Two kinds of people are staying on this beach: the dead and those who are going to die. Now let’s get the hell out of here!

– Colonel George A. Taylor, Omaha Beach

By the summer of 1944, almost every nation in Europe had fallen under Nazi occupation. To stop Hitler’s invading forces and to free those countries under his control, Allied forces drew up plans for an assault, code-named Operation Overlord. In the early morning of June 6th, American soldiers landed in two separate areas of the 60-mile coastline of Normandy, France.

The D-Day invasion had begun.

Operation Overlord consisted of three nations attacking five different locations. The areas assigned to the Americans were code-named Utah Beach and Omaha Beach. The British were given Gold Beach and Sword Beach. The Canadian forces targeted Juno Beach.

Leading up to the invasion, the Allies employed several elaborate deceptions to draw attention away from Normandy. They provided the Germans with false information about the existence of a First U.S. Army Group under the command of General Lesley J. McNair and General George S. Patton, Jr. This fictitious group supposedly planned an invasion at Pas de Calais to the north. The Allies hoped that if the Nazis believed this was a genuine threat, they would be hesitant to send reinforcements when the real attack began.

Field Marshal Erwin Rommel, the Desert Fox himself, organized the German defense. Months before the invasion, upon seeing the sad state of the coastline fortifications, Rommel immediately stepped up the production and installation of German defenses, including the placement of millions of land mines and thousands of tank traps.

Rommel believed that an Allied invasion would need to be stopped at the beaches, and that German tank forces needed to be stationed near the coast. Others in the German high command believed letting the Allies land and then initiating a counterattack would be a better strategy. They wanted the tanks far inland, near Paris. Instead of favoring one strategy or the other, Hitler split his panzer divisions between the two proposed areas. This decision served neither strategy well.

The invasion at Normandy had originally been scheduled for June 5th, but poor weather convinced the Allies to wait. Despite the questionable weather forecast for the 6th, the Allied leaders decided there could be no further delays.

During the final hours of June 5th and in the early morning of June 6th, the Allies launched numerous airborne assaults, while their invasion fleet, encompassing several thousand ships, proceeded to the disembarkation points along the Normandy coastline. Utah Beach fell quickly as the Americans encountered only light opposition. The Germans defended Gold Beach, Sword Beach, and Juno Beach more vigorously than the Allies had expected. Nonetheless, the British and Canadians eventually overwhelmed their opponents.

At Omaha Beach, the largest of the landing areas, spanning six miles and guarded by 100-foot cliffs, the Allied attack stalled. As the Americans confronted a division of Rommel’s elite infantry, heavy clouds protected the German defenders from Allied bombers, and offshore artillery provided little support. Tragically, 27 Duplex Drive Sherman tanks, amphibious vehicles made specifically for the Normandy invasion, sank along with their crews upon leaving their transports.

As the Omaha landing faltered and organization sank into chaos, dire necessity drove the American forces forward. Smaller groups of soldiers and officers split from the main combat force, advancing on German positions at the ends of the beach. Meanwhile, Army Rangers scaled the surrounding cliffs. Ultimately this progress, combined with naval bombardments and hours of assaults, secured the beach for the Americans.

The Germans still believed that Normandy was the diversion from Pas de Calais.

By the end of June, the Allies had put over 850,000 men, 148,000 vehicles, and 570,000 tons of supplies ashore in France.

With the Allies’ successful landing at Normandy, Germany was now trapped between the invading Allied forces to the West and the Russians to the East. For the Allies, the inevitable march to Berlin – and ultimate victory – was finally underway.
GAME OVERVIEW

The Normandy expansion expands on the already epic Tide of Iron (“TOI”) game experience by adding an entirely new way to play (the campaign game), new American and German vehicles, new terrain features (beaches and hedgerows), new scenarios, and more. All of these new components can be used to play the included scenarios, as well as future scenarios, both official and player-made, which will be available online at www.fantasyflightgames.com. Detailed descriptions of these new components, as well as how they are used, are included on the following pages.

