

PAUL KOENIG'S D-DAY: THE BRITISH BEACHES JUNE 6 - 8, 1944

These Exclusive Rules are provided for each game in this package: **SWORD BEACH** and **GOLD BEACH**. They supplement the Standard Rules and provide the specific details required to play each specific game.

GOLD BEACH

Unit abbreviations for this game are:

56 Brigade: ES (Essex Regiment);

SWB (South Wales Borderers); **GLO** (Gloucestershire)

69 Brigade: GR1 (6th Battalion Green Howards); **GR2** (7th Battalion Green Howards); **EY** (East Yorkshire Regiment)

151 Brigade: DL1 (Durham Light Infantry)

231 Brigade: D (Dorsetshire); **H** (Hampshire); **V** (Devonshire)

[5.0] BEACHHEAD LANDINGS

Game Turn 1

On the first Game Turn (i.e., Morning: June 6, 1944), the Allied player conducts his initial beachhead landings. The following units are placed on their indicated beach hexes:

- **King Red:** ES / 56 / 50th Infantry
- **King Green:** GR1 / 69 / 50th Infantry
- **Jig Red:** DL1 / 151 / 50th Infantry
- **Jig Green:** D / 231 / 50th Infantry

After landing, proceed with the Landing Phase using the **Morning** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

Game Turn 2

On the second Game Turn (i.e., Afternoon: June 6, 1944), the Allied player conducts his second wave beachhead landings. The following units are placed on their indicated beach hexes:

- **King Red:** SWB / 56 / 50th Infantry
- **King Green:** GR2 / 69 / 50th Infantry
- **Jig Red:** DL2 / 151 / 50th Infantry
- **Jig Green:** H / 231 / 50th Infantry

After landing, proceed with the Landing Phase using the **Afternoon** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

Game Turn 3

On the third Game Turn (i.e., Evening: June 6, 1944), the Allied player conducts his third wave beachhead landings. The following units are placed as indicated:

- **King Red:** GLO / 56 / 50th Infantry
- **King Green:** EY / 69 / 50th Infantry
- **Jig Red:** DL3 / 151 / 50th Infantry
- **Jig Green:** V / 231 / 50th Infantry

After landing, proceed with the Landing Phase using the **Evening** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

[13.0] HOW TO WIN

At the conclusion of the last turn of the game, both players determine how many Victory Points (VPs) they have earned according to the schedule below. The player with the higher total VPs is declared the winner.

2 VPs for each city hex occupied by a friendly unit at the end of the game

1 VP for each town hex that is occupied by a friendly unit at the end of the game

1 VP for each eliminated Allied unit (German player only)

1 VP for each intact (i.e., without any Hits on it) German unit on the map at the end of the game (German player only)

SWORD BEACH

Unit abbreviations for this game are:

8th Brigade: SL (South Lancashire);

EY (East Yorkshire); **SUF** (Suffolk)

9 Brigade: RUR (Royal Ulster Rifles); **KSB** (Kings Own Scottish Borderers);

LIS (Lincolnshire)

6th Airborne Div: Brigade #

1st Special Service Brigade: Commandos

[5.0] BEACHHEAD LANDINGS

Game Turn 1

On the first Game Turn (i.e., Morning: June 6, 1944), the Allied player conducts his initial beachhead landings. The following units are placed as indicated:

- **Roger:** SL / 8 / 3rd Infantry
- **Queen White:** RUR / 9 / 3rd Infantry
- **Queen Green:** 3 / Commando Brigade

After landing, the German Player rolls on the **Morning** row of the **June 6 Landing Fire Table** for each of them. **He also rolls for each of the three Airborne Regiments of the 6th British Airborne Division that set up on the map** and the Allied Player rolls for any adjacent German units. *This simulates the disorganization and confusion to both sides during the chaos of airborne landings.*

German Confusion: Due to the surprise Allied airborne troop landings, on the first Game Turn (only), an Activated German unit in Town or City hex cannot move unless it is adjacent to an enemy unit or has already been attacked that turn.

Game Turn 2

On the second Game Turn (i.e., Afternoon: June 6, 1944), the Allied player conducts his second wave beachhead landings. The following units are placed as indicated:

- **Roger:** EY / 8 / 3rd Infantry
- **Queen White:** KSB / 9 / 3rd Infantry
- **Queen Green:** 4 / Commando Brigade

After landing, proceed with the Landing Phase using the **Afternoon** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

Game Turn 3

On the third Game Turn (i.e., Evening: June 6, 1944), the Allied player conducts his third wave beachhead landings. The following units are placed as indicated:

- **Roger:** SUF / 8 / 3rd Infantry
- **Queen White:** LIS / 9 / 3rd Infantry
- **Queen Green:** 6 / Commando Brigade

After landing, proceed with the Landing Phase using the **Evening** row of the **June 6 Landing Fire Table** (as per Rule 5.0).

[5.1] German Reinforcements: The German Player has four Reconnaissance (Panzer and Panzergrenadier) Battalions from the famed 21st Panzer Division that arrive as Reinforcements.

Procedure: During each of the first two Game Turns that their HQ unit is drawn from the Command Cup, both of the 'A' Battalions (on the first Game Turn) and 'B' Battalions (on the second Game Turn) are allowed to enter play at one of the two marked off-map road hexes on the south map edge: **0103** and / or **0111**.

Each such reinforcing Battalion must enter the map through one these hexes via a Movement or Fire & Movement order.

After Game Turn 2, there are no more German Reinforcements.

[13.0] HOW TO WIN

At the conclusion of the last turn of the game, both players determine how many Victory Points (VPs) they have earned according to the schedule below. The player with the higher total VPs is declared the winner.

2 VPs for each city hex occupied by a friendly unit at the end of the game

1 VP for each town hex that is occupied by a friendly unit at the end of the game

1 VP for each eliminated Allied unit (German player only)

1 VP for each intact (i.e., without any Hits on it) German unit on the map at the end of the game (German player only)

2 VP for controlling the key bridges [Horse and Pegasus; their map symbols have no gameplay effect – they are provided for aesthetic purposes only]. To “**control**” these bridges, an Allied unit must have been the last one to have entered or passed through all three of hexes **0607**, **0708** and **0808** as shown on the map. (Allied player only)

1 VP for each undamaged Allied unit exited off the map from hex **0103**, **0111** [the road to Caen] and **0511** as shown on the map. (Allied player only)

Exiting the Map: It costs 1 Movement Point for a unit to exit off the map. It does *not* count for Victory Point purposes if exited via Retreat (11.0). To count for victory, that unit must be conducting its own movement while activated during the Operations Phase when exiting the map.

As in Rule 11.1, units that exit the map cannot re-enter play.

Important: One unit must exit off each road before a second unit may exit off the same road, and so on in equal numbers.