

OPERATION OVERLORD

by Dan Hoffbauer



OPERATION OVERLORD is a culmination of years of dissatisfaction over AH's D-DAY as it is today. This is not meant to be a replacement for D-DAY, but as a change-of-pace for realism nuts who have a little time over the vacation. The set-up time is rather long, but once the game begins and the turn-by-turn routine established, it should proceed rapidly.

The game of D-DAY is good enough as a game, but it lacks the dynamism and alternatives of the actual situation. The Allied advance across France was not a cut-and-dried pursuit of a defeated enemy (although many thought it to be so at the time), but a chase after a wounded tiger which could strike back. D-DAY could never recreate the situation of the Allied armies in September, 1944, when they stood triumphant before the German borders with apparently nothing but scattered resistance between them and Berlin. It could never approximate the terrible supply problems the Allies were experiencing nor could it lend any validity to the controversy of the "broad front" advance decided upon by Eisenhower as opposed to the "knock-out punch" proposed by rivals Montgomery and Patton.

OVERLORD is an attempt to correct this with a game that is complicated, but not too complicated (hopefully). It is not suggested as an afternoon's enjoyment, as it will take longer than that. If the players are competent, the game will last until the last turn. You will notice that the invasion itself, while critical, is not the decisive factor. Indeed, the rules tend to

limit the Allied choices more severely than they do in D-DAY. The German can pretty well predict where they will have to land.

The real fight will come in the heart of France and on the approaches to the Rhine. Even when the Germans are battling on the Rhine, one bridgehead will not defeat them. The Allies must drive completely off the board into the heart of Germany.

Taking the scope of the game into consideration, OPERATION OVERLORD is a more appropriate name for this game than is D-DAY. Overlord was the code name for the entire Western Allied effort to defeat Germany and took a little over 11 months to complete. It was not "mission accomplished" until Germany accepted unconditional surrender.

This game gives the players a great deal of freedom within the historical boundaries of the campaign. Since this game was designed with face-to-face play exclusively in mind, an effort was made to create uncertainty and hidden movement as much as possible without tedious recording.

Comments on this game would be appreciated at 4749 Denny Ave., North Hollywood, Calif. 91602

MAPBOARD

1) The Avalon Hill D-DAY mapboard is used for this game.

2) Terrain features are identical to those described in the D-DAY rulebook.

3) REMEMBER: Coastal squares are those squares which have a red arrow pointing at them. Inland ports are

not considered coastal squares.

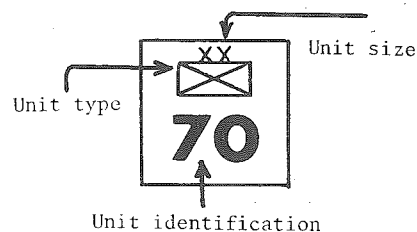
4) Movement is not allowed on hill squares marked with an "X".

UNIT COUNTERS

Below is pictured a replica of one of the unit counters. You will notice that it is quite different from your usual counter in that combat and movement factors are not printed on it. This is the hard part in putting the game together: when you paste on the unit counter sheets to cardboard and cut them out, you will also have to cut out approximately 300-400 blank counters to use as combat factor numbers. Each unit is represented by two counters: The Unit Identification counter (shown above) and the combat counter (make yourself). The combat counter is always placed under the ID counter to represent the unit's combat strength. You can mark values on the blank counters as you need them, so make enough to be sure you don't run out of a particular number.

Unit strengths are explained in the Order of Battle section.

Movement factors are shown in the Movement section.



CORPS COUNTERS

1) Included with the game are several corps counters. These are to be used to cut down on counter congestion in crowded areas.

2) Each corps has two counters: one is placed on the board with the combat factor equal to the combined combat factor of the units it replaced. The other counter is placed off to the side along with the replaced unit counters. You should keep track of the strength changes in each unit of the corps in case the corps splits up.

3) The corps travels at the speed of its slowest unit.

4) A corps may contain either two or three units.

5) Only one corps per square is allowed to participate in combat.

6) Units within a corps may freely interchange factors: however, infantry factors may not be used to reinforce armored units; nor static infantry for regular infantry. That is, unit types are not interchangeable except for German paratroops and German infantry. Armored and armored cavalry may reinforce any unit except Allied paratroops.

7) A corps must follow the same rules as any other unit in movement and combat.

8) Supply for a corps is computed by the number of units contained in it

MOVEMENT

1) The movement rate for each unit is determined by its type and nationality.

2) There are two different types of movement which a unit may utilize:

a) Battle Movement

b) Convoy Movement

3) Units may never use both modes of travel during the same turn.

4) Battle Movement places no restrictions on combat and is not delayed by terrain features. Listed below are the rates:

Allied armored cavalry: 5

All armored, armored infantry, and Allied infantry: 4

Paratroops, German infantry: 3

German static infantry: 2

5) Convoy Movement represents long-range strategic movement. As such, the unit using this type of travel is subjected to various terrain and combat restrictions.

a) Units utilizing Convoy Movement may not attack during that turn.

b) Units starting their turn in an enemy ZOC may not utilize Convoy Movement. Units using Convoy Movement may not enter enemy ZOC during any portion of that turn. EXCEPTION: Armored and armored cavalry units may enter and/or leave enemy ZOC, but must subtract the equivalent number of squares of their Battle Movement rate from the total number of squares left in their Convoy Movement each time they do so. For instance, an armored cavalry unit starting in an enemy ZOC may move out of the ZOC, travel 7 squares, and enter another enemy ZOC. If the unit

would have traveled 8 squares instead of 7, that would have left only four squares of its Convoy Movement allotment. Therefore, the unit could not have entered the enemy ZOC since it did not have enough movement factors left.

c) All units using Convoy Movement must lose the number of squares normally allotted in Battle Movement each time they enter a hill square. Example: a panzer unit must lose 4 movement factors for each hill square it passes through.

d) Units which used their ZOR in the previous turn may not utilize Convoy Movement.

e) The following are the Convoy Movement rates:

Allied armored cavalry: 17

Allied armor: 14

Allied infantry, paratroops: 12

German panzer, panzer grenadier: 10

German infantry: 8

German static infantry: 4

TERRAIN EFFECTS ON MOVEMENT

1) Terrain has no effect on Battle Movement.

