



Exercise Fabius	3
Dog Red	4
WN-68	4
Achtung Panzer!	6
Queen Red	7
Strongpoint Sole	8

ATLANTIKWALL

SCENARIO BOOK

BATTLE MAP DESCRIPTIONS

The Battle Maps are designed to be played mainly in order, as almost each one introduces new features to the game, becoming progressively more difficult.

Occasionally, certain Map effects will be activated or deactivated. To keep track of this, use the double-sided green/red tokens from the base game to place on Sectors as needed.

TABLES FOR MAP N-22

The Queen Red Battle Map on p.8 uses two tables found in the back of the *D-Day Dice* Scenario Book. You'll want it handy when you play this map.

NEW BATTLE MAP ATTRIBUTES



Command Post In war, armies need to create command posts to better organize their attack. When you see this symbol in a Sector, it means that the first Unit to visit it will automatically “establish” a Command Post in the Sector. Some Command Posts are mandatory (they must be visited by at least 1 Unit) and others are optional.

In game terms, visiting a Sector with a Command Post for the first time activates other Map features, like additional Specialists or access to a locked Bunker. Once a Unit enters a Command Post, these activated features become available for all Units (see Battle Map descriptions for the features activated).

- A Command Post cannot be “de-activated”.
- Visiting a Command Post Sector is optional unless otherwise noted.
- When a Command Post activates more Items and Specialists, it is recommended to place these cards in a special pile as a reminder.

© 2018 Word Forge Ltd.

Word Forge Games, the Word Forge Games logo, the RWB system and the RWB logos are trademarks of Word Forge Ltd.



WORD FORGE
GAMES

www.wordforgegames.com

BATTLE MAP DESCRIPTIONS

If playing with the “Last Man Standing” optional rules from *D-Day Dice: War Stories*, each Battle Map description below includes the number of bonus Soldiers to add to your Unit at game start. See the War Stories rulebook, p. 11, for more details.



EXERCISE FABIUS

MAY 6TH, 1944, 0755

SLAPTON SANDS, ENGLAND

Slapton

This Map is dedicated to Ken Small, who devoted many years of his life trying to uncover the truth about the Allied servicemen who died during Exercise Tiger in April 1944, and to all who lost life and limbs during the landing exercises leading up to D-Day (Beaver, Duck, Fox, Muskrat, Tiger, Trousers and Fabius).

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ FLAK VEST ✓ LUCKY CHARM ✓ RANGEFINDER




Special Damage For this Battle Map: **-1 Courage**. If you do not have any Courage, ignore this loss.



Starting Sector 1 Start with 4 Soldiers.

Starting Sector 2 Start with 2 Soldiers and 1 Star.



No “Fresh Troops” RWB here Units cannot gain a Fresh Troops RWB in this Sector, either by rolling dice or any other game effect. However, all  results obtained during Phase 1 still give 2 Soldiers to their Unit.



Can't find Items here Items cannot be found here by any means, even if given freely by Awards or other game effects. However, all Items can be used here if they were found elsewhere.

Last Man Standing bonus Soldiers = 50



DOG RED

**JUNE 6TH, 1944, 0751, OMAHA BEACH
DOG RED SECTOR**



This Map is dedicated to Sergeant John Robert Slaughter and the men of the US 29th Infantry Division ("Blue and Gray").

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GRAPPLING HOOK ✓ ROPE LADDER ✓ POCKET BIBLE ✓ WIRECUTTERS



Starting Sector 1 Start with 2 Soldiers and 5 Item Points.

Starting Sector 2 Start with 3 Soldiers and 1 Courage.



Random Vehicle here (not free) At the beginning of the game, draw 1 Vehicle at random and place it, face-up, beside the Battle Map. That Vehicle can be found in Sector 5 by paying its cost in Item Points.



Requirement: Lose 1 Item to move here Any kind of Item will do (Regular, Special, Legendary).



Requirement: Lose any 2 Specialists to move here Any type of Specialists will do (Regular, Reserve, Unique, Ranking, Legendary).

Last Man Standing bonus Soldiers = 100



WN-68

**JUNE 6, 1944, 0829, LES MOULINS, OMAHA BEACH
DOG RED SECTOR**



This Map is dedicated to Martha Gellhorn, one of the greatest war correspondents of the 20th Century and the only woman to land in Normandy on D-Day after hiding on a hospital ship and passing herself as a stretcher bearer.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ COMMAND JACKET ✓ GAMMON BOMB ✓ POCKET BIBLE



Special Damage For this Battle Map: **-1 Specialist.**



Starting Sector 2 Start with 4 Soldiers.

Starting Sector 3 Start with 7 Soldiers.



Can't rally Specialists here Specialists cannot be rallied here by any means, even those given by Awards or other game effects.



Lose 2 Soldiers for each RWB obtained here Every time you obtain an RWB from your Final Tally or any other game effects (including Awards and Items), lose 2 Soldiers. Add the resources given by the RWB bonus to your Unit before losing these 2 Soldiers. The Medic Specialist can cut this loss in half.



Elite Machine Gun Fire Counts as regular Machine Gun Fire, but for each symbol, roll 2 dice and keep the highest result.




Free Specialist: Lieutenant here The first Unit to enter this Sector automatically rallies the Lieutenant for free. The Lieutenant cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.



Need an RWB to leave You must achieve an RWB before phase 5 to be able to leave this Sector. The RWB can be obtained in your Final Tally or by any other game effects (including Awards and Items).



