

GAME COMPONENTS



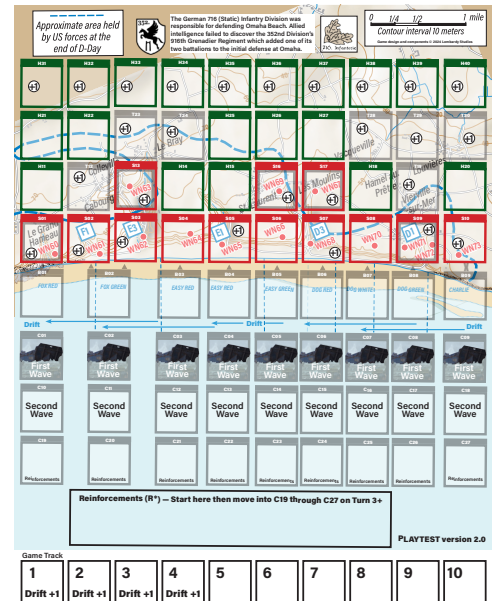
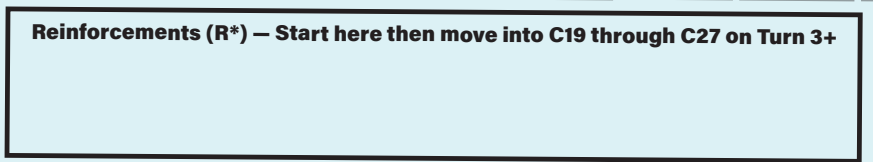
Turn number

Drift +1 die roll modifier (DRM) on Turns 1-4

Large Reinforcements Box

13 Counters noted R* are placed here at start of game. 4 Counters noted C23 through C26 are placed directly on those squares at start of game.

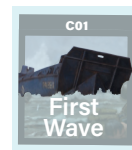
Starting on Turn 3, a counter noted R* may be moved from here into a box C19 through C27 that has the word "Reinforcements" – but only one counter may be in one box maximum. See Historical Reinforcement Table.



Game Map

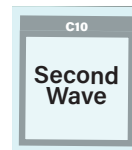
First Wave Box (C01 through C09)

Place 9 counters in the boxes matching their square number at start of game.



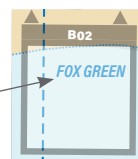
Second Wave Box (C10 through C18)

Place 3 counters in the boxes matching their square number at start of game.



Beach Square Box (B01 through B09)

Beach Area Landing Designation



Drift Arrow



Move counter moves a counter in C02 into B01 Fox Red.

ers to the left – for example, a drift result of 1 square

Strongpoint Box (13 squares with red outlines S01 through S10, S13, S16 and S17)

Widerstandsnest identification number WN 60-73.



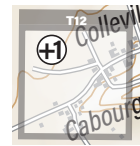
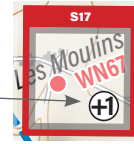
Beach exit number (five squares D1, D3, E1, E3, and F1).

Bonus victory point (+1) for ten red squares.

Town Box (Seven squares with gray outline and town name and buildings T12, T19, T23, T24, T28, T29, T30)

Five Strongpoints squares (S) also have town buildings with red & gray outlines

All 11 town squares have bonus +1 VP.



Hedgerow Box (20 squares H11, H14, H15, H18, H20, H21, H22, H25-H27, and H31-H40 with dark green outline)

The last row of ten Hedgerow squares each have a bonus +1 VP.



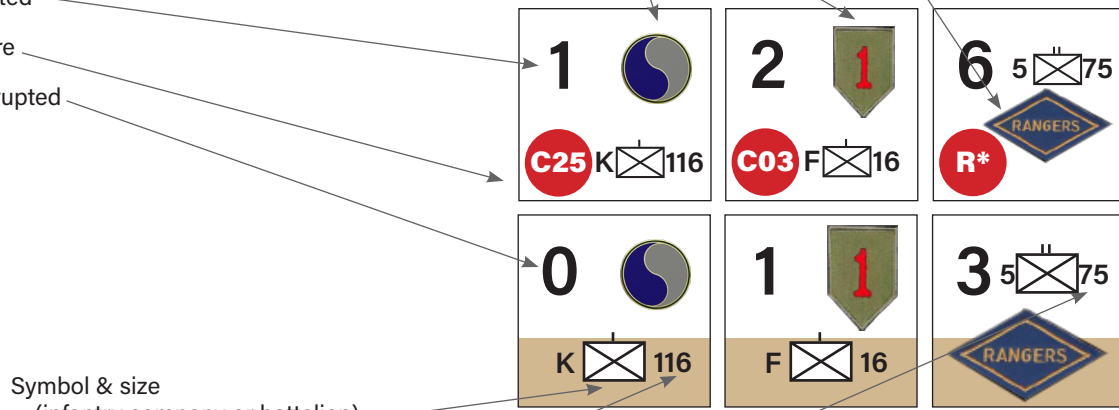
Unit Counters

Full strength, undisrupted

Starting location square

Reduced strength, disrupted

Parent unit shoulder patch
(29th Division, 1st Division, Rangers)



Symbol & size
(infantry company or battalion)

Identification:
Company / regiment (K Company 116th Regiment)
or battalion / regiment (5th Battalion, 75th Regiment)

Hidden Defense Tokens

BACK SIDE (face up)

FRONT SIDE (hidden until revealed)

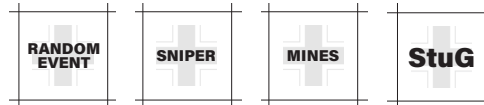
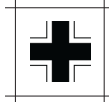
Strongpoint (red cross)

Numerical value only (3, 4, 5, or 6)



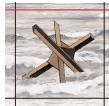
Encounter (black cross)

Random Event, or Sniper, or Mines, or StuG, or Numerical value



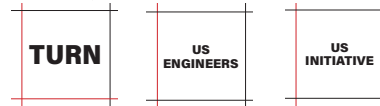
Beach Obstacle (hedghog)

GAP



US Token (olive drab star)

Turn, US Engineers, US Initiative (not hidden)



Not hidden, but only appear by a player card or using US Initiative: Tanks +1 / +2