2) Terrain has no effect on Convoy Movement except for hill squares: All units must subtract the number of squares equal to their Battle Movement Allotment each time they enter a hill square.

3) Units may never enter ocean squares or hill squares with an "X".

4) Only one unit at a time can move through the dike square in Holland. Units on the dike cannot attack or defend; units attacked while on the dike are automatically destroyed.

STACKING

1) There is an unlimited amount of units which can be stacked in any one square.

2) Only three units per square may participate in combat (attack or defense). The units being used in combat must be on the top of the stack.

3) Brigades and regiments are counted as 1/2 a unit for stacking.

ZONES OF CONTROL

1) All combat units control the six adjacent hexes and the hex they are on.

2) German static units control the square they are on only.

3) Enemy units must stop on the first square in a zone of control (ZOC) they enter.

4) Enemy units may not move through a ZOC.

5) Once an enemy unit enters a ZOC, it may not move again during that turn.

6) ZOC effects movement only -- it does not require combat to result.

7) ZOC's extend across rivers and into fortresses. Units in fortresses have a ZOC on the square they occupy only.

ZONES OF REACTION

1) All combat units have a zone of reaction (ZOR) which may be utilized during the defending portion of the turn.

2) German Static units have 0 ZOR range, all units with a -3- Battle Movement rate have a 1-square ZOR range, units with a -4- Battle Movement rate have a 2-square ZOR, and units with a -5- Battle Movement rate have a 3-square ZOR.

3) The ZOR represents short-term reaction by defending reserves and allows the defender to commit them to battles initiated by the other player. Exact procedures of use are explained in the Combat section.

4) Units which are adjacent to enemy combat units or are under air attack may not utilize their ZOR capability. Units using the ZOR must be able to trace a route to the unit they are supporting free of enemy ZOC's and air attacks.

5) After using the ZOR, a unit must be flipped over to indicate its use.

6) Units using their ZOR do not have a ZOC on adjacent squares and are unable to stop or delay enemy units in advances after combat. Enemy units may not advance through the square units occupy, however.

7) A unit may not utilize its ZOR more than once per turn.

8) Units may not trace a ZOR route through a hill square, although a ZOR route may be traced to units defending within a hill square.

9) A weather condition of "3" reduces all ZOR ranges by 1; a "4" condition reduces it by 2.

10) Units using their ZOR may not be able to use Convoy Movement during the following turn.

COMBAT

1) Combat is resolved by a matrix combat system; the attacker picks a type of assault, the defender chooses a defense; the two are matched on the correct odds and a result is given. The die is not used.

2) Combat is initiated at the attacker's option. The attacker is never forced to attack.

3) Only those enemy units adjacent to a unit may be attacked.

4) All enemy units adjacent to you need not be attacked; however, all enemy units (up to 3) within an attacked square must be fought.

5) There is no division of combat within a square; all defending units' combat factors within a square are totaled into one.

6) The attacker indicates the square he is attacking -- combat is assumed to be centered within the attacked square.

7) Combat procedure is as follows:

a) All attacking units are totaled into one combat factor; all defending units are totaled into one factor.

b) The two numbers are compared (attacker's number first, round off odds in favor of defender) to find the proper odds comparison.

c) The attacker picks an attack card (this may not be changed).

d) The defender has the option to add into the battle any unit which is in ZOR range of the defending square

and is able to utilize ZOR. Such units are subject to losses according to the CRT.

e) Odds are recomputed if defending units are supported. The attacker may not alter the attack card or the units involved.

f) The defender calls out a defense

g) The attack and defense options are matched on the proper odds portion of the appropriate CRT and the result is carried out.

8) There are three types of assaults which can be made, depending upon the attack situation.

a) GROUND COMBAT -- the normal type of combat occurring on land.

b) PARADROP COMBAT -- attacks involving air assault only.

c) AMPHIBIOUS COMBAT -- attacks made from the sea.

9) These different modes of attack may not be carried out simultaneously. The attacker has the option to conduct the different modes in any way he sees fit. He may opt to fight all amphibious battles first, then paratroop battles followed by ground assaults. A unit could possibly be assaulted separately three times in the same turn if attacked by different modes.

TERRAIN EFFECTS ON COMBAT

1) Terrain features tend to increase the losses of the attackers and in some cases decrease those of the defenders. In no case does terrain "double" the combat factor of a unit.

2) Units defending in hill or city squares or behind river lines lose the normal amount of factors. Units defending in fortresses subtract one factor from the losses called for on the CRT. (Note: a loss of "+1" which would be theoretically possible if the defender had an original loss of "0" is not permissible!)

3) Units attacking into hill or city squares or squares behind river lines lose one additional factor than what is called for on the CRT. Units attacking into fortresses also lose one additional factor.

4) Units defending on hill, city or fortress squares or behind river lines may never be attacked at greater than 3-1 odds, no matter how outnumbered they are.

5) Units defending in fortified squares are the same as if defending in hill squares.

6) If a defending unit behind a river line is attacked by an enemy unit attacking across a river side and a unit attacking across a clear terrain side, the defending unit loses the benefit of the river line.

7) Terrain does not effect air attack losses. EXCEPTION: Units in fortresses subtract one factor from any losses incurred by air strikes.

LOGISTICS

1) Units are considered supplied by tracing a line to a supply dump counter.

2) A supply dump is indicated by a blank counter with a number on it. The

number indicates how many units it may supply.

3) A supply dump may supply any and all units up to its capacity within a seven-square radius around it. That is, a dump with a "5" capacity may supply any five friendly units within seven squares of the counter.