COMPONENTS

- This Rulebook and Scenario Guide
- 29th Infantry Campaign Book and Scenario Guide
- 42 British Plastic Figures, consisting of:
  - 27 Standard Infantry
  - 6 Elite Infantry
  - 3 Officers
  - 3 Mortar Crews
  - 3 Machine Gun Crews
- 14 Squad Bases, consisting of:
  - 7 Light Tan British Bases
  - 7 Dark Tan British Bases
- 16 German Plastic Figures, consisting of:
  - 4 StuG III Tanks
  - 4 Panther Tanks
  - 4 Jagdpanzer IV Tanks
  - 4 King Tiger Tanks
- 4 American Plastic Figures, consisting of:
  - 4 M10 Tank Destroyers
- 2 Unit Reference Sheets
- 6 British Control Markers
- 2 British Concealed Squad Markers
- 4 British Command Objectives (various values)
- 1 British Victory Point Token
- 10 Ruins/Breach Tokens
- 16 Tank Trap/Barbed Wire Beach Tokens
- 12 Crater Tokens
- 20 Map Overlay Tiles
- 8 Charge Tokens
- 16 Weather Cards
- 2 Commander Cards
- 14 Operations Cards
- 1 British Initiative Card
- 1 29th Infantry Initiative Card
- 16 Weather Cards
- 9 Normandy Map Boards

COMPONENT OVERVIEW

Below you will find illustrations and brief descriptions of all the components found in this expansion.

British Plastic Figures
These 42 detailed plastic figures represent British military personnel. Also included are 14 British squad bases in two different shades of tan.

German Plastic Figures
These German plastic figures represent four types of German tanks.

American Plastic Figures
These four American plastic figures represent the American M10 Tank Destroyer.

Unit Reference Sheets
These sheets provide players with the combat values and special abilities for each of the new plastic units.

British Tokens
A variety of British tokens are provided. These include British control markers, concealed squad markers, command objective markers, and a victory point token. These tokens function exactly as their American and German counterparts.

Normandy Map Boards
These nine thick, double-sided map boards are used to build the game board for each Normandy scenario. Rules governing new terrain features can be found on page 5 (and a summary of such can be found on the back of the Campaign Book and Scenario Guide included in this box).
Map Overlay Tiles

New map overlay tiles are provided for use in the Normandy scenarios. These overlays include a large variety of different terrain. As with the overlay tiles provided in the main game, these new overlays are placed on top of the map boards, adding to or altering their terrain features.

Beach Terrain Tokens

New tank trap/barbed wire tokens are included for aesthetically appropriate use on the beach map boards. These obstacles function the same as their non-beach counterparts.

Destroyed Terrain Tokens

Ruins/breach tokens are used to indicate when a building or a hedgerow has been destroyed.

Cratered Terrain Tokens

The cratered terrain tokens modify the statistics of existing terrain features, reproducing the effects of heavily bombarded terrain.

Charge Tokens

Charge tokens represent a variety of explosives utilized by demolitions squads. The particular kind of explosive is defined by the scenario.

Weather Check Tokens

Weather check tokens are placed on the turn track and remind the players when they need to make a weather check.

Specialization and Campaign Specialization Tokens

Normandy introduces a new type of specialization token, the demolitions unit. Also introduced are new campaign specializations called advancement tokens.

Weather Cards

These cards alter the weather conditions during a given scenario.

Operations Cards

The new Operations cards provide a variety of rules to their assigned scenarios, mostly pertaining to the Normandy theater of warfare.

British Initiative Card

The British initiative card functions the same as its American and German counterparts.

29th Infantry Initiative Card

The 29th Infantry initiative card is only used in the 29th Infantry Division campaign, instead of the normal initiative card used by the Americans.

Commander and Leadership Cards

These cards are used with the “Commanders” option and allow players to customize their strategy based on their nation’s commander.

GAME ADDITIONS

Normandy includes many new components, most of which are governed by both new and old rules. All components provided in this expansion follow the standard TOI rules unless otherwise stated. All new rules for these components are described in the sections that follow.

The sections that follow are modular in nature. Each different rule section can be applied to a given scenario independently of all the others. In this way, players can decide which rules are best suited for their own scenarios.

NORMANDY MAP BOARDS

The nine Normandy map boards featured in this expansion are used in the scenarios provided in this book (starting on page 8) and in the campaign book. Also, there are new terrain types, which are described in detail below. Note that all terrain types,
overlays, and obstacles that follow that also appear in the core TOI game function the same as they do in the core game.

