






## COMMON BATTLE MAP ATTRIBUTES

 **Starting Sector** This symbol indicates the location(s) on the Map where a Unit may start. When you start the game, note the resources printed next to the Starting Sector symbol: add these to your Resource Card. When there is more than 1 Starting Sector available on a Map each player may choose differently.

 **Can't Stay Here** This black Shield indicates a special Sector where you cannot stay more than 1 turn.

When you move into a "Can't Stay Here" Sector, set your Unit Marker on its  face as a reminder that you must move out during the next PHASE 5.

 **Multiple DEF** Use the first DEF during your first combat turn, the second one for the second combat turn, and so on. The number of chevrons on your Unit Marker indicates which DEF shield value to use.

 **Fight Once** The first (and highest) DEF value 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 2<sup>nd</sup> 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.

**Reminder:** Items and effects that allow players to reduce the DEF of a Sector affect *all* Units present in that Sector **until the end of the turn**. All DEF reducing effects are cumulative, but a Sector's DEF cannot fall below 0.


 **MACHINE GUN FIRE (MGF)**


Each PHASE 6, when Units are present in a Sector under MGF, have one player roll a regular six-sided die (d6) to determine how many additional Soldiers each player will lose during combat.

MGF dice can be modified or re-rolled by special circumstances. All Units present in the Sector benefit from or suffer from any change to MGF.

When a Sector has more than 1 MGF symbol, roll a die for each MGF symbol, and add them together.


 **SPECIAL DAMAGE**

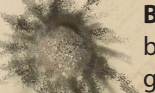
When a black die icon  appears beside the MGF symbol, you will suffer Special Damage on any die roll of 6. See the Battle Map description for the Special Damage incurred. In Sectors with multiple MGF symbols, rolling more than one 6 means you suffer multiple instances of Special Damage. Special Damage is always in addition to the regular MGF damage.


 **Land Mines** cause losses. When moving, any Unit that crosses a line with Land Mines immediately rolls 1d6 to determine its losses.

Land Mine dice can be modified by effects that modify the results of a d6.


If more than 1 Unit crosses the same Land Mines during the same turn, each must roll a die. Some Units are luckier than others when treading the minefields!

 **Barriers** are impassable. Units can never move over them, unless helped by specific game effects (like the Wirecutters Item).

 **Bomb Craters** Battle Maps are often marked with bomb craters. While these have no direct effect on gameplay, some game effects are triggered by them.

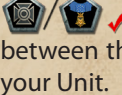
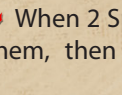
 **Maximum 1 Unit here** Only 1 Unit at a time may be present in this Sector. If one Unit leaves during PHASE 5, another may enter at the same time.


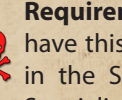
**Solitaire reminder:** all "Maximum 1 Unit" Sectors count as "Can't Stay Here" Sectors (see p.XX).


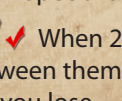
 **Requirement: Must have XXX to move here** This Sector requires a Specialist or an Item for the Unit to be entered. The Unit must always have the requirement at the moment it moves into the Sector, and you do not discard the Specialist.

The Map will show which of these symbol(s) is needed to enter the Sector. For example, if you play with 2<sup>nd</sup> Edition, the example shown corresponds to the Beachmaster.

This requirement must be met only once: if a required card is later lost, the Unit can stay.

  **Requirement: Lose XXX to move here** When 2 Specialist symbols are shown with a slash between them, then you need either 1 of the 2 Specialists in your Unit.

  **Requirement: Lose XXX to move here** You must have this Specialist in your Unit when you arrive in the Sector, and must immediately lose the Specialist. The symbol depicted indicates which Specialist must be lost.

  **Requirement: Lose XXX to move here** When 2 Specialist symbols are shown with a slash between them, then you choose which 1 of the 2 Specialists you lose.

The loss happens during PHASE 5: MOVE, and is not counted toward the casualties suffered during PHASE 6: COMBAT.



# COMPLETE 2<sup>ND</sup> EDITION SCENARIO BOOK







**Requirement: Lose any Specialist to move here**  
You must have a Specialist in your Unit when you arrive in the Sector, and must immediately lose the Specialist. Choose the Specialist (or Specialists) you lose to fulfill this requirement

If you are required to lose 2, you must have 2 to begin with.

This loss happens during PHASE 5: MOVE, and is not counted toward the casualties suffered during PHASE 6: COMBAT.



**Requirement: Lose any Item to move here**  
You must have an Item in your Unit when you arrive in the Sector, and must immediately lose the Item.

Choose the Item you lose to fulfill this requirement. If you are required to lose 2 Items, you must have 2 to begin with.



**Bonuses per turn** Some Sectors give bonuses which are added to the Final Tally (PHASE 1: ROLL THE DICE).

Bonus results do not have a specific color, and cannot allow a player to obtain RWB bonuses or Awards.

Bonus results cannot be traded with the Lieutenant

Positive bonuses are indicated in green while detrimental ones like are indicated in red because of the negative effect they have on your Final Tally.



**Penalties per turn** Some Sectors take away specific dice results (depending on the icon present). These penalties occur every turn.

Subtract the penalty from the Final Tally (PHASE 1: ROLL THE DICE).

If you don't obtain the specific result in your Final Tally, you don't suffer the penalty (do not remove anything from your resource card!).



**Award Sector** The first Unit to enter this Sector automatically draws a random Award.

Only 1 Award per game can be earned this way.



**Roll only 5 dice here** As long as you are standing in this Sector, you roll 1 less die in PHASE 1 (you must still lock 2).

Select one of your dice and set it aside (you can pick a different one each turn). If more than 1 Unit is present in this Sector, it might be a good idea to have players select different-colored dice to place aside, to maximize dice trading possibilities.



**Must lock 3 dice here** All Units must lock 3 dice here.



**No dice are locked here** All Units can re-roll all their dice here (up to 3 times).



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



**Climbing Sector** A Unit in a Climbing Sector must Climb to Advance, or, if lateral movement is allowed, it may move laterally in normal fashion.

To Climb, you need 4 Skulls in your Final Tally.

To help you do this, **no dice are locked** in Climbing Sectors.

• Battle Cry RWBs and other effects that allow you to Advance have no effect in a Climbing Sector.

• Skulls obtained while Climbing cancel other dice as normal, and can give you a Dead Man's Gift RWB.

• A Vehicle can never be present in a Climbing Sector.

• Cards and game effects that allow you to move twice during one turn do not allow you to move over a Climbing Sector, but you may end your movement in a Climbing Sector.

• Any Item with "Rope" in its name can be discarded to gain 1 Skull that has no color to your Final Tally.



**Command Post** The first Unit to visit this Sector will instantly "establish a Command Post". Some Command Posts are mandatory (they must be visited by at least 1 Unit), others are optional.

Visiting a Command Post for the first time activates other Map features, like additional Items or access to a locked Bunker. When a Unit enters a Command Post, these features become activated and available for all Units (see each Battle Map description for the specific features). Once activated, a Command Post cannot be "deactivated".



**Air Drop** When moving into an Air Drop Sector, each Unit rolls a single Supply Die to see what it obtains from the Air Drop (see below). Add the Supply Die's results to the Unit's Resource card. Each

Unit rolls separately – and only once – upon arrival in the Sector.

If more than 1 Air Drop symbol is present in a Sector, roll 1 Supply Die for each symbol and add the results together.

	Nothing		2 Stars		1 Star + 1 Soldier
	3 Soldiers		7 Item Points		1 Courage + 1 Soldier

**If you don't have access to Supply Dice:** For each present in your Sector, roll 2 RWB dice and add their results together to see what you receive. Skulls = nothing.



START HERE ON 1, 2, OR 3



START HERE ON 4, 5, OR 6

**Random Starting Sectors** At the start of the game, every Unit rolls 1d6 to determine its own Starting Sector. Compare the result shown on the d6 to the numbers printed in yellow besides the Starting Sector. Example shown at left.



**Random Attributes Sector** The first time a Unit moves into one of these Sectors, roll 1d6 and follow the corresponding Random Sector Table (example shown here indicates Table A, below).

- All Sector attributes rolled stay for the duration of the game.
- Items and game effects can be used to change the result of the roll.
- As a reminder, place a number token corresponding to the d6 result on that Sector.
- You have until you leave the Sector to find the Vehicles offered by some attributes.

**Optional rule for Random Attributes Sector:**

**HIDDEN TOKENS**

Instead of rolling dice when you enter a Random Sector, use the numbered tokens that come with the base game (numbered 1 to 6). At the start of the game, shuffle all the number tokens and randomly place, face down, 1 token in each Random Sector. The first Unit to enter a Random Sector reveals the token.