4) Supplies are not "used up" every turn. A supply dump represents a base where a certain amount of supplies are continuously flowing through; the capacities represent a supply rate, not the supplies themselves.

5) New supply dumps are built in the following manner:

a) The "mother dump" must have a capacity of at least 4.

b) New dumps must be within seven squares of the mother dump.

c) New dumps may be built at a maximum rate of 4 factors/turn.

d) Each mother dump may build only one new dump per turn.

e) Any dump may not shift more than 4 factors (up or down) in any one turn (exception: dumps may be destroyed immediately).

6) The German player starts with 100 supply factors which he may distribute in bases in any way he sees fit. Each supply dump must be within seven squares of a dump which contains at least 4 factors. All dumps must ultimately be able to trace a line through other bases off any clear terrain square on the Eastern edge of the board.

7) The Allied player receives supply factors according to the weather conditions.

8) Initial supply for an Allied invasion is determined by the red supply squares within the invasion area.

a) Such printed numbers are treated like a normal supply dump.

b) Only those supply squares captured on the first turn of the invasion may be used for supply.

c) Supply squares may not be built up beyond their printed values; new supply dumps may be built on that same square separately from the supply square's capacity. The supply square is considered the mother dump and all rules (including the 4-factor minimum) apply.

9) Ports are another initial source for Allied supply. A port is considered as any city square adjacent to an ocean square or any properly indicated inland port.

a) A port must not be in an enemy ZOC (nor can any lettered squares of an inland port be in enemy ZOC) to be used by the Allies.

b) The printed value of the port may never be built up, although separate supply dumps may be built in the city.

c) The port is otherwise treated as a normal supply dump.

d) The Allies may never have more than twice the total port and supply square capacity in supply dumps on the continent at any one time. If this number is ever exceeded, the excess supply factors must be destroyed.

10) Ignore all red-printed capacities for supply squares except those for ports and for squares captured by invasions.

11) Picture the supply systems as a chain of bases extending back to a source, through which are continuously flowing supplies to the forward bases. These forward bases distribute material to the front-line units, while the reserves can draw from rear bases.

12) If the "chain" is cut, that is, if a dump cannot trace a route seven squares to another dump at least 4 factors strong, then at the beginning of the next turn, if a route still can not be traced, then that dump starts losing factors; one for each unit being supplied. These losses continue until the dump loses all of its factors or a supply route is reopened.

13) Dumps may be captured by enemy units. The enemy unit must occupy the actual square the dump is on. If a friendly unit's ZOC is on the dump's square, the dump is still considered as captured intact. When a dump is captured, it automatically loses half of its factors (round up in case of fractions). The dump may then be used by enemy units in the same manner as isolated supply dumps are; i.e. each time a supply factor is used, it is subtracted from the base's total. Remember that these are captured supplies and as such do not represent a constant flow, but are instead a one-time bonus.

ISOLATION

1) Units which are not within seven squares of a friendly supply dump of sufficient capacity to provide supply for them AT THE BEGINNING OF THE TURN are considered isolated.

2) This includes units which are more than seven squares away from a dump or units which are cut off because of enemy ZOC.

3) Isolated units may not attack, may not utilize Convoy Movement, and may not move out of enemy ZOC. Isolated units in addition lose one additional factor after combat is resolved.

4) Units in fortresses may not attack and may not move at all, but they defend normally.

5) A unit may remain isolated for an indefinite period of time.

6) When a unit achieves its supply conditions at the beginning of a turn, all isolation penalties are removed immediately.

REPLACEMENTS

1) The German player receives four infantry and two armor replacement factors every turn at any of the red starred squares.

2) These replacements begin with the June III turn.

3) Armor replacements can be used with any unit; infantry replacements may be used with infantry, parachute or static units only.

4) German replacements are not affected by the weather.

GROUND

CA	ID	LD	DA	RT	3-1
2/-1	1/0	1/0	0/0	0/0	R
4/-2	3/-2	3/-2	0/0	0/0	EH
3/-1	4/-3	3/-1	0/0	0/0	IA
4/-2	4/-2	3/-2	0/0	0/0	EA
4/-2	4/-1	4/-3	3/-2	2/-1	B
3/0	3/0	2/-1	4/-3	4/-3	P
CA	ID	LD	DA	RT	2-1
1/0	1/0	0/0	0/0	0/0	R
3/-1	2/-1	2/-1	0/0	0/0	EH
3/0	3/-2	2/0	0/0	0/0	IA
3/-1	3/-1	3/-1	0/0	0/0	EA
4/-1	3/0	4/-2	2/-1	1/-1	B
3/+1	2/0	2/0	4/-2	3/-2	P
CA	ID	LD	DA	RT	1-1
0/+1	0/+1	0/0	0/0	0/0	R
2/-1	1/0	1/0	0/0	0/0	EH
2/+1	2/-1	1/+1	0/0	0/0	IA
2/-1	2/-1	2/-1	0/0	0/0	EA
3/0	2/+1	3/-2	1/-1	0/0	B
2/+2	1/+1	1/+1	3/-1	2/-1	P
CA	ID	LD	DA	RT	1-2
0/+1	0/+1	0/0	0/0	0/0	R
2/0	1/+1	1/0	0/0	0/0	EH
1/+2	2/0	0/+1	0/0	0/0	IA
2/0	2/0	2/0	0/0	0/0	EA
3/+1	1/+2	2/-1	1/0	0/0	B
1/+2	0/+1	0/+1	2/-1	2/0	P
CA	ID	LD	DA	RT	1-3
0/+1	0/+1	0/0	0/0	0/0	R
1/+1	0/+1	1/+1	0/0	0/0	EH
1/+3	1/+1	0/+2	0/0	0/0	IA
1/+1	1/+1	1/+1	0/0	0/0	EA
2/+1	0/+2	1/0	0/+1	0/0	B
0/+2	0/+2	0/+2	1/0	1/0	P

EXPLANATION OF COMBAT RESULTS: The different possible assaults which the attacker may use are listed along the sides of the table. The letters are abbreviations of the following:

R = Reconnaissance
 EH = Engage & Hold
 IA = Infiltration Assault
 EA = Escalating Assault
 B = Blitz
 P = Pursuit

The different possible defenses which can be used are listed along the top, and are abbreviations for the following:

CA = Counterattack
 ID = Defense In Depth
 LD = Linear Defense
 DA = Delaying Action
 RT = Retreat

To use the CRT, determine the correct odds by comparing the total combat factor of all attacking units before the total combat factor of all defending units. Round all fractions down in favor of the defender. Pick out the proper odds portion of the CRT, then cross-index the attack which the attacker has chosen against the defense called against it. This will produce an outcome for the battle.