**Bunkers**

Blocking Terrain: Yes  
Movement Cost: 2 for squads, vehicles cannot enter  
Cover: 8

Representing strong fortifications, bunkers take up an entire hex. However, like pillboxes, bunkers can contain only one squad. A unit in a bunker is immune to suppressive attacks. Bunkers are considered to be at level two elevation unless noted otherwise.

**Hedgerows**

Blocking Terrain: Yes  
Movement Cost: 2 for squads, vehicles cannot enter  
Cover: 3 (no cover versus area attacks)

It is possible for certain vehicles to cause a breach in a hedgerow. The breach token is then placed on the hedgerow hex that has been breached. This hex is no longer considered to be a hedgerow but is instead considered to be clear terrain.

**Beach**

Blocking Terrain: No  
Movement Cost: 2 for squads, 1 for vehicles (trucks cannot enter)  
Cover: 0

**Swamp**

Blocking Terrain: No  
Movement Cost: 3 for squads, vehicles cannot enter  
Cover: 1

**Graveyard**

Blocking Terrain: No  
Movement Cost: 2 for squads, vehicles cannot enter  
Cover: 1

**Supply Depot**

Blocking Terrain: Yes  
Movement Cost: 1 for squads, 2 for vehicles (only trucks may enter)  
Cover: 1

**Road Over Stream**

Blocking Terrain: No  
Movement Cost: 1  
Cover: 0

Counts as a road hex for contiguous road movement.

**Forest Stream**

Blocking Terrain: Yes  
Movement Cost: Movement depends on water depth (specified by each scenario)  
Cover: 2

**Terrain Tokens**

**Crater**

The presence of at least one crater token modifies existing terrain hexes as follows:  
Movement Cost: +1  
Cover: +2

Note that trucks cannot enter terrain with a crater token.

**Ruins**

Ruins tokens are used on building terrain to show that a building is destroyed. A hex containing a Ruins token is considered to be rough terrain.

**Breach**

Breach tokens are placed in hedgerow hexes as a result of the “Hedge Breakers” Operations card. Hexes containing this token are treated as clear terrain.

**The British Forces**

First introduced in the *Days of the Fox* expansion set, some British forces are also included in *Normandy*.

In addition to their plastic pieces, the British also receive nation-specific tokens and Commander cards. All British pieces can be identified by their tan nation color.

It is also important to note that the British and Americans were allied during World War II, and they often shared equipment and fought side-by-side on the battlefield. Therefore, American and British pieces are always considered friendly. Certain scenarios assign American vehicles to the British. These are considered to be British units.
British Units

All British units function just like their American counterparts and are summarized on the unit reference sheet.

NEW GERMAN AND AMERICAN UNITS

This expansion introduces three new German tanks: the Jagdpanzer, the King Tiger, and the StuG III. Since the Panther (which made its first appearance in Days of the Fox) saw action in Normandy, it is also included in this expansion. The expansion also introduces a new American tank destroyer, the M10.

These five tank types are used in the included scenarios and can be used by players when creating their own scenarios. The capabilities for all new units can be found on the new unit reference sheets.

SPECIALIZATION TOKEN

One new type of specialization token is included in this expansion. The rules for using this new token is as follows:

Demolitions

A squad with the Demolitions specialization is trained to eliminate enemy structures and buildings through the use of explosives.

Explosives: During the Action Phase, a demolitions squad can place and detonate charges, which in turn can damage enemy units and buildings.

The process of using explosives is as follows:

1. Place the charge. A demolitions squad can place a charge during one of that squad’s Advance actions. For 2 movement points (MP), the player may place a charge token in the squad’s current hex (unless specified otherwise on an Operations card) with the squad’s nation color faceup. Note that the British will use the Americans’ green side.

2a. Detonate the charge (action). The first way a charge can be detonated is using a fresh demolitions squad or a fresh squad containing an officer in line of sight of one of that nation’s charges. As a special action, that nation’s player fatigues the squad in order to detonate the charge and apply damage to targets within the charge’s hex. Note that players may not detonate charges that would damage friendly units.