These tokens count as d6 dice rolls. They can be modified by game effects that affect d6 results, and can be "flipped", using the same rule as regular dice (1 flips to 6, 2 flips to 5, 3 flips to 4 and vice-versa).

**RANDOM SECTOR TABLES**

	<b>Mortars!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
	<b>Minefield:</b> Can't re-roll Skulls.
	<b>Intense Fire:</b> Can't stay here.
	<b>Shelter:</b> +1 Courage per turn.
	<b>Broken Wheels:</b> You can find a "Half-Track" or a "Jeep" Vehicle here (pay its cost in Item Points).
	<b>Fields of Glory:</b> The first Unit to enter this Sector draws a random Award. Only 1 Award per game can be drawn this way.

	<b>Artillery!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
	<b>Dead Troopers:</b> -1 Courage result from your Final Tally.
	<b>Open Ground:</b> +1 Skull of any color per turn.
	<b>Trench:</b> +1 Star per turn.
	<b>Broken Bulldozer:</b> You can find a "Bulldozer" Vehicle here (pay its cost in Item Points).
	<b>High Ground:</b> No dice are locked here.

	<b>Traps!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
	<b>Crossfire:</b> No Battle Cry RWB can be gained here.
	<b>Ambush:</b> For every Star in your Final Tally, -1 Soldier.
	<b>Intense Fire:</b> Can't stay here.
	<b>Armored Car:</b> You find an "Armored" Vehicle for free.
	<b>Rendezvous:</b> For every RWB you gain, +1 Soldier.

	<b>Deadly Accuracy:</b> MGF in this Sector now has  Special Damage: Lose 1 Specialist.
	<b>Pure Chaos:</b> No Leadership RWB can be gained here.
	<b>Concentrated Fire:</b> Each RWB obtained here raises the DEF of the Sector by 1 until the end of the turn.
	<b>Mud:</b> It costs 1 Courage to move out of here (in addition to normal costs).
	<b>High Ground:</b> No dice are locked here.
	<b>Broken Jeep:</b> You can find a "Jeep" Vehicle here (pay its cost in Item Points).

	<b>Empty Patch:</b> Can't find Items here (but can use them).
	<b>Intense Fire:</b> Can't stay here.
	<b>Rendezvous:</b> For every RWB you gain, +1 Soldier.
	<b>Trench:</b> +1 Star per turn.
	<b>Perfect Cover:</b> For every RWB you gain, +1 Courage.
	<b>Tank:</b> You find a "Tank" Vehicle for free.

	<b>Snipers!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
	<b>Flooded Area:</b> No Reinforcements RWB can be gained here.
	<b>Watch Out!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
	<b>Flanking Fire:</b> Roll 1 less die during PHASE 1.
	<b>Fortifications:</b> This Sector's DEF can't be reduced and its MGF can't be prevented (but can be ignored).
	<b>Barbed Wire!</b> If you don't have a  in your Unit, lose an additional 1d6 Soldiers each PHASE 6.







G

- **Burp Gun!** Permanently add 1 MGF here.
- **Covering Fire:** Must stay 3 turns here.
- **Dead End:** No Fresh Troops RWB can be gained here.
- **Intense Fire:** Can't stay here.
- **Quagmire:** If you have a Vehicle, it is lost. No Vehicle can be found here.
- **Fields of Glory:** The first Unit to enter this Sector draws a random Award. Only 1 Award per game can be drawn this way.

K

- **Surrounded!** If you don't have a Ranking Specialist in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
- **Artillery!** If you don't have a in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
- **Diversion:** When you move out of here, lose 1 Specialist.
- **High Ground:** No dice are locked here.
- **Rendezvous:** For every RWB you gain, +1 Soldier.
- **Jackpot:** +2 Tools per turn.

H

- **Dead Troopers:** -1 Courage result from your Final Tally.
- **Pinned Down:** No Awards can be drawn or used here.
- **Fanatical Opposition:** Can't rally Specialists here.
- **Bad Position:** Lock 3 dice during PHASE 1.
- **Enemy Depot:** +1 Tool per turn.
- **Broken Vehicle:** Draw a Vehicle at random. It can be found here if you pay its cost.

S

- **Side by Side:** Start with 1 Soldier and a 2-Star Specialist.
- **Outlook Not So Good:** Start with 1 Soldier and a 3-cost Item. If no such Item is available, gain 3 Item Points.
- **Against All Odds:** Start with 1 Soldier, 2 Stars, 3 Courage.
- **Business As Usual:** Start with 4 Soldiers.
- **Fighting Chance:** Start with 3 Soldiers and your choice of 1 Star or 1 Courage.
- **Let's Do This!** Start with 5 Soldiers and 2 Courage. You can't stay here.

I

- **Grenades!** If you don't have a in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
- **Sniper Fire:** At the end of the turn, each Unit rolls 1d6: 1 = Lose 1 Soldier / 2-5 = Nothing / 6 = Lose 1 Specialist.
- **Intense Fire:** Can't stay here.
- **Trench:** +1 Star per turn.
- **High Ground:** No dice are locked here.
- **Stranded Platoon:** Rally 1 Regular Specialist for free.

Z

**RANDOM BUNKER**

- **5** **BUNKER 20** **25** **30** **↑** **↑**  
Must stay until your Unit Marker shows 3 Chevrons
- **4** **BUNKER 30** **⬮** **⬮**  
Requirement: Lose 1 Item
- **5** **BUNKER 25** **⬮** **⬮**  
Requirement: Lose 1 Specialist
- **5** **BUNKER 25** **⬮** **⬮** **Special Damage: +1**
- **5** **BUNKER 35**
- **4** **BUNKER 20** **⬮** **⬮**

J

- **Mines!** If you don't have a in your Unit, lose an additional 1d6 Soldiers each PHASE 6.
- **Unstable Ground:** During PHASE 6, for each in your Unit, lose 1 Soldier.
- **Intense Fire:** Can't stay here.
- **Rendezvous:** For every RWB you gain, +1 Soldier.
- **High Ground:** No dice are locked here.
- **Buried Explosives:** For you, all Items with cost half their price, rounded up.

**EXERCISE TIGER**

APRIL 27<sup>TH</sup>, 1944, 0819 Slapton  
SLAPTON SANDS, UK

This Map is dedicated to 638 US servicemen who died on the way to Exercise Tiger on April 28<sup>th</sup>, 1944, when their boat was torpedoed by a German E-Boat.

**Starting Sector** Start the game with 4 Soldiers.

**EXERCISE TIGER 1: PRACTICE RUN**

For the Practice Run, ignore the Sectors' attributes, including Machine Gun Fire icons and the Land Mines. The only icon that concerns you is the DEF value for each Sector (shown on a shield). Remember that you cannot stay more than 1 turn in a Sector with a black DEF shield (Sectors 4 and 6).

For the dice results, concern yourself only with Soldiers and Courage. You need Soldiers to survive, and Courage to advance. Ignore other dice results for now. (You can keep track of the Stars and Item Points you obtain, if you want. These will determine who, among the winners, had the best Practice Run.)

The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, the other players must continue on to the objective.

**EXERCISE TIGER 2: BASIC TRAINING**

This time, continue to ignore Sector attributes, but add in Machine Gun Fire and Land Mines. This will add a layer of difficulty and danger.

To help you along the way, you will have access to Specialists, both Regular and Reserve (see rulebook, p.XX). Ranking and Unique Specialists are only available in Advanced Training.

The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, the other players must continue onto the objective. To determine who had the best Basic Training run, see the Victory Points optional rule among the victors (rulebook, p.XX).

There are no Items used in Basic Training, so ignore all Tool results from your Final Tally (re-roll them if possible).

**EXERCISE TIGER 3: ADVANCED TRAINING**

Now we use live ammo! In Advanced Training, all the game features and Sectors are fully functional. Items are also accessible.

The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, everybody loses. So Units will have to help each other in the face of danger.



AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

- ✓ AMPHETAMINES ✓ BAZOOKA ✓ FLAK VEST ✓ LUCKY CHARM

LAST MAN STANDING BONUS SOLDIERS = 35

**Free Specialist:** here A Unit moving here rallies the for free. It cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**Free Specialist:** here A Unit moving here rallies the for free. It cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**Stragglers** A Unit moving here gains Soldiers: roll 1d6 and add the result to your Resource card. Each Unit rolls separately.

*Designer's note: As mentioned in the "History of D-Day Dice" chapter, I owe a debt of gratitude to Thomas Provoost for the ideas of turning this map (originally from the print-and-play version) into a true tutorial for new players.*





MAP  
N-02

**OMAHA BEACH**  
JUNE 6<sup>TH</sup>, 1944, 0817  
DOG GREEN SECTOR

This Map is dedicated to T/5 John J. Pinder, Jr., who valiantly lost his life after setting up a vital radio communication station on Omaha Beach during the first wave, and the men of the US 1<sup>st</sup> Infantry Division ("The Big Red One").



AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

- ✓ AMPHETAMINES ✓ COMMAND JACKET ✓ LUCKY CHARM ✓ RANGEFINDER

LAST MAN STANDING BONUS SOLDIERS = 65

**Special Damage** for this Battle Map:  
-1 SPECIALIST

**Starting Sector** Start the game with 4 Soldiers.

**Scenario:** This Battle Map can be used in the Scenarios "Spread Out!!" and "Press On!" (p. XX).



MAP  
N-03

**GOLD BEACH**  
JUNE 6<sup>TH</sup>, 1944, 0737  
KING RED SECTOR

This Map is dedicated to Captain Logan Scott-Bowden, Sergeant Bruce Ogden-Smith and to the brave Commandos of the Combined Operations Pilotage Parties (COPP), who covertly swam to the Normandy beaches during the 1943-44 winter to reconnoitre the sites, take soil samples and analyze German defenses in preparation for the D-Day landings.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

- ✓ BAZOOKA ✓ GAMMON BOMB ✓ FLAK VEST ✓ SIGNALLING LAMP

LAST MAN STANDING BONUS SOLDIERS = 85

**Both Bunkers need to be conquered by at least 1 Unit.** Once a Unit enters either one of the Bunkers, it is removed from play (as per the Victory rules on p.XX, leaving its Specialists to reduce the Bunker's DEF).

- Starting Sector 1** Start the game with 4 Soldiers.
- Starting Sector 2** Start the game with 1 Soldier and the Specialist.

= **Shooting Gallery** Units with a Specialist ignore MGF. MGF is still rolled for Units that don't have this Specialist.

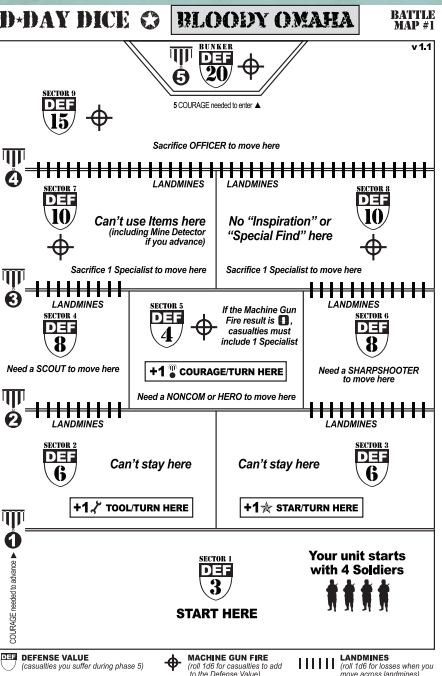
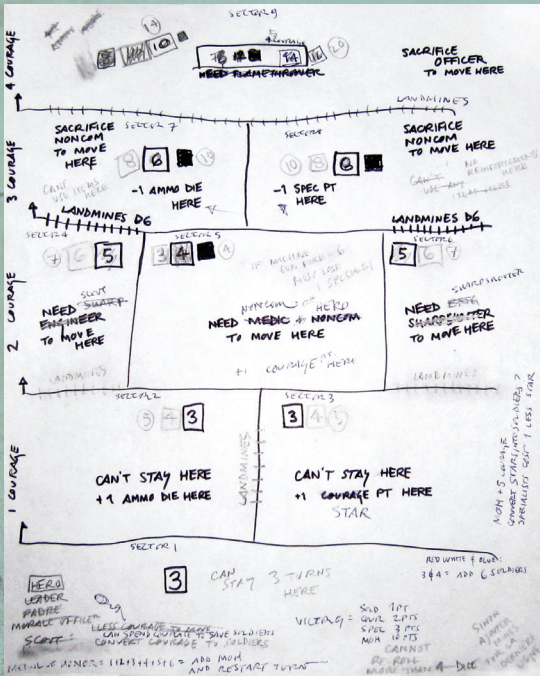
**Solitaire Play** When playing solo, you must enter both Bunkers (conquer one, then move laterally to the other one). Remember that since you cannot visit the same Sector twice, you must enter your 1st Bunker from Sectors 9 or 10, in order to exit from the top row (and move to the 2nd Bunker). You are allowed to stay up to 3 turns in the first Bunker.

If storming Gold Beach while using the *Last Man Standing* optional rules, add 5 Soldiers to your starting total. See p.XX for the 2<sup>nd</sup> Edition version of these rules, or page XX for the 3<sup>rd</sup> Edition).

**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).



**Designer notes:** This is the very first map I designed in 2009. It is the "raison d'être" of D-Day Dice. All the basic concepts of the game were created when trying to make this map interesting: MGF, Special Damage, sacrifices, Land Mines, "Can't Stay Here", Courage to Advance, etc.



Original prototype (pen, pencil + marker)

Print-and-Play

1<sup>st</sup> Edition

**Historical note:** The Combined Operations Pilotage Parties (COPP) was a unit composed of members of the Royal Marines, the Royal Navy, the Corps of Royal Engineers and the Special Boat Service.

To survey the Normandy beaches in preparation for D-Day, Captain Logan Scott-Bowden and Sergeant Bruce Ogden-Smith swam ashore over 30 times. During Operation KJH, at midnight, on December 31<sup>st</sup> 1943, both men swam to Gold Beach from a landing craft. The soil samples they took back allowed planners to cope with the terrain, which was weaker than expected thanks to a layer of peat under the sand.

They went back to the beaches many times during the winter, mainly operating from a midget submarine. Returning from the site of Omaha Beach, they warned Gen. Omar Bradley that the landing was going to be difficult, with many casualties.

On D-Day, the two men assisted in piloting the first waves on Omaha Beach.





MAP  
N-03B

## GOLD BEACH (ALT. VERSION)

JUNE 6<sup>TH</sup>, 1944, 0737

KING RED SECTOR

This Map is dedicated to Captain Logan Scott-Bowden, Sergeant Bruce Ogden-Smith and to the brave Commandos of the Combined Operations Pilotage Parties (COPP), who covertly swam to the Normandy beaches during the 1943-44 winter to reconnoitre the sites, take soil samples and analyze German defenses in preparation for the D-Day landings.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ GAMMON BOMB ✓ FLAK VEST ✓ SIGNALLING LAMP

LAST MAN STANDING BONUS SOLDIERS = 55

This alternate version of Gold Beach has 1 less Bunker than the one included in *D-Day Dice: 2<sup>nd</sup> Edition*. In this layout, Sector 11 features Bomb Craters instead of a Bunker. Although designed to be played in the Campaign Mode, this version of Gold Beach can also be included in any normal game. As there is only 1 Bunker to conquer, there are no special rules for solitaire play.

▶ **Starting Sector 1** Start the game with 4 Soldiers.

▶ **Starting Sector 2** Start the game with 1 Soldier and the Specialist.

= **Shooting Gallery** Units with a Specialist ignore MGF. MGF is still rolled for Units that don't have this Specialist.

**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).

The unofficial crest of the Combined Operations Pilotage Parties (COPP), to whom this map is dedicated.



**Designer notes:** The regular Gold Beach version is considered by many to be the toughest in the game. This easier version was created to balance gameplay in the Campaign Mode.

The reason the original version of Gold Beach has 2 bunkers is twofold: first, it was the second Battle Map I created back in 2009, and I wanted it to be twice as challenging as Omaha; second, it was on this beach that Sergeant Major Stanley Hollis of the Green Howards conquered 2 bunkers on his own. See the historical note on Battle Map N-08 (Mont Fleury Battery) for more details about this incredible feat, p. XX.



The Green Howards, who landed on Gold Beach as part of the 50th (Northumbrian) Infantry Division. To learn more about them, see page XX.



MAP  
N-04

## SWORD BEACH

JUNE 6<sup>TH</sup>, 1944, 0728

QUEEN WHITE SECTOR

This Map is dedicated to Capitaine de corvette Philippe Kieffer, one of the 177 French volunteers of the "Bataillon de Fusiliers-Marins Commandos" who landed on Sword Beach on D-Day to help liberate their own country.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ LUCKY CHARM ✓ POCKET BIBLE ✓ RANGEFINDER

LAST MAN STANDING BONUS SOLDIERS = 65

▶ **Starting Sector 2** Start the game with 4 Soldiers.

**Free Specialist:** here A Unit moving here rallies the for free. It cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**A** Random Sector Tables are found on p. XX.

**Scenario:** This Battle Map is part of the Scenario "Silence the Guns" (p. XX). It can also be used in the Scenarios "Spread Out!" and "Press On!" (p. XX).