Each result is arranged in the same style. To read the result properly, pay attention to the number on the left hand side. This represents the number of factors the defending units must lose. If the defending units do not have a total combat factor at least equal to the amount which must be lost, then all defending factors are eliminated.

The number on the right side of the slash represents the attacker's losses in factors. This loss is dependant upon the defender's losses. A "0" indicates the attacker loses the same amount of factors the defender does; a "+" indicates the attacker must lose more than the defender does, while a "-" means the attacker loses less.

"3/+1" would therefore mean that the defender must lose UP TO three factors. The attacker must lose one more factor than the defender does. If the defender loses three factors, the attacker would lose four. If the defender only had two factors to lose, the attacker would lose three (one more than the defender lost).

Therefore, the attacker's losses are expressed in a loss RATE dependant upon the defender's losses.

MOVEMENT AFTER COMBAT

The shaded modes of attack (B, P) indicate that the attacker may advance after combat. The shaded modes of defense (DA, RT) indicate that the defender MUST retreat after combat.

ADVANCES: The attacker may occupy the defender's square with any attack if that square is vacated by defending units (either by retreat or elimination).

BLITZ: The attacker may advance any or all of his units which partici-

pate in the attack up to their full Battle Movement rate. The first square of advance must be through the defender's square. Movement beyond the first square may not be made through enemy ZOC. NOTE: enemy units which are utilizing their ZOR that turn, even on other battles, are not considered to have a ZOC during that period and may not hinder advances. Advancing units may not move through the square they occupy, though.

If defending units still remain on the square, blitzing units may still advance following these restrictions:

a) Such units must be armor or armored cavalry.

b) They may advance THROUGH the defending square, but may not stop on top of it.

c) They may advance up to half their Battle Movement rate according to the restrictions above.

d) The attack must be at odds over 3-1.

PURSUIT: All units participating in the assault may advance up to their Battle Movement rate as in a Blitz attack. An overrun maneuver is not allowed, however.

DELAYING ACTION: After combat, the defending units must retreat half their Battle Movement rate away from enemy units. Units may not retreat through enemy ZOC or squares which are being attacked by air. Units which have no retreat route are automatically eliminated.

RETREAT: After combat, defending units must retreat their full movement rate away from enemy units. The same restrictions as above apply.

All movements by the defender are compulsory. Units in a delaying action must retreat half and only half of their movement rate; no more and no less. The same applies to the retreat. Defending units may not retreat through the same square twice in one turn, although the number of units which retreat through a square in any given turn is eliminated.

All advances by the attacker are optional. All fractions are rounded up, i.e. a "3" can move 2 squares.

The defender MAY NOT move after combat unless it is a Delaying Action or Retreat defense.

There are many things which may alter the battle losses of both sides. These may take effect either before or after combat, and it is important to take note of the order of these losses, since losses taken before the CRT is used could alter the odds.

1) All air attacks (TAC and SAC) are resolved before ground combat is resolved, and losses resulting from air strikes are subtracted.

2) Combat is resolved; losses are subtracted.

3) Additional losses because of terrain effects are taken; defending units which do not lose as many factors as called for on the CRT receive

factors back (see Terrain Effects on Combat).

4) If the odds are over 3-1, the 3-1 table is still used, but additional losses are now subtracted from the defender. If the odds were 4-1, the defender loses one additional factor; if 5-1, then two additional factors, etc. The same process works in reverse against the attacker if the odds are lower than 1-3.

5) Various miscellaneous factors which effect combat losses are taken into account and the losses adjusted.

6) The final combat losses are arrived at after all adjustments.

The following is a complete list of the different situations in which extra factors must be taken in losses.

1) Terrain effects.

2) If odds are greater than 3-1 or less than 1-3 (NOTE: Units defending in certain types of terrain are protected against odds greater than 3-1).

3) In Ground Combat, armored cavalry units using the Reconnaissance option lose one less factor than dictated on the combat results.

4) Isolated units being attacked lose one additional factor than is called for on the combat results.

5) Paratroop units during their jump and afterwards if unable to open a normal supply route lose one additional factor if 50% or more of opposing forces are pure armored units.

TAC

TAC factors:		4	3	2	1
enemy losses (factors)					
enemy factors	1-2	1	1	0	0
	3-4	2	1	0	0
	5-6	3	2	1	0
	7-10	4	3	2	1
	11+	5	4	3	2

SAC

Enemy factors	Factors lost
1-2	1
3-4	2
5-8	3
9-12	4
13+	5

COMBAT RESULTS

The combat results on the Paratroop Combat chart are interpreted in the same manner as on the Ground Combat chart.

The defender is under the same obligations when using the Delaying Action or Retreat options as explained above. The attacker may only occupy the defender's square if it is vacated since there are no options for a long advance.

Allied paratroop units which are fighting against enemy forces which consist of at least 50% pure armored units lose one additional factor after combat. This loss applies only on the use of the Paratroop table or in situations after the initial drop where the paratroop units have yet to establish a normal supply route. Paratroop units with a normal ground supply line are not subject to this loss.

