer has any effect and should also be removed from the game.

Roll six dice as normal, one at a time. Choose a blockhouse as the target of each die roll; the same blockhouse can be chosen more than once.

Normally no more than four fighters can patrol a given zone.

FORTUNE CARD 7

On a roll of 6, the bomber is removed from play before the Allies return-bombers to the Airfield area.

FORTUNE CARD 10

The Allies choose which beachheads are active on a result of 6.

FORTUNE CARD 13
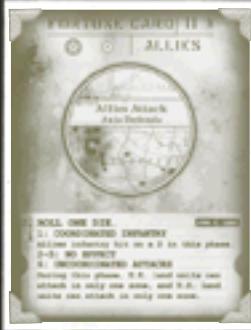
The Axis chooses in which zones to attack on a result of 6.

FORTUNE CARD 8

Units moving 2 zones must still move to adjacent zones.
Units that are restricted to moving out of one zone can still split up and enter multiple zones.

FORTUNE CARD 11

The Allies choose in which zones to attack on a result of 6.

FORTUNE CARD 14

Each Allies power gets one-half its reinforcements. Round up for each power, not for the total.

FORTUNE CARD 9

FORTUNE CARD 12
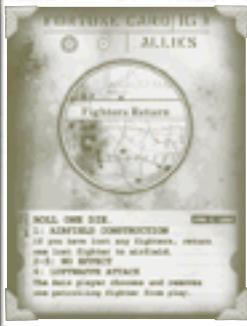
Units moving 2 zones must still move to adjacent zones.
Units that are restricted to moving out of one zone can still split up and enter multiple zones.

FORTUNE CARD 15

Each sector gets one-half its reinforcements. Round up for each sector, not for the total.
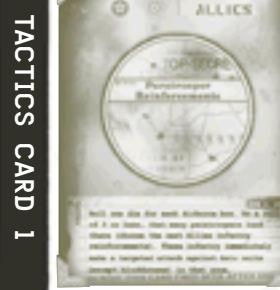
FORTUNE CARD 16

On a roll of 6, the fighter is removed from play before the Allies return fighters to the Airfield area.

Tactics Cards

Tactics cards represent new maneuvers that each side can pursue. Each takes effect just once; if you use it, remove the card from the deck. You are never required to use a tactics card.

TACTICS CARD 1

The reinforcements must match the nationality of the Airborne box (U.K. in the British box and U.S. in the American box). There cannot be more reinforcements than space allowed in the landing zone. They still cannot attack blockhouses during this phase.

TACTICS CARD 2

TACTICS CARD 3

The chosen fighter cannot be the target of antiaircraft fire. If it is the only fighter in the zone, no antiaircraft fire is allowed in that zone.

TACTICS CARD 4

TACTICS CARD 5

TACTICS CARD 6

TACTICS CARD 7

A coastal zone is any zone that borders water (colored blue), regardless of whether it contains landing beaches or Axis units.

TACTICS CARD 8
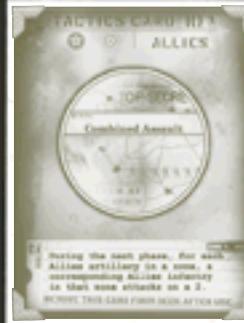
Even if blockhouses are not physically on their silhouettes, you cannot build a blockhouse if the zone has not lost any.

TACTICS CARD 9

TACTICS CARD 10
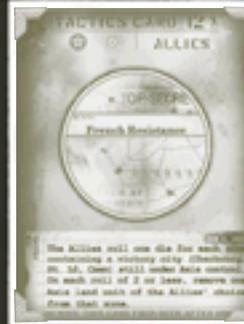
Infantry in excess of the number of artillery still attack on a 1.

TACTICS CARD 11
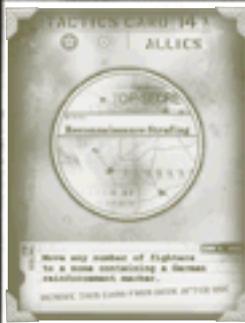
TACTICS CARD 12

TACTICS CARD 13

TACTICS CARD 14

Those fighters may strafe reinforcing land units as normal.

TACTICS CARD 15

Fighters may strafe this moving land unit as normal.

TACTICS CARD 16

Replace the infantry in their original positions on the reinforcement chart. They enter play in the normal order, from top to bottom and from left to right.

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