



Basic Boot Camp

Airborne 200: Utah Beach by Potato Empire Games
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Objective

Boot Camp is the fastest way for even raw recruits to learn the simplest form of *Airborne 200: Utah Beach* (hereafter referred to as *Utah Beach*, or *the game*). It may not be easy, but it will whip you into shape in a hurry by teaching you the Basic game, even if you've never played a hex-based board game before. And even better, this is one boot camp that does not require a haircut!

The Basic game simplifies *Utah Beach*, seeking to reduce playing time to under two hours, although you should allow a little more the first time you play. While dramatically different from the Super and Ultra games, it should still be challenging while introducing you to the key elements of game play.

Two or four players (two per side) works the best, but if you have a bigger team, somebody has to be the supreme commander or you're asking for chaos!

Initial Briefing

Hero Cards

Locate the deck of 90 **Hero Cards**. They were inspired by the hockey and baseball cards that Randy loved to collect as a boy. His sisters later realized that his offers to give them the bubblegum if they bought him a pack of cards was not the best deal on gum for them, but his card collection grew rapidly.

Note: Our Hero Cards do not have that wonderful bubblegum scent that permeated sports cards back in the day. Also, do not place them in your bicycle spokes to make cool engine-like sounds!

Hero Site cards have a one-to-one correlation with the numbered Hero Sites indicated on the map board. Thus, there are 35 Hero Site cards. However, the Basic game uses only the top half of the board, and therefore just the first 24 Hero Site cards are required.



The Hero Site card backs feature a photo related to the site—most were taken by Randy on his guided history tours through France (see www.BandOfTours.com). The card honoring Thomas Meehan (*Figure 1*), commander of Easy Company (506 regiment) before Richard Winters, shows the memorial in France near the crash site in the hamlet of Beuzeville-au-Plain (also home to the smallest mayor's office in France, for what that's worth).

Figure 1

7 Thomas Meehan III 7



1st Lt, E Company
506 Para Inf Reg
101st Airborne



Born: 8 Jul 1921, PA
Died: 6 Jun 1944, Normandy
Buddy: Burr Smith

Meehan was in art school when he enlisted and was assigned to B Company of the 506 Parachute Infantry. He replaced Herbert Sobel (B of B, Ep 1) as E Company commander, but his C-47 was shot down on D-Day (Ep 2). Just before takeoff, he wrote to his wife:

*Dearest Anne:
In a few hours I'm going to take the best company of men in the world into France. We'll give the bastards hell. Strangely, I'm not particularly scared. But in my heart is a terrific longing to hold you in my arms. I love you sweetheart - forever. Your Tom*



C-47 Crash K18

The front of each Hero Site card provides biographical information about the hero, designates the Hero Buddy (who has a matching card number), and indicates the map's hex location at the bottom right.

Note: While some of the Hero Buddy cards represent actual buddy relationships, many had to be paired for game purposes and involve heroes who never even met each other.

7 Robert Burr Smith 7



Tech Sgt, E Company
506 Para Inf Reg
101st Airborne



Born: 2 May 1924, WA
Died: 7 Jan 1983, CA
Site: K18 - Thomas Meehan III

Burr was in the HQ section, but was transferred from Meehan's Plane 66 just before takeoff, sparing his life.

He was wounded in Carentan (and Foy), but recovered to become a Green Beret in the 60s. Smith rose to the rank of Lt. Col. He also served with the CIA in Laos and became the