The following are the abbreviations for the attack options:

IA = Infiltration Assault
EA = Escalating Assault
HA = Holding Assault

The combat results on the Amphibious Combat chart are interpreted in the same manner as on the Ground Combat chart.

Shaded results indicate that the attacker may advance to take the square and the defender must withdraw his units one square. This allows the attacker to gain a foothold on the beaches. The defender is still under the same obligations in the Delaying Action and Retreat options as previously explained.

Results not shaded indicate that the attacker has failed to gain a foothold on the beach. Units unable to advance take losses as usual and are placed back in England. Units in such a situation are NOT eliminated unless the combat results call for such.

The following are the abbreviations for the attack options:

DA = Direct Assault
EA = Escalating Assault
IA = Infiltration Assault

PARADROP

CA	ID	LD	DA	RT	3-1
3/-2	2/-1	3/-2	2/-2	1/-1	IA
3/-2	3/-2	2/-2	1/-1	1/-1	EA
3/-3	2/-2	2/-2	2/-2	1/-1	HA
CA	ID	LD	DA	RT	2-1
2/-1	1/0	3/-1	2/-1	1/-1	IA
2/-1	3/-1	1/-1	1/0	1/-1	EA
3/-2	1/-1	1/-1	1/-1	1/-1	HA
CA	ID	LD	DA	RT	1-1
2/0	1/+1	2/-1	1/-1	0/-1	IA
2/0	2/-1	1/0	0/0	0/-1	EA
3/-1	1/0	1/0	0/-1	0/-1	HA
CA	ID	LD	DA	RT	1-2
2/+1	1/0	2/0	1/0	0/0	IA
2/+1	2/0	1/+1	0/+1	0/0	EA
3/0	1/+1	1/+1	0/0	0/0	HA
CA	ID	LD	DA	RT	1-3
1/+2	1/+1	2/+1	1/+1	0/0	IA
1/+2	2/+1	0/+1	0/+1	0/0	EA
2/+1	0/+1	0/+1	0/0	0/0	HA

AMPHIBIOUS

CA	ID	LD	DA	RT	3-1
4/-1	3/+1	5/-3	3/-2	2/-2	DA
4/0	3/-1	3/-1	2/-2	2/-2	EA
3/-1	4/-3	3/0	2/-2	2/-2	IA
CA	ID	LD	DA	RT	2-1
4/0	3/+1	5/-2	3/-1	2/-1	DA
4/+1	3/0	3/0	2/-1	2/-1	EA
3/0	4/-2	3/+1	2/-1	2/-1	IA
CA	ID	LD	DA	RT	1-1
3/+1	3/+2	4/-1	2/-1	1/-1	DA
3/+2	3/+1	3/+1	1/0	1/-1	EA
3/+1	4/-1	3/+2	1/0	1/-1	IA
CA	ID	LD	DA	RT	1-2
3/+2	3/+3	3/0	2/0	1/0	DA
3/+3	3/+2	3/+2	1/+1	1/0	EA
3/+2	4/0	2/+2	1/+1	1/0	IA
CA	ID	LD	DA	RT	1-3
2/+3	2/+4	2/+1	1/+1	1/+1	DA
2/+4	2/+3	2/+3	0/+1	1/+1	EA
2/+3	3/+1	1/+3	0/+1	1/+1	IA

5) The Allied player receives replacements in England, divided by nationalities, starting June III.

6) The U.S. units receive four infantry factors and two armor factors every turn. The British units receive two infantry and one armor factor each turn. All miscellaneous units receive no replacements. Canadian units use British replacements. French units receive one infantry factor every turn in Paris after all German units are cleared from France south of the line stipulated on the D-DAY board for acquisition of the "Turn 28" French units.

7) Armor replacements may be used with any unit except paratroops. Infantry replacements may only be used with infantry units.

8) The transfer of replacements from England to the continent is regulated by the weather. Replacements may land at either a friendly port or a coastal square being used as a supply square.

9) The U.S. player receives a special replacement rate of one parachute factor every 6th week (noted by the asterisk [*] on the weather chart). These can be used only in England (non transferable to the Continent) and can be used with U.S. parachute units only.

10) Replacements are represented on the board by replacement units with an appropriate combat counter beneath it. Such replacement units may operate normally as any other unit except that they may not attack.

11) To replace a combat unit, the replacement unit must be within the same square as the combat unit BEFORE movement begins. The desired number is then transferred from the replacement unit to the combat unit. If the replacement unit is used up, its counter is removed from the board.

12) A combat unit being replaced may not move or attack during that turn, but may defend normally. If the replacement unit is not used up completely, it may move normally that turn.

13) Combat units may receive replacements at the replacement origin (starred squares, England or Paris) without movement or combat penalty. The combat unit must be at the origin at the start of the turn, receives replacement factors directly, and may then move and fight normally.

14) If a unit is totally eliminated it costs one additional replacement factor to bring the unit counter back on the board at the replacement origin with "0" strength.

15) Replacements need not be moved from the replacement origin. If Allied replacements from England cannot get on the Continent because of weather, they are accumulated in England.

AIR POWER

1) The Allied player receives four TAC factors per turn (maximum, depending on weather).

2) TAC attacks are made after movement but before combat. TAC attacks

may be made on any square subject to restrictions below.

3) TAC attacks may be made in one large assault or split up into smaller ones, at the Allied player's choice.

4) TAC is restricted by range and distance from England and/or the Mediterranean. TAC capabilities for the different invasion areas are as follows: NORTH SEA - 2, PAS-DE-CALAIS - 4, LE HAVRE - 4, NORMANDY - 3, BRIT-TANY - 2, BAY OF BISCAY - 1, SOUTH FRANCE - 2.

5) Initial range is a maximum of 10 squares from any coastal square captured during the first turn of the invasion.

6) Surplus TAC attacks not able to be used because of a low TAC capacity in the invasion area being used may not be saved or used elsewhere. In the case of the second invasion, the area with the highest TAC capacity is used, not both.