2b. Detonate the charge (Op Fire). The second way a charge can be detonated is by having a demolitions squad or squad containing an officer on Op Fire in line of sight of one of that nation’s charges. As an Op Fire attack, the player fatigues the squad (even if a machine crew is present) on Op Fire in order to detonate the charge and apply damage to targets within the hex.

Note that players may not detonate charges that would damage friendly units.

3. Apply damage from the charge. Damage from a detonation is specified by the Operations card governing the explosives used in a particular scenario or by the general charge stats (see the “Charges” sidebar on this page). The damage is automatic, although armor/cover dice are still rolled to avoid damage (the attack is considered to be an area attack). Damage affects buildings, vehicles, squads, and equipment. In the case of placing the charge in a hex with a pillbox, the detonation will either affect all units outside of the pillbox or all units inside of the pillbox, depending on where the charge is placed (this is determined by whether the player’s demolitions squad was inside the pillbox or in the terrain hex surrounding the pillbox at the time of charge placement). The pillbox is not damaged since it is not considered building terrain.

Example: On his turn, James decides to activate his demolitions squad containing American regular infantry. He declares an Advance action and moves two spaces towards the enemy line. He has two MP remaining after using two for movement. He then places a charge in the space containing his demolitions which uses his remaining MP. The charge is placed green side up since he is playing the Americans. On his opponent’s turn, James’s squad is assaulted and forced to retreat. However, an

CHARGES

Charge tokens are used to mark hexes when a demolitions squad places an explosive. The number of charges a nation can use is stated in the division setup when a unit has the demolitions specialization.

The charges a nation has are not assigned to any one demolitions squad. Instead, the charges form a supply that any of that nation’s demolitions squads may use. Note that the Americans and the British should use the green side and the Germans should use the grey side of the charge token.

Although most scenarios call upon an Operations card to define the kind of charge being used, a scenario that does not specify has charges with the following stats:

Explosive Charge

Charges can be set for 2 MP in the same space as the squad setting the charge.

Each charge does 3 hits of damage to each unit (rolling for armor/cover as normal) in the hex or pillbox when detonated.
American squad containing an officer on Op Fire is in line of sight of the charge. James fatigues this squad to detonate the charge and damage the assaulting squad.

Destructible Buildings

Buildings are now able to be destroyed if under fire from an eligible unit or subject to a normal area attack. A scenario states in the terrain features whether it utilizes destructible buildings.

The process for attacking a building is as follows:

1. Determine if the attacking unit is eligible to attack the building. The attacking unit does not count the firepower of regular infantry, elite infantry, officers, or machine gun crews. However, squads can still trigger charges which affect the building.

1a. Target a building hex without a squad. A unit may target a building for destruction within range and in line of sight. If there is no squad in the target building hex, the attacking player uses the firepower and range used when attacking vehicles.

1b. Target a building hex with a squad. A unit may target a building for destruction within range and in line of sight. If there is a squad in the target building hex, the attacking player must declare whether his attack will target the squad or the building. If he selects the squad, the building will be unaffected. If he selects the building, the squad will be unaffected unless the building is destroyed. When attacking the building, the attacking player uses the firepower and range used when attacking vehicles.

1c. Hit a building hex with a normal area attack. If a building hex is targeted by a normal area attack, the building automatically has a chance to be destroyed (along with other possible targets). The attacker rolls for the attack against the building separately after rolling for damage against any squads within the building.

Example: James directs a normal area attack at a building hex containing two squads. The attack does eight dice of damage to the building and its occupants. James rolls once to determine damage against the two squads in the hex. Next, James rolls a separate attack roll against the building itself since the scenario specified that buildings are destructible.

2. Roll for possible building destruction. After determining how many dice the attacker is rolling in the attack against a given building (attack strength), he rolls to see if the building is destroyed. Note that when rolling, the attacker should be sure to include two red dice for the defense strength of the building hex.

3. Assess whether the building has been destroyed. In order to destroy a building, the attack must deal six hits at one time. If, after determining hits, the building did not sustain six or more hits, the building remains intact and sustains no damage. The building is either destroyed by the attack or it is undamaged. Note that some buildings take up more than one hex. In this case, a successful attack will only destroy the targeted hex.

