



Elements of the 726th Infantry Regiment set up in areas 1, 2, 3, 4, 5, 6, 7, 8, 9, and/or 10:

3 4 4	1 1 5	1	2	* 4	* 3
8					



Elements of the 726th Infantry Regiment set up anywhere on map:

1 1 5	*	3
2		2



Elements of the 726th Infantry Regiment set up in areas 16, 17, 19, and/or 20:

3 4 4	1 1 5	1	* 4	* 3	* 1
3			2		



Elements of the 726th Infantry Regiment set up in areas 25, 26, 27, 29, 32, and/or 38 during the Initiative Determination Phase of the June 6 PM turn:

3 4 4	3	* 3	* 1	* 3
8		2		



①

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

4 6 5	1	2	* 2
3			



②

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

4 6 5	2	2	* 2
3			



③

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

4 6 5	3	2	* 2
3			



④

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

4 6 5	2	2	* 2
3			



⑤

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

4 6 5	1	* 2
3		



⑥

Elements of Companies D, E, and F, 2nd Ranger Battalion set up in landing craft areas as per SR #1:

1 1 5	* 2
3	3

VICTORY CONDITIONS:

The American player must control SEVEN of the following areas at game end: 3, 5, 6, 7, 16, 17, 22, 23, or 24. Any other result is a German victory.

SPECIAL RULES:

1. The game begins with the ACTION PHASE of turn one (i.e., there are no Initiative Determination, Indirect Fire Support, or Direct Fire Support Phases on the June 6 AM turn). American units set up on turn one AFTER all German units are set up (Exception: 6 June PM group). The American makes a roll with two dice for each group, numbered 1-6, in order. Place all units for each group in the landing craft box that matches the dice roll. After each group is rolled for, but before the next group roll, the American player may choose to enter that group on turn two, again subject to a landing craft area roll. Stacking limits may NOT be exceeded by American units exiting landing craft areas. Stacking may not be exceeded in a Landing Craft 'box'. If an area rolled for would require stacking to be exceeded, a -1 is applied to the roll. If the resulting 'final' roll will not place the entire group in an available Landing Craft box, the owning-player may place a portion of the group in the originally rolled box (not exceeding stacking limits) and the remainder of the group must ALL be placed in the next HIGHEST available EMPTY box (but go back to box "1-2" if ALL higher boxes are filled and work UP from there again).

2. After all American units are set up in landing craft areas, play begins. Treat landing craft areas as if they are in an ADJACENT area for the purposes of Assault. Each Landing Craft box is treated as if it is a separate area. However, no German unit may ever enter a landing craft area. American units in a landing craft area are not required to exit on turn one but no Indirect or Direct Fire Support may be conducted (or called-in) by a unit in a landing craft area. Once exited, no unit may return to a landing craft area (Exception: On June 6th American units may retreat BACK to the landing craft area they just exited.)

SET UP CARD

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