7) TAC capacity on the continent is built up in the following manner: For every two supply dump factors stockpiled ashore (do not count printed port or coastal square capacities), one TAC factor may operate ashore. These "shore-based" aircraft are in addition to the invasion area's capacity. For example, if the invasion area was Brittany, then two shore-based TAC factors would bring the total TAC capacity up to four (remember, the level of four factors/turn may never be exceeded). Supply factors supporting TAC factors may not be used for ground supply, but specific dumps from which the TAC is drawing its supplies need not be specified.

8) Range is 10 squares from a friendly supply base. For a unit to be attacked by four TAC factors, there must be at least eight supply dump factors within 10 squares of it. If there are only seven, for instance, then the unit could be attacked only by a maximum of three factors.

9) TAC factors are not lost if a supply dump is captured by the enemy, but TAC ranges are measured from uncaptured bases only.

10) All results of TAC attacks are effective before ground combat is resolved. Units hit by TAC attacks may also be attacked on the ground in the same turn.

11) TAC attacks achieve the following results:

a) Inflict losses on enemy units as shown on the table below.

b) Eliminate the ZOR capability of any unit thus attacked for that turn.

c) Inflict losses on supply dumps in the same manner as on enemy units. See the TAC table on page 7.

12) TAC attacks do not effect movement except for the ZOR restriction. The movement - inhibiting characteristics are reflected in the German movement rates.

13) The Allies are allowed eight SAC attacks during the course of the game. No more than two attacks per turn may be made. The possibility of SAC attacks is modified by weather

conditions.

14) SAC attacks are made after TAC attacks but before ground combat is resolved.

15) SAC attacks achieve the following results:

a) Inflict losses on enemy units or supply dumps as shown in the table.

b) Inflict losses on friendly troops if in close support of certain types of ground assaults.

See SAC Table on Page 7.

16) In BLITZ or PURSUIT attacks, subtract one factor from the friendly attacking forces if they are attacking a square which is under SAC attack. Each SAC attack inflicts this if two attacks are made on the same square. Losses are subtracted before combat.

17) SAC attacks do not restrict movement because they were of short duration compared to a week-long TAC operation.

18) SAC attacks may be made on any square on the board.

19) The Allies are allowed four factors/turn TRANSPORT capacity. This may be modified by weather conditions. Transport capacity may go to any square on the board.

20) Transport factors have the following capabilities:

a) To airlift paratroop units to their drop zone. Each factor may lift one unit.

b) To supply ground units. Each factor may supply one unit. A unit receiving supply from the air must act as any isolated unit except that it may utilize Convoy Movement and may defend normally. Units still may not attack if supplied only by air.

21) Transport factors may be used for only one task in any given turn. If a transport factor drops paratroops it may not also provide supply during the same turn.

22) The German player does not receive any air attacks during the game.

PARATROOPS

1) Only Allied paratroop units may make combat airdrops.

2) Allied paratroop units must have at least 3 factors strength (1 for the Polish Brigade) in order to make a jump.

3) Allied units must be supplied to make a jump.

4) The paratroop units need not be on any specific square before making the jump.

5) Paratroops may land on any square on the board except squares occupied by enemy units and hill squares. They may land in an enemy ZOC.

6) Paratroops landing on a square not in an enemy ZOC need not attack during that turn.

7) Paratroops landing on a square that is within an enemy ZOC may not move out of that square and must attack using the PARADROP CRT.

8) Paratroop units are treated like ordinary infantry units the turn after their drop. The PARADROP CRT is used only on the turn of the drop.

INVASIONS

1) After the German player completes his initial set-up, the Allied player must write down:

- The area for the first invasion.
- The area for the 2nd invasion.

2) This is kept secret from the German player and may not be changed, but must be available for verification by the German player after the invasion has taken place.

3) The Allied player may request to be shown the combat factors of any 15 German units on the board.

4) The German player may then move any of his units not on coastal squares or starred reserve squares their Convoy Movement rate.

5) The Allied player invades his chosen area by placing his units directly on the invasion squares of the appropriate invasion area, as in Avalon Hill's D-DAY.

6) Units attacking German units on coastal squares may only attack those units which the arrow points to. Units which land without opposition may attack any enemy units they are adjacent to.

7) Units may not advance further than the initial coastal square they land upon in the Invasion Turn.

8) The Initial Invasion Capacity as printed in each invasion area is followed, as are the Second and Third week capacities, but all troop landing after the third week is governed by the four units/turn maximum, subject to the weather conditions.

9) The units invading the beaches must use the AMPHIBIOUS CRT.

10) The second invasion does not have any preliminary steps, but the Allied player should just invade as usual.

11) Although the Allied player can not change the location of his second invasion, he may delay it or cancel it before he launches it.

12) A second invasion is not possible until the August II turn.

WEATHER

1) The weather table represents weather conditions by numbers; "0" representing the best and "4" the worst.

2) Weather effects the entire Continent equally; that is, it is an "average effect".

3) Each weather condition has specific effects enumerated on the chart itself.

4) The German player rolls a die before each Allied turn to determine the weather result for that week.

ORDER OF BATTLE

1) The OVERLORD Order of Battle is quite a bit more open-ended than most other games. Each player is given, in the lists below, total amounts of combat factors for different types of units. You may apportion the combat factors to each section of units as you desire, within the minimum and maximum strengths given.

2) After the initial strength apportionment, combat factors may fluctuate freely. However, the maximum number of factors given for each unit may never be exceeded.

3) Combat factors are represented by placing a combat factor of the appropriate strength underneath the identification counter.

4) Units in the same square may transfer factors between them, keeping within the maximum strength limitation of each unit. Units doing so may not move during that turn.

5) The Allies have more units in their OB than is allotted to them in Avalon Hill's OB. When setting units up on the board in the boxes provided, all excess Allied units are placed in the "D-Day" section.