If a building is destroyed, a Ruins token is placed on the building hex to show the building has been eliminated. A hex with a Ruins token is treated as rough terrain.

Squads in a building when it is destroyed take four dice of damage, where 4–6 are treated as hits. The squad is also automatically pinned. Surviving squads remain on that hex, as well as any tokens that were on that hex.

Note that if a scenario relies on control of a building hex for victory, the hexes the objective building(s) occupies still remain the objective whether the building is destroyed or not.

WEATHER

A new flexible weather system affects the areas of movement, combat, communications, and supply. Each scenario that uses weather describes the composition of the Weather deck and how often it should be checked in that scenario. Players should also feel free to use the Weather deck when creating their own scenarios.

Weather Deck Construction

In scenarios designed to use weather, the scenario setup rules instruct players how many of each type of card to include in a facedown Weather deck. One player assembles the required cards and places them near the round track. Scenarios state which rounds players should check to see if the weather changes. Players place a weather check token on each of the indicated rounds during setup to serve as a reminder of when to check for weather changes. The effects of weather are stated on the Weather cards themselves.
**Weather Checks**

A weather check takes place before the Action Phase in the rounds that have a weather check token present on the round track. To perform a weather check, one player shuffles the Weather deck, including the currently revealed Weather card (if any), and places it facedown. That player draws the top card, places it faceup on top of the deck, and then discards the weather check token from the round track. That Weather card remains faceup until the next weather check. Until that time, the effects of the new Weather card are in effect for all players.

**COMMANDERS (OPTIONAL)**

The following rules can be applied to any scenario unless the scenario specifically states in the special rules section of the scenario that the Commanders option must be used or must be ignored.

Eight Commander cards (three each for the Germans and Americans, two for the British) allow players to further customize their strategies by letting each side select a battlefield commander for that side. This commander allows that side to replace one of the Strategy decks used in a scenario with one of the 10-card Leadership decks associated with that commander. When a player would normally draw a Strategy card, he may instead draw a card from his side’s chosen Leadership deck. Note that when Leadership decks are used in a scenario, cards that affect Strategy decks affect the Leadership decks as well.

In order to use Commander cards and Leadership decks, players must do the following:

1. Both sides must agree to use the Commander cards. If the players controlling these sides do not agree, neither side can employ a Commander card.

2. If all players agree, the next step is for each side to choose its Commander card and Leadership deck. The Division 1 player of the side without initiative selects first, choosing which Commander card his side will use along with one of the two Leadership decks listed on that card. A player may only select a commander of his nation.

3. The Division 1 player of the side with the initiative card now selects his side’s Commander card and Leadership deck. If the player selects a commander that uses the Leadership deck selected by his opponent, he must use the other Leadership deck option on the Commander card.

*Example: Both players decide they will play with commanders, and they decide to play the Breakout Through St. Lo campaign scenario. Since the Americans have the initiative, the German player chooses first and selects Walter Model and his Watchdog Leadership deck to take the place of his Ground Support I deck. The American player then selects James Earl Rudder and his Assaulter Leadership deck to take the place of the American Air Support deck.*

Players should keep the scenario goals in mind when deciding whether to implement this option. The “Air Raider” deck, in particular, uses numerous cards that utilize air supply drops/paratroopers that can cause a game imbalance in scenarios where the goal is to capture a particular hex. Also, if the scenario calls for a particular card to be removed (like “Paratroopers”), then a Leadership deck with that card in it should not be used.
THE 29TH INFANTRY DIVISION CAMPAIGN RULES

The new rulebook containing campaign rules and scenarios allows a player to advance a military division over the course of several scenarios. In this campaign, the focus is on the 29th Infantry Division. Players should note that the scenarios, although conceived as a linked campaign, can still be played as stand-alone game scenarios.

NORMANDY SCENARIOS

Introduction

This booklet contains four scenarios. The 29th Infantry Campaign Rules booklet contains an additional four scenarios, for a total of eight new scenarios. Additional scenarios will be made available online at www.fantasyflightgames.com. Players can also create scenarios from the wealth of materials included in the game.

Note that British objectives and starting hexes are represented in orange.

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