Requirement: Lose 1 Explosive to move here To move in this Sector, you must discard any card that has at least 1 . When moving inside a Bunker with this requirement, you cannot discard a Vehicle card, since Vehicles cannot enter Bunkers.



"Fight Once" Sector This Sector has 2 different DEF values the 1st (and highest) is the one used in the very first combat by the first Unit to enter. Once this combat is resolved, the Sector takes the grayed 2nd value (0). If 2 or more Units enter the Sector at the same time, they decide among themselves who fights first. The other Units will benefit from the reduced DEF.

Last Man Standing bonus Soldiers = **90**



ACHTUNG PANZER!

JUNE 6TH, 1944, 1036

ST-LAURENT-SUR-MER, DOG RED SECTOR



This Map is dedicated to Corporal Preston V. Wells and the men of the US 6th Engineer Special Brigade, tasked with the near-impossible task of clearing and organizing the beach for the invading forces. Engineers composed 25 percent of the forces landing on Omaha on the first day of the invasion.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GAMMON BOMB ✓ LUCKY CHARM ✓ RANGEFINDER ✓ SIGNALLING LAMP



Starting Sector 1 Start with 4 Soldiers.


Starting Sector 3 Start with 5 Soldiers.



Elite Machine Gun Fire Counts as regular Machine Gun Fire, but for each symbol, roll 2 dice and keep the highest result.



Panzer The Bunker is protected by a German tank! The Panzer's strength depends on the number of Allied players + 2 (so with 3 Allied players, its strength is 5). Keep track of it using the faces of a d6 (in rare cases, you may need 2 dice). You cannot enter the Bunker unless the Panzer is neutralized.

To neutralize it, Units must be standing in this Sector, obtain Blue Tools results  in their Final Tally and renounce them (these Tools do not generate Item Points and cannot be part of an RWB or Straight). Each Blue Tool renounced lowers the Panzer's strength by 1, so change the d6 face accordingly. When the strength reaches 0, discard the d6: the Panzer is now neutralized and your troops can finally enter the Bunker. Renouncing Tools is a voluntary action. The Panzer can be neutralized in a single turn if enough Blue Tools are obtained.

Last Man Standing bonus Soldiers = 85



QUEEN RED

JUNE 6TH, 1944, 0727, SWORD BEACH

QUEEN RED SECTOR



*This Map is dedicated to Brigadier Simon Fraser (15th Lord Lovat),
Piper Bill Millin and the men of No. 4 Commando.*

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ FLAK VEST ✓ GAMMON BOMB ✓ POCKET BIBLE ✓ WIRECUTTERS



Special Damage For this Battle Map: **+1 MGF**. So if you roll a 6, you must add another MGF (for this turn only). If you also roll a 6 on the additional MGF, add another die, and so on. All damage done by these MGF dice is cumulative.



Starting Sector 1 Start with 4 Soldiers.

Starting Sector 2 Once players have chosen where they will start, one player rolls on **RANDOM TABLE S**. The result will determine the starting resources of all Units who start here. Once this roll is made, a Unit cannot decide to start elsewhere.



Vehicle here (not free) At the beginning of the game, draw 1 Vehicle at random and place it, face-up, beside the Battle Map. That Vehicle can be only be found in Sector 7, and only by paying its cost in Item Points.



Free Item: Bangalore Torpedo The first Unit to enter this Sector automatically finds the Bangalore Torpedo for free. This means the Bangalore Torpedo cannot be found otherwise, even by game effects that allow players to find an unavailable Item.



Free Specialist: Colonel here The first Unit to enter this Sector automatically rallies the Colonel for free. The Colonel cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.



Random Sector: Bunker The first Unit to enter the Bunker rolls on **RANDOM TABLE Z** to determine Bunker attributes for everyone. All the Bunker's requirements must be fulfilled normally. If the first Unit moving in cannot fulfill them, it may cancel its movement and stay in place, or move elsewhere if possible. Be careful – this can lead to a Unit wipe out.

Last Man Standing bonus Soldiers = **80**



STRONGPOINT SOLE

**JUNE 6TH, 1944, 1237, VER-SUR-MER
SWORD BEACH**



This map is dedicated to Trooper Eric Garbutt and the men of the 13th/18th Royal Hussars (Queen Mary's Own), who drove the amphibious tanks that proved crucial to the success of the Sword Beach landings.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ FLAK VEST ✓ GAMMON BOMB ✓ WIRECUTTERS





Starting Sector 1 Start with 1 Soldier and 2 Stars.


Starting Sector 2 Start with 4 Soldiers.



Intense Machine Gun Fire Machine Gun Fire in this Sector cannot be prevented (by the Grenade, for example), but its damage can be avoided or reduced with effects like that from the Flak Vest.



Command Post: Observation Bunker (mandatory) You must neutralize Bunker 1 before you can enter Bunker 2. To do this, discard a number of  from Units standing in Bunker 1. The number of  depends on the total number of Allied players in the game:

1-2 players = 3 

3+ players = 6 



"Fight Once" Sector This Sector has 2 different DEF values the 1st (and highest) is the one used in the very first combat by the first Unit to enter. Once this combat is resolved, the Sector takes the grayed 2nd value (0). If 2 or more Units enter the Sector at the same time, they decide among themselves who fights first. The other Units will benefit from the reduced DEF.

Last Man Standing bonus Soldiers = 85