6) Ignore Headquarters units.

7) German reinforcements are listed in an open-ended fashion also. Since units were sent to the Western Front according to the need and their availability, the German player may bring in reinforcements in any manner from June III, 1944 to Jan I, 1945. This can be done as long as a) minimum and maximum strength requirements are met, b) no more than three units per turn are brought on, and c) no more than one Panzer unit per turn is included in the three units/turn allowance.

ALLIED ARMIES (All units division size unless noted by B (Brigade) or R (Regiment)).

U.S. Infantry (170 factors, 44 units, 3 min. - 6 max.) 1,2,3,4,5,6,7,8,9,26,28,29,30,35,36,42,44,45,63,65,66,69,70,71,75,76,78,80,83,84,86,87,88,90,79,94,95,97,99,100,102,103,104,106,24R, Rangers (2&5)B

U.S. Armor (70 factors, 15 units, 4 min. - 9 max.) 2,3,4,5,6,7,8,9,10,11,12,13,14,16,20

U.S. Airborne (17 factors, 5 units, 3 min. - 5 max.) 13,17,82,101,TF (Task Force)

U.S. Armored Cavalry (9 factors, 9 units, 1 factor per unit) 2,3,4,6,14,15,102,106,113 (all regiments)

British Infantry (45 factors, 12 units 3 min. - 7 max; brigades 1 min. - 3 max.) 3,15,43,49,50,51,52,53,56B,59,1 Commando B, 2 Commando B

British Armor (35 factors, 11 units, min. 4 - max. 10; brigades 1 min. - 4 max.) 4B,6GdsB,7,8B,11,27B,31B,33B,34B,79,Gds

British Airborne (7 factors, 2 units, 3 min. - 5 max.) 1,6

Canadian Infantry (8 factors, 2 units, 3 min. - 6 max.) 2,3

Canadian Armor (11 factors, 2 units, 4 min. - 10 max.) 4,5

French Infantry (26 factors, 8 units, 2 min. - 4 max.) 1,2,3,4,9,14,27,Tabour

French Armor (8 factors, 2 units, 3 min. - 5 max.) 1,5

Miscellaneous: Polish 1 Armor (4 factors), 1 Airborne B (2 factors), Dutch Infantry B (1 factor), Belgian Infantry B (1 factor), Czech Armored Infantry B (2 factors).

GERMAN ARMY (All units divisions unless noted by B (Brigade) or R (Regiment) LW = Luftwaffe, T = Training, F = Parachute, Gr = Panzer Grenadier AT START - ANYWHERE ON BOARD

Panzer Units (65 factors, 11 units, min. 4 - max. 10) 1SS,2SS,2,9,11,12SS,21,116,Lehr,17SSGr,30GrB(max.4, min.1) Infantry Units (70 factors, 19 units, 2 min. - 5 max.) 3F,5F,6F/2R,19LW-,77,84-, 85,91-, 242-,271-,272-,189-,275-,276-,277-,331,352,353,719

Static Units (8 factors, 4 units, min. 2 - max. 4) 157T-,159T-,165T-,182T- AT START - COASTAL SQUARES ONLY

Static Units (56 factors, 24 units, min. 2 - max. 4) 16LW-,17LW-,18LW-,47-,48-,49-, 243-,244-,245-,265-,266-,319-, 326-, 338-,343-,344-, 346-,347-,348-,703-,709-,711-,712-,716-

AT START - STRATEGIC RESERVES Panzer Units (27 factors, 5 units, min 4 - max. 10) 3Gr,9SS,10SS,15Gr,25Gr 2F (3 factors, min. 2 - max. 5) AT START - IN PARIS - 325 Security (1)

REINFORCEMENTS - EAST EDGE

Panzer Units (22 factors, 9 units, min 2, max 4) 30SSGr,49SSB,51SSGrB,100GrB,105B,106B,150B,FuhEsB,FuhGdGrB

Infantry units (43 factors, 15 units, min. 2 - max. 5) 16,19-,26,36-,50-,64-, 70-,79-, 89-,167-,176-,363-,462-,553-,559-

ROUTINE OF PLAY

Allied Player:

1) Check to see which units are isolated according to logistics rules.

2) Check Weather Chart; bring on new supply factors.

3) Build new supply dumps; transfer supply factors as desired within the logistics rules.

4) Transfer factors from replacement counters and/or sources to combat units; combat units in the same square may also transfer factors. Note which units have done this, as they may not move.

5) Bring on new replacement factors after checking the Weather Chart.

6) Bring on reinforcements from England according to weather or invasion charts.

7) Move all units desired which are able to do so.

8) Place all air attacks; resolve losses.

9) Resolve all combat.

10) Move Allied time marker ahead one week.

German Player:

1) - 7) Same as Allied player.

8) Resolve all combat

9) Roll a die for weather result next turn.

10) Advance German time marker ahead one week.

VICTORY CONDITIONS

1) The Allied player wins if he can move at least 10 combat units off any clear terrain square on the east edge of the board by the May I turn. Such units must be supplied.


















































































































































































































































































































2) The German player wins if he avoids the Allied conditions of victory

1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
1SS	2SS	12SS	9SS	10SS	2	21	9	11	116	Lehr	105	49SS	106	150
FuEs	17SS	3	15	25	30SS	30	FuG	51SS	100	19Lw	77	84	85	91
242	271	272	189	275	276	277	331	352	353	719	16	19	26	36
50	64	70	79	89	167	363	462	553	559	176	16Lw	17Lw	18Lw	47
48	49	243	244	245	265	266	319	326	338	343	344	346	347	348
703	709	711	712	716	2	3	5	6/2	157	159	165	182	325	Time