**Historical note:** The 1<sup>er</sup> Bataillon de Fusiliers Marins Commandos, nicknamed the "Kieffer commandos", were veterans from the Dieppe landings of 1942 (Operation Jubilee). On D-Day, they landed on Sword Beach with the rest of the Commando units, who were commanded by Lord Lovat. The mission of these Free French special forces was to neutralize the defenses in Ouistreham. Their battle is depicted on Battle Map N-31, Riva Bella Casino (see pages XX and XX).

To learn more about this unit, see p. XX.

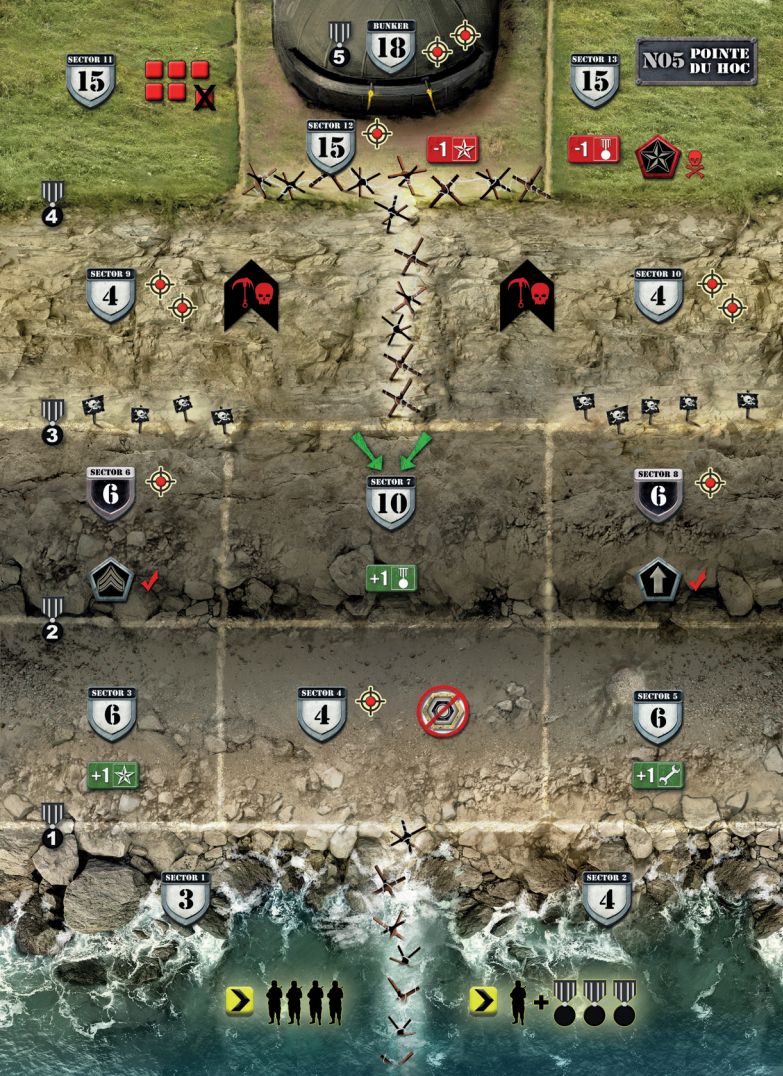


The official cap badge of the "1<sup>er</sup> Bataillon de Fusiliers Marins Commandos", approved and issued just weeks before D-Day, in May 1944. For the landings, the unit was integrated to No. 4 Commando.

The famous insignia of the British Commandos. Divided into smaller units called "Troops", the Commandos hosted many exiles from nations invaded by the Axis. Two Commando units are included as Legendary Units in D-Day Dice: No. 4 Commando (see p. XX) and No. 10 Commando (see p. XX).







## POINTE DU HOC

JUNE 6<sup>TH</sup>, 1944, 0710 *Pointe Du Hoc*  
SAINT-PIERRE-DU-MONT

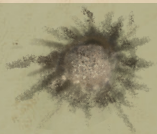
This Map is dedicated to Lt. Colonel James Earl Rudder and the men of the 2nd Ranger Battalion, Dog, Easy and Fox Companies, who climbed the vertical cliffs of Pointe du Hoc on D-Day while under heavy enemy fire.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ GRAPPLING HOOK ✓ RANGEFINDER ✓ ROPE LADDER

LAST MAN STANDING BONUS SOLDIERS = 90

### MAP UPDATE



A Bomb Crater has been added to Sector 5.

- **Starting Sector 1** Start the game with 4 Soldiers.
- **Starting Sector 2** Start the game with 1 Soldier and 3 Courage.



**Safe Spot** If you fail your Climb in Sectors 9 or 10, you may retreat to Sector 7 if you haven't visited it already, and try Climbing again. It costs no Courage to retreat, but you will have to spend Courage to Advance again.



**Historical note:** The high cliffs of Pointe du Hoc hosted a series of German bunkers and gun pits. Fearing they would slow down the Normandy landings, the Allied launched a ground assault on the early morning of D-Day. Tasked with this dangerous mission, the US Rangers had to climb the cliffs with grapnels and rope ladders, fired from their British landing craft. The Allied Fleet provided fire support to make sure German defenders above couldn't shoot at the helpless climbers. The situation was made even more perilous by the fact the rope ladders proved to be too short to reach the top of the cliffs.

The Rangers suffered over 50% casualties during this mission. To learn more about this Legendary Unit, see page XX. To learn about their leader Lt. Col. James Rudder, see p. XX.



## CLIMBING RULES

(Repeated from p. XX for convenience)

A Unit in a Climbing Sector must Climb to Advance, or, if lateral movement is allowed, it may move laterally in normal fashion.

- To Climb, you need **4 Skulls** in your Final Tally. To help you do this, **no dice are locked** in Climbing Sectors.
- Battle Cry RWBs and other effects that allow you to Advance have no effect in a Climbing Sector.
- Skulls obtained while Climbing cancel other dice as normal, and can give you a Dead Man's Gift RWB.
- A Vehicle can never be present in a Climbing Sector.
- Cards and game effects that allow you to move twice during one turn do not allow you to move over a Climbing Sector, but you may end your movement in a Climbing Sector.
- Any Item with "Rope" in its name can be discarded to gain 1 Skull that has no color to your Final Tally.



## VIERVILLE DRAW

JUNE 6<sup>TH</sup>, 1944, 0842 *Vierville Draw*  
EXIT D-1 (VIERVILLE-SUR-MER)  
OMAHA BEACH, DOG GREEN SECTOR

This Map is dedicated to Robert Capa, Joe Rosenthal, Elizabeth "Lee" Miller, Margaret Bourke-White and all the daring combat photographers who risked life and limb to capture the images of World War II.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ GRAPPLING HOOK ✓ RANGEFINDER ✓ ROPE LADDER

LAST MAN STANDING BONUS SOLDIERS = 105



**Special Damage** for this Battle Map:

-1 SPECIALIST

- **Starting Sector 1** Start the game with 4 Soldiers.
- **Starting Sector 2** Start the game with 6 Soldiers.



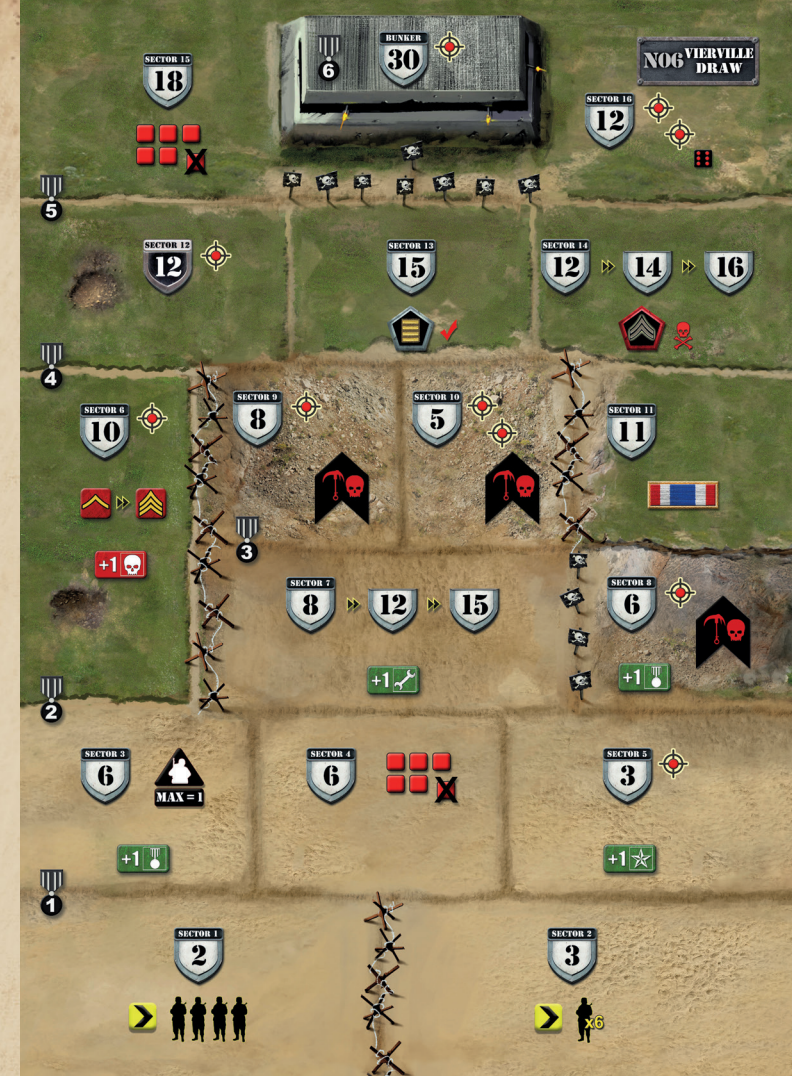
**Must stay 3 turns here:** Units cannot leave this Sector until their Unit Marker indicates .