INFILTRATION ASSAULT			ESCALATING ASSAULT			RECONNAISSANCE			DIRECT ASSAULT					

ENGAGE & HOLD			HOLDING ASSAULT			BLITZ			PURSUIT					

4-6	4-6	4-6	4-6	4-6	4-6		2-3	2-3	2-3	2-3	2-3	2-3	0-6	0-6
2-6	2-6	2-6	2-6	2-6	2-6	2-6	1-3	1-3	1-3	1-3	1-3	1-3	0-6	0-6
1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-3	1-3	1-3	1-3	1-3	1-3	4-3	4-3
0-6	0-6	0-6	0-6	0-6	0-6	0-6	4-10	4-10	4-10	2-10	2-10	2-10	4-3	4-3
7-6	7-6	7-6	7-6	0-6	0-6	0-6	2-10	1-10	1-10	1-10	1-10	1-10	4-3	4-3
5-6	5-6	5-6	5-6	5-6	5-6	5-6	5-6	5-6	5-6	5-6	3-6	3-6	3-6	4-6
3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	3-6	2-6	2-6
2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	1-6	1-6
2-6	2-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	0-6	0-6
1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	5-6	3-6	2-6	0-6

														
 4-10	 4-10	 4-10	 2-10	 2-10	 2-10	 2-10	 1-10	 1-10	 1-10	 1-10	 1-10	 9	 9	 8
 1	 2	 3	 4	 5	 8	 9	 26	 28	 29	 30	 35	 36	 42	 44
 45	 63	 66	 69	 70	 71	 75	 76	 78	 79	 80	 83	 65	 84	 86
 87	 88	 89	 90	 94	 95	 97	 99	 100	 102	 103	 104	 106	 3	 15
 43	 49	 50	 51	 52	 53	 59	 2	 3	 1	 2	 3	 4	 9	 14
 27	 1,2,3	 82	 101	 13	 17	 TF	 1	 6	 2	 3	 4	 5	 6	 7
 8	 9	 10	 11	 12	 13	 14	 16	 20	 7	 11	 79	 Gd	 4	 5
 1	 5	 1	 4	 8	 27	 33	 34	 6Gd	 31	 102	 4	 15	 106	 2
 3	 6	 113	 14	 24	 2,5	 1	 2	 56	 Dtch	 Bel	 Czh	 1	 10	 10
 1	 1	 1	 1	 2	 2	 3	 4	 SAC	 SAC	 Time		 1	 1	 1
 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	 1
 4-6	 4-6	 4-6	 4-6	 4-6	 4-6	 4-6	 4-6			 5-6	 3-6	 2-6	 2-6	 1-6
 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3
 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 2-3	 2-3	 2-3	 2-3	 2-3	 2-3
 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 1-3	 1-3	 1-3	 1-3	 1-3	 2-3
 5-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 0-6	 1-3	 1-3	 1-3	 1-3	 1-3	 2-3
 5-6	 5-6	 5-6	 5-6	 5-6	 5-6	 5-6	 5-6	 5-6	 7-6	 7-6	 7-6	 7-6	 1-6	 1-6
 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 3-6	 1-6	 1-6
 3-6	 3-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 1-6	 1-6
 2-6	 2-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6

Weather & Time Chart

DIE ROLL:	1	2	3	4	5	6	DIE ROLL:	1	2	3	4	5	6
June II	0	0	0	1	1	2	Nov II	1	2	2	3	3	3
June III	0	0	0	1	1	2	Nov III	1	2	2	3	3	4
June IV	0	0	0	0	1	1	Nov IV	2	2	3	3	3	4
July I	0	0	0	0	0	1	Dec I*	2	3	3	3	3	4
July II	0	0	0	0	0	1	Dec II	2	3	3	3	4	4
July III*	0	0	0	0	0	1	Dec III	3	3	3	3	4	4
July IV	0	0	0	0	0	1	Dec IV	3	3	3	4	4	4
Aug I	0	0	0	0	0	1	Jan I '45	3	3	3	4	4	4
Aug II	0	0	0	0	0	1	Jan II	3	3	3	4	4	4
Aug III	0	0	0	0	0	1	Jan III*	3	3	3	4	4	4
Aug IV	0	0	0	0	0	1	Jan IV	3	3	3	4	4	4
Sept I*	0	0	0	0	1	1	Feb I	3	3	3	4	4	4
Sept II	0	0	0	1	1	2	Feb II	3	3	3	4	4	4
Sept III	0	0	1	1	2	2	Feb III	2	3	3	3	4	4
Sept IV	0	0	1	1	2	2	Feb IV	2	2	3	3	3	4
Oct I	0	1	1	1	2	3	March I*	2	2	2	3	3	4
Oct II	1	1	1	2	2	3	March II	2	2	2	3	3	3
Oct III*	1	1	2	2	2	3	March III	2	2	2	2	3	3
Oct IV	1	2	2	2	2	3	March IV	2	2	2	2	2	3
Nov I	1	2	2	2	3	3	April I	1	2	2	2	2	3
<div>0 = Perfect Weather</div> <div>1 = Allied TAC and Transport capacity maximum is 3, Allied supply build-up maximum is 3, U.S. replacements are 1 armor and 3 infantry factors, Allied Convoy Movement rates are cut by 1.</div> <div>2 = Allied TAC and Transport capacity maximum is 2, Allied supply build-up maximum is 2, U.S. replacements are 0 armor and 2 infantry factors, Allied Convoy Movement rates are cut by 2.</div> <div>3 = Allied TAC and Transport capacity maximum is 1, Allied supply build-up maximum is 1, U.S. replacements are 1 infantry factor, British replacements are 1 infantry factor, sea movement maximum is 2 units, invasions are prohibited, Allied Convoy Movement rates are cut by 3.</div>							April II	1	1	2	2	2	3
							April III*	1	1	1	2	2	2
							April IV	0	1	1	1	2	2
							May I	0	0	1	1	1	2

4 = Allied TAC and Transport capacity maximum is 0, Allied supply build-up maximum is 0, U.S. and British replacements are 0, sea movement and invasions are prohibited, Allied Convoy Movement rates are cut by 4.