**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).

**Historical note:** Bounded on both ends by large cliffs, Omaha Beach was mostly a long shingle bank resting on a sea wall. Beyond this tidal zone were sand embankments that led to steep bluffs, which offered the Germans strong positions to defend the beaches. Those bluffs were cut into by small valleys, called draws. They provided crucial access inland and more importantly, an exit from the deadly beach. They were codenamed D-1, D-3, E-1, E-3 and F-1.

On D-Day, Exit D-1, the Vierville Draw, was heavily protected by machine-gun nests and casemates, and was rigged with land mines and barbed wire to repel potential invaders. It took all the determination of the desperate American troops to pierce these defenses.

Exit D-3, "Les Moulins Draw", is described on p. XX.



The mini-expansion "Press Corps" offers content centered around the dangerous lives of the journalists who covered the War. See p. XX.

To learn more about the Allied Press Corps, see p. XX.

To find an Easter Egg, read this sentence until the end. There. Well done.



Robert Capa preparing for D-Day. He landed with the second wave on Omaha Beach. To learn more about him, see p. XX







## CHÂTEAU DE VAUMICEL

Charlie **JUNE 6<sup>TH</sup>, 1944, 1217**  
VIERVILLE-SUR-MER, OMAHA BEACH

This Map is dedicated to Lt. Cmdr. Ralph Lester Ramey of the destroyer McCook (DD-496) and all Navy personnel who assisted the landing troops by taking out pillboxes and targets of opportunity.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ BAZOOKA ✓ POCKET BIBLE ✓ WIRECUTTERS

LAST MAN STANDING BONUS SOLDIERS = 100

**Only Bunker #3 must be conquered.** Bunkers #1 and 2 are optional. They can be circumvented by game effects that allow Units to move twice or pass through Barriers.

**Special Damage** for this Battle Map:  
-1 SPECIALIST

- Starting Sector 1** Start the game with 4 Soldiers.
- Starting Sector 2** Start the game with 7 Soldiers.

**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds any "Flame-Thrower" Item for free. Flame-Thrower Items cannot be found otherwise, even by game effects that allow players to find unavailable Items.

**Requirement** Lose any Unique/Ranking Specialist to move here: Follow the regular Sector requirement rules from p. XX.

**Choice Award Sector** The first Unit to enter this Sector automatically draws the Award of its choice. Only 1 Award per game can be earned this way.

**Historical note:** As the American forces of Dog White sector slowly and painfully exited Omaha Beach through the Vierville Draw, harrassed by snipers, machine-gun fire and shelling, a group of 28 soldiers from the US 29<sup>th</sup> Infantry Division, Baker Company, managed to sneak through German defenses and advanced inland.

They were stopped a kilometer from Omaha Beach by heavy enemy fire. Led by 2Lt. Walter Taylor, they attacked the grounds of the 16<sup>th</sup> Century heavily-fortified Château de Vaumicel, an imposing manor defended by trenches and artillery-proof tunnels.

Taylor took 24 prisoners on the grounds, and 2 more inside the Château itself, including a German medic who was asked to take care of the wounded Americans. A severe enemy counterattack followed, with the castle serving this time as a defensive position for the Allied soldiers who managed to repulse the assault throughout the rest of the day.

Walter Taylor was awarded the Distinguished Service Cross for his heroism on D-Day.



## MONT FLEURY BATTERY

**JUNE 6<sup>TH</sup>, 1944, 0806**  
VER-SUR-MER, GOLD BEACH

This Map is dedicated to Company Sergeant Major Stanley Hollis, who single-handedly captured 2 bunkers of the Mont Fleury Battery on Gold Beach, and to the men of the Green Howards Regiment.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ RANGEFINDER ✓ ROPE LADDER ✓ WIRECUTTERS

LAST MAN STANDING BONUS SOLDIERS = 120

**Special Damage** for this Battle Map:  
+1 MGF

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 the damage done by these MGF dice is cumulative.

- Starting Sector 1** Start the game with 4 Soldiers.
- Starting Sector 2** Start the game with 3 Soldiers and 1 Courage.
- Starting Sector 3** Start the game with 2 Soldiers and the Specialist.

The deep trench over the 4<sup>th</sup> row is impassable. To allow Units to move over it, a temporary bridge must be built.

**Requirement: Temporary Bridge** To build this in Sectors 9, 10, or 11, all the following must be fulfilled at the same time in PHASE 1 by any Unit present in the same Sector (Units can split these requirements between themselves):

- Discard 1 "Rope" Item (like the Rope Ladder). Once discarded, this Item is considered used.
- Lose 1 Specialist that has the symbol, or the words "Engineer" or "Pioneer" in its name.
- Renounce a **Leadership** or **Special Find** RWB bonus. Follow the rules on p. XX for renouncing RWB bonuses.

Once this is done, place a green token on the trench section of your Sector to represent the temporary bridge. Other Units may use it without having to fulfill the requirements.

**Attack path** The Courage needed to enter the Bunker depends on the Sector you are coming from.



**Designer's note:** This map is actually an updated version of Gold Beach II, from 1<sup>st</sup> Edition (see p. XX). To make this new version more interesting, I added the trench, a feature I liked so much that I used it again in N-34 Douvres Radar Station (p. XX).



**Historical note:** On D-Day, the Green Howards landed on Gold Beach. Among them was Company Sergeant-Major Stanley Hollis.

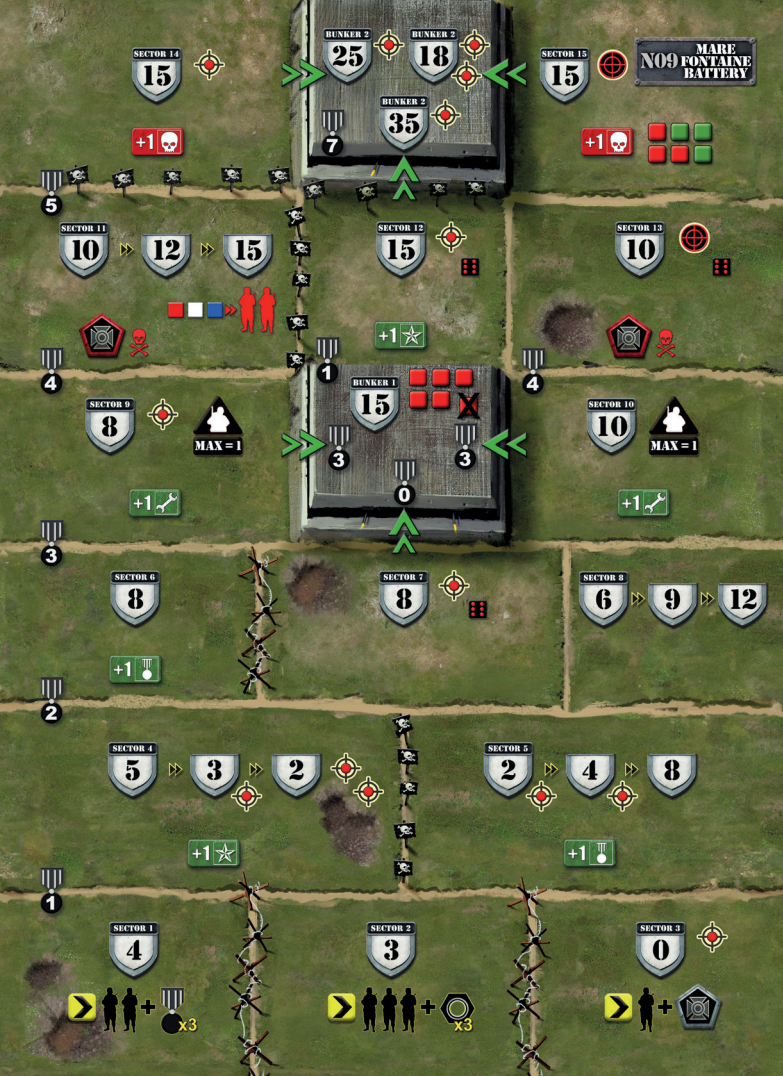
As the troops moved inland, Hollis investigated 2 German pillboxes that had been bypassed by the advancing troops. These casemates were part of the Mont Fleury Battery.

He rushed the first bunker with his Sten gun, taking all but 5 of its occupants prisoner, and then cleared the second one with the help of grenades, taking 26 prisoners. Later in the day, he led a unsuccessful attack against an enemy stronghold. After retreating, he discovered 2 of his men had stayed behind. Without hesitation, he returned to create a diversion, allowing them to get back to (relative) safety.

For these acts of extreme bravery, Hollis was awarded the Victoria Cross, the only one given on D-Day.

**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).





MAP  
N-09

## MAREFONTAINE BATTERY

JUNE 6<sup>TH</sup>, 1944, 0918  
VER-SUR-MER, GOLD BEACH

This Map is dedicated Major General Percy Hobart and the men of the British 79<sup>th</sup> Armoured Division, who stormed the beaches of Normandy in their specialized vehicles. These "Hobart's Funnies" were a decisive factor on D-Day, helping clear beach obstacles and resistance nests.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ FLAK VEST ✓ GAMMON BOMB ✓ RANGEFINDER

LAST MAN STANDING BONUS SOLDIERS = 90

All Units must conquer both Bunkers. Bunkers #1 and 2 are optional. They can be circumvented by game effects that allow Units to move twice or pass through Barriers.

Special Damage for this Battle Map:  
-1 COURAGE

If you don't have any Courage left, ignore this loss.



### Attack path

Bunker 1: Courage to enter depends on the Sector you come from:

Sector 7 = 0  
Sectors 9 & 10 = 3

Bunker 2: The DEF and MGF depend on the Sector you come from:

Sector 12 = 35

Sector 14 = 25

Sector 15 = 18

If 2 or more Units enter the Bunker at the same time from 2 different Sectors, they must use the Bunker values according to their own path.

- Starting Sector 1** Start the game with 2 Soldiers and 3 Courage.
- Starting Sector 2** Start the game with 3 Soldiers and 3 Item Points.
- Starting Sector 3** Start the game with 1 Soldier and the Specialist.

**Lose 2 Soldiers for each RWB obtained here**  
Every time you obtain an RWB from either 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.

**Elite Machine Gun Fire** Counts as regular Machine Gun Fire, but for each symbol roll 2d6 and keep the highest result.



MAP  
N-10

## STRONGPOINT MORRIS

JUNE 6<sup>TH</sup>, 1944, 1305  
COLEVILLE-SUR-ORNE, SWORD BEACH

This Map is dedicated to Driver R. P. Turnham and the men of B Company, 1<sup>st</sup> Battalion, Suffolk Regiment, who captured Strongpoint Morris on D-Day.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ BAZOOKA ✓ GAMMON BOMB ✓ LUCKY CHARM

LAST MAN STANDING BONUS SOLDIERS = 80

Special Damage for this Battle Map:  
-1 SPECIALIST

- Starting Sector 1** Start the game with 2 Soldiers.
- Starting Sector 2** Start the game with 6 Soldiers.

**Requirement: Spend Courage** You must spend 2 Courage to enter this Sector, in addition to any Courage spent Advancing if moving from Sector 5.

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

If playing with 2<sup>nd</sup> Edition rules, that Specialist is the Engineer. If a Unique Specialist is already rallied, the Engineer cannot be rallied here. If that Unique Specialist is lost afterward, another Unit entering this Sector will be able to rally the Engineer for free.

**Machine Gun Nest** The Bunker of this Battle Map has a number of MGF equal to 5, plus 2 per player (so 7 in a solo game, 13 in a 4-player game). When you are standing in this Sector, you can discard cards with the icon at the end of each PHASE 3. Each icon lost this way permanently eliminates 1 MGF from the Bunker. The remaining MGF cannot be prevented (but can be ignored).



**Intense Machine Gun Fire** Machine Gun Fire in this Bunker cannot be prevented, but its damage can be ignored or reduced by some Items or other game effects.

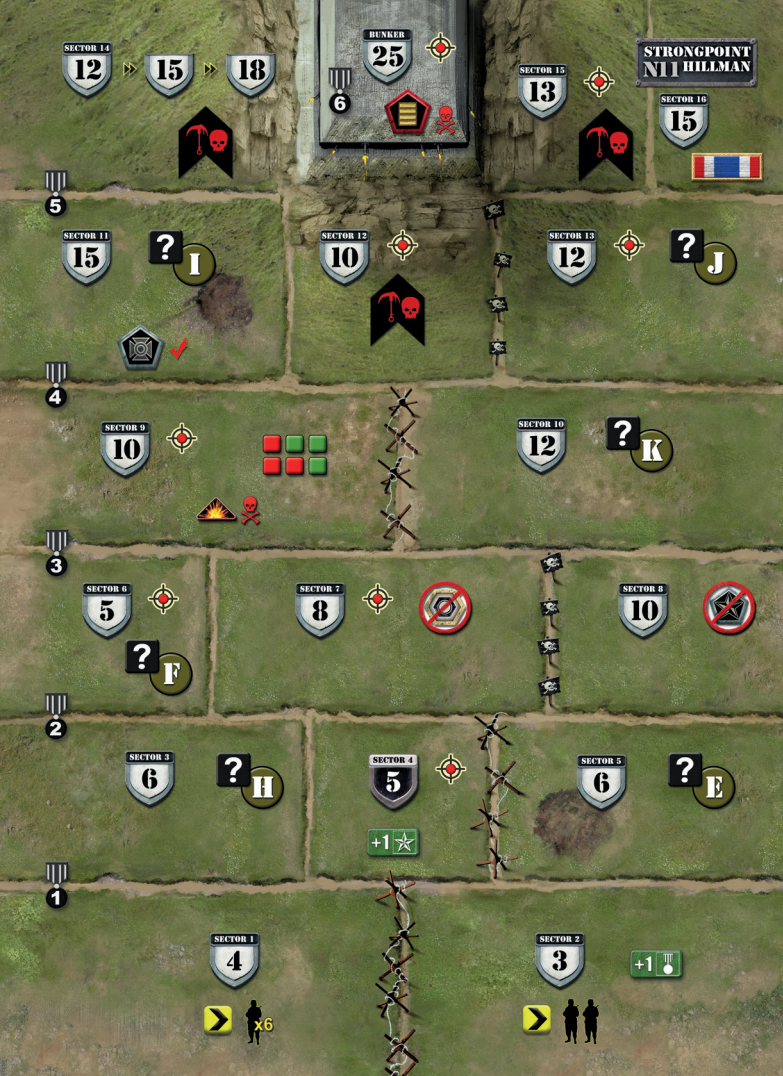
**Armored Vehicle here (free)** At the start of the game, set aside any "Armored" Vehicle from the Vehicle deck. The first Unit to enter this Sector automatically finds that Vehicle for free. It cannot be found otherwise, even by game effects that allow players to find any Vehicle. If the Unit already has a Vehicle: it may choose to keep its original Vehicle instead (if so, another Unit entering this Sector will be able to find it for free).

*The Suffolk Regiment, victors of Strongpoint Morris.*



**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).





## STRONGPOINT HILLMAN

JUNE 6<sup>TH</sup>, 1944, 1857  
COLLEVILLE-SUR-ORNE, SWORD BEACH

This Map is dedicated to Captain Geff Ryley, killed during the assault on Strongpoint Hillman, and the soldiers of A and C Companies, 1<sup>st</sup> Battalion, Suffolk Regiment, who fought valiantly for 7 hours to capture this heavily-defended fortress.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ GRAPPLING HOOK ✓ RANGEFINDER ✓ ROPE LADDER

LAST MAN STANDING BONUS SOLDIERS = 90

- **Starting Sector 1** Start the game with 6 Soldiers.
- **Starting Sector 2** Start the game with 2 Soldiers.

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

**Requirement: Lose 1 Explosive to move here** To move in this Sector, you must discard any card that has at least 1 Explosive icon.

*Historical note: For the Normandy landings, all primary objectives on Sword Beach were named after fish (Trout, Cod, Sole). The secondary objectives, further inland, were all named after British car manufacturers of the time (Hillman Motor Car Company, Daimler Company & Morris Motors).*



*By lunchtime on D-Day, the men of the Suffolk Regiment had taken Strongpoint Morris and liberated the town of Coleville. Then they tackled Strongpoint Hillman, known to the Germans as Widerstandsnest 17 (WN-17), which turned out to be larger than expected. Even worse, it remained unscathed after a botched naval bombardment.*

*It took 2 assaults to overcome Strongpoint Hillman, with the help of the Suffolk engineers, the Royal Artillery and some tank support. After a hellish night, the 70 Germans holed up inside surrendered on the morning of June 7<sup>th</sup>.*



### CLIMBING RULES

(Repeated from p. XX for convenience)

A Unit in a Climbing Sector must Climb to Advance, or, if lateral movement is allowed, it may move laterally in normal fashion.

- To Climb, you need **4 Skulls** in your Final Tally. To help you do this, **no dice are locked** in Climbing Sectors.
- Battle Cry RWBs and other effects that allow you to Advance have no effect in a Climbing Sector.
- Skulls obtained while Climbing cancel other dice as normal, and can give you a Dead Man's Gift RWB.
- A Vehicle can never be present in a Climbing Sector.
- Cards and game effects that allow you to move twice during one turn do not allow you to move over a Climbing Sector, but you may end your movement in a Climbing Sector.
- Any Item with "Rope" in its name can be discarded to gain 1 Skull that has no color to your Final Tally.



## PEGASUS BRIDGE

JUNE 6<sup>TH</sup>, 1944, 0022  
BÉNOUVILLE

This Map is dedicated to Major John Howard and the men of the Oxfordshire and Buckinghamshire Light Regiment ("Ox and Bucks"), who captured Pegasus Bridge in the middle of the night with textbook precision, setting the stage for the success of the D-Day landings.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ BAZOOKA ✓ GAMMON BOMB ✓ LUCKY CHARM

LAST MAN STANDING BONUS SOLDIERS = 45

On this Map, all Units must first conquer the Bunker, then move out of the Bunker in a subsequent turn to reach the road to Pegasus Bridge in **Sector 14**, and survive until the end of the turn.

Normal win conditions apply once a Unit conquers Sector 14, but the DEF reduction occurs in that Sector and **not** in the Bunker. Units are allowed to stay in the Bunker for up to 3 turns before moving out to Sector 14.

**A Few Good Men** This rule affects the entire Battle Map.

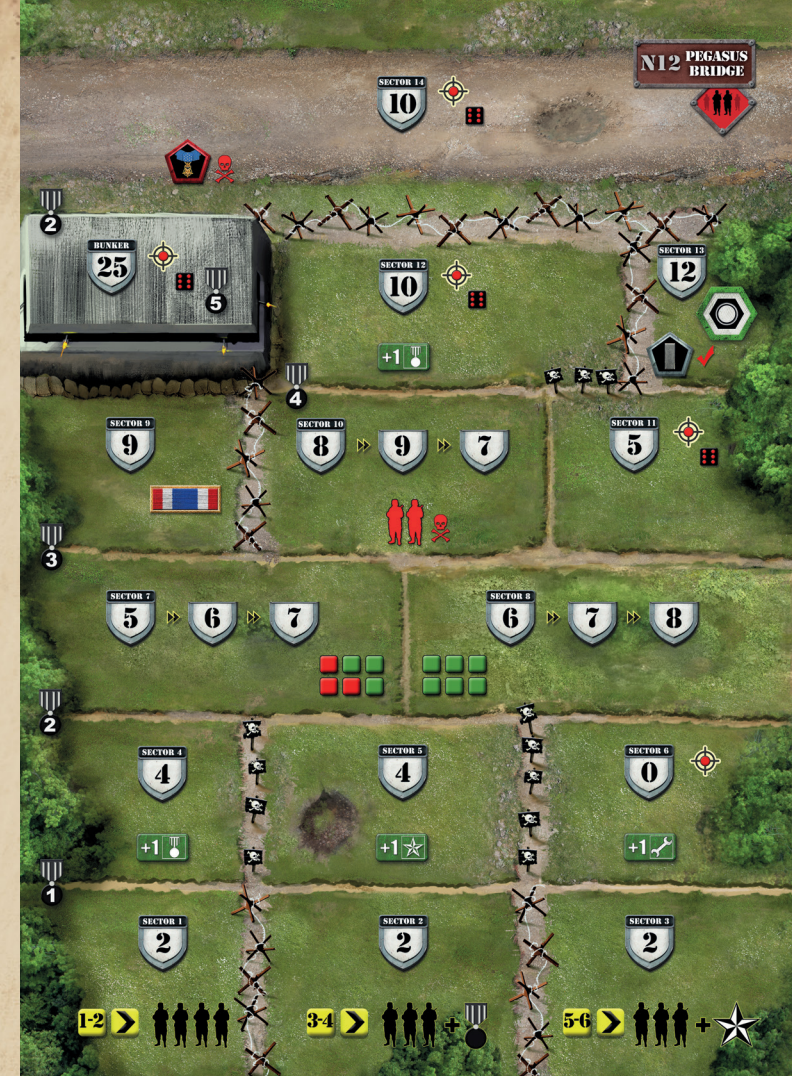
**Special Damage** for this Battle Map:  
-1 SPECIALIST

**Random Starting Sectors** Roll 1d6 to determine your Starting Sector (see p. XX for details).

- **On a roll of 1 or 2: Starting Sector 1** Start the game with 4 Soldiers.
- **On a roll of 3 or 4: Starting Sector 2** Start the game with 3 Soldiers and 1 Courage.
- **On a roll of 5 or 6: Starting Sector 3** Start the game with 3 Soldiers and 1 Star.

**Requirement: Lose 2 Soldiers** You must lose 2 Soldiers to enter this Sector.

**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds any "Flame-Thrower" Item for free. Flame-Thrower Items cannot be found otherwise, even by game effects that allow players to find unavailable Items.



### A FEW GOOD MEN

(Repeated from p. XX for convenience)

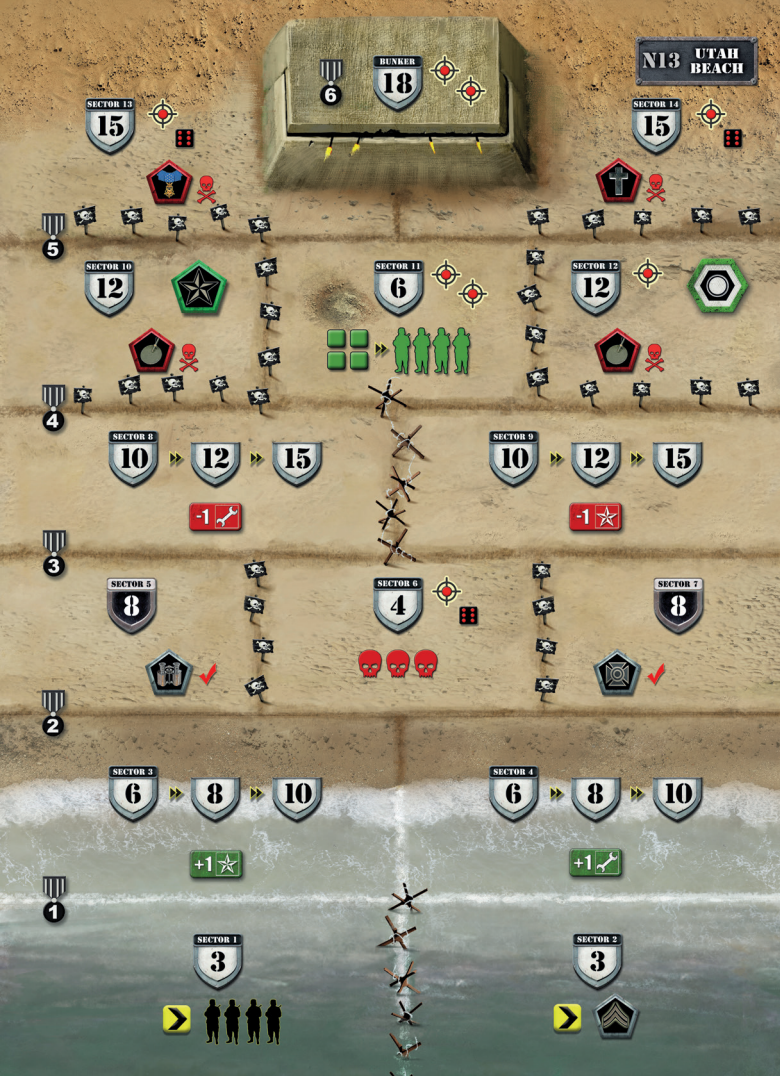
When this special rule is in play (as specified on some Battle Maps), Soldiers become harder to collect: only 1 Soldier is gained for every 2 obtained in your Final Tally (discarding leftovers). The division happens at the end of PHASE 2: UPKEEP, so RWB bonuses are compiled before dividing your total by 2 (rounded down). For example, if you obtain 7 Soldiers in your Final Tally, you only add 3 to your Unit during PHASE 2.

This rule only affects Soldiers gained during PHASE 2. Soldiers gained with Items, Awards or game effects during other phases are **not** divided by 2.

**Note: Casualties are not divided by 2. This makes both Land Mines and Machine Gun Fire a lot deadlier!**







MAP  
N-13

## UTAH BEACH

JUNE 6<sup>TH</sup>, 1944, 0635  
UNCLE RED SECTOR

This Map is dedicated to Brigadier General Theodore Roosevelt, Jr, and the men of the 4<sup>th</sup> Infantry Division ("Ivy Division").

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ LUCKY CHARM ✓ POCKET BIBLE ✓ RANGEFINDER

LAST MAN STANDING BONUS SOLDIERS = 85

**Special Damage** for this Battle Map:  
**-1 COURAGE**

If you don't have any Courage left, ignore this loss.

**Starting Sector 1** Start the game with 4 Soldiers.

**Starting Sector 2** Start the game with 0 Soldiers and the Specialist.

**Can't re-roll Skulls here** However, they can be ignored normally and their results can be changed.

**Free Specialist here** The first Unit to enter this Sector automatically rallies the available Specialist of its choice.

**Four of a kind** If you obtain at least 4 of a kind in your Final Tally, gain 4 Soldiers. This includes virtual results given by Specialists, Items and other game effects.

If you obtain 8 of a kind, you earn this bonus twice. This bonus is in addition to any RWB you may earn.

**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds any "Flame-Thrower" Item for free. Flame-Thrower Items cannot be found otherwise, even by game effects that allow players to find unavailable Items.

**Scenario:** This Battle Map is part of the Scenario "Brécourt Manor Assault". See p. XX.



MAP  
N-14

## JUNO BEACH

JUNE 6<sup>TH</sup>, 1944, 0749  
NAN WHITE SECTOR

This Map is dedicated to Corporal Léo Major and the men of the Régiment de la Chaudière.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GRAPPLING HOOK ✓ LUCKY CHARM ✓ POCKET BIBLE ✓ WIRECUTTERS

LAST MAN STANDING BONUS SOLDIERS = 70

**Starting Sector 1** Start the game with 4 Soldiers.

**Starting Sector 2** Start the game with 1 Soldier and 7 Item Points.

**Free Specialist: here** A Unit moving here rallies the for free. It cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**Tank here (not free)** At the start of the game, remove a "Tank" from the Vehicle deck and place it aside: it can be found in this Sector (and only here) by paying its cost. It cannot be found otherwise, even by game effects that allow players to find any Vehicle.

**Free Specialist: here** When a Unit enters this Sector, it automatically rallies a Specialist for free as long as it is allowed to. This Specialist cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**Lose 2 Soldiers for each RWB obtained here** Every time you obtain an RWB from either 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.

**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds any "Flame-Thrower" Item for free. Flame-Thrower Items cannot be found otherwise, even by game effects that allow players to find unavailable Items.

**Scenario:** This Battle Map can be used in the Scenarios "Spread Out!" (p. XX) and "Press On!" (p. XX).



**Historical note:** In the original plans for the Normandy invasion, the beaches reserved for the British/Canadian forces were all named after types of fish: Goldfish, Swordfish and Bandfish, with Jellyfish being assigned to the Canadians.

This did not sit well with Canada, who objected to land on a beach called "Jelly". The name was then altered to Juno. Since the aquatic theme was broken, the word "fish" was taken out of the beach codenames, who were renamed Gold, Sword and Band.

The latter was supposed to be the site of a Commando landing to secure Sword Beach's flank, its objectives including Merville Battery. Band Beach was dropped at the last minute from the D-Day landings. The Commandos were reassigned to Sword Beach, and the Merville Battery became an airborne objective (see p. XX). Band Beach remained part of the Allied strategy: if Merville Battery and its other objectives were not silenced by the end of June 6<sup>th</sup>, a landing of 860 Commandos was scheduled to take place on June 7<sup>th</sup>.

You can read more about Juno Beach on the historical note, page XX.





MAP  
N-15

## COSY'S BUNKER

JUNE 6<sup>TH</sup>, 1944, 0809  
COURSEULLES-SUR-MER, JUNO BEACH

This Map is dedicated to Lt. W. F. "Cosy" Aitken, gravely wounded while leading the assault against a German bunker in front of Courseulles-sur-Mer now forever known as Cosy's Bunker, and the men of 10 Platoon, "B" Company, Royal Winnipeg Rifles.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ LUCKY CHARM ✓ GAMMON BOMB ✓ POCKET BIBLE

LAST MAN STANDING BONUS SOLDIERS = 120

- **Starting Sector 1** Start the game with 2 Soldiers and the Specialist.
- **Starting Sector 2** Start the game with 4 Soldiers.
- **Starting Sector 3** Start the game with 1 Soldier and 3 Stars.

**Can't re-roll Skulls here** However, they can be ignored normally and their results can be changed.

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

**Requirement: Courage** In order to enter Sectors 6, 10 & 13, you must spend Courage. This is in addition to any spent on Advancing.

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

**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds any "Flame-Thrower" Item for free. Flame-Thrower Items cannot be found otherwise, even by game effects that allow players to find unavailable Items.

**Requirement: Discard 2 Explosives to move here** Both Explosive icons can be on the same card. If discarding a Specialist or a Vehicle from your Unit this way, it is lost. Discarded Items are considered used.

**Scenario:** This Battle Map can be used in the Scenario "Press On!" (p. XX).

**Designer's note:** This was supposed to be the new-and-improved version of Riva Bella Casino, from 1<sup>st</sup> Edition. I wanted to upgrade the game mechanics of the tank from the original to make it more interesting but I abandoned the idea along the way. Instead, I decided to create a new map, keeping the layout of Riva Bella (the bottom 2 rows are reversed) and changing a few Sectors at the top. My new Tank ideas were incorporated into the Achtung Panzer! map (see p. XX).



The Royal Winnipeg Rifles. You can learn more about this Legendary Unit on page XX.

**Historical note:** On D-Day, as the Royal Winnipeg Rifles' "B" Company landed just in front of WN-31 ("Resistance Nest 31"), the men were immediately pinned down by heavy machine-gun and sniper fire from 4 pillboxes. This forced a desperate assault by the company, aided by 150 engineers, against the German defenses. One by one, the pillboxes fell. Lt. William "Cosy" Aitken led 15 men to attack the last one, but was badly wounded during the fierce fighting. The casemate was finally toppled by the engineers' explosives, forcing the Germans inside to surrender. By noon, "B" Company had suffered 78% casualties. The tilted casemate, which still stands today, was later dubbed "Cosy's Bunker" (or "Cosy's Pillbox").



MAP  
N-16

## COURSEULLES

JUNE 6<sup>TH</sup>, 1944, 0956  
COURSEULLES-SUR-MER, JUNO BEACH

This Map is dedicated to Charles Roos, the first Allied cameraman to land on D-Day, and the brave members of Canadian Army Film and Photo Unit (CFPU), who risked their lives to record the D-Day landings, including the only color footage shot that day.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GAMMON BOMB ✓ LUCKY CHARM ✓ RANGEFINDER ✓ SIGNALLING LAMP

LAST MAN STANDING BONUS SOLDIERS = 85

- **Starting Sector 1** Start the game with 2 Soldiers and 5 Item Points.
- **Starting Sector 2** Start the game with 4 Soldiers.

**Free Specialist:** here A Unit moving here rallies the Specialist for free. It cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.

**Car here (not free)** At the start of the game, remove a "Car" from the Vehicle deck and place it aside: it can be found in this Sector (and only here) by paying its cost. It cannot be found otherwise, even by game effects that allow players to find any Vehicle.

**Must stay 3 turns here** Units cannot leave this Sector until their Unit Marker indicates.

**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.

**Designer's note:** This map was called Juno Beach II in 1<sup>st</sup> Edition (see p. XX), and used to be a beach map. In the description for its updated version, that you are reading right now, I have also decided to include an Easter Egg in the "Designer's note".



**Historical note:** Formed in 1941, the Canadian Army Film and Photo Unit (CFPU) employed a total of 59 Canadian cameramen and photographers during the war, 18 of which were wounded in action and 6 were killed.

The CFPU recorded crucial footage of the invasion of Sicily, the D-Day landings, the liberation of Paris and the Elbe River link-up between the American and Soviet armies. It was the first Allied unit to provide still pictures from D-Day. The Canadian Army Newsreel had a good reputation for unbiased and unpropagandized news, although the CFPU were not immune to intervention by their government.

According to Lionel Shapiro, from a 1945 article in Maclean's, "CFPU men were in the thick of every battle, often moving with the most forward unit, on a few occasions positioning themselves at a vantage point in no-man's land in anticipation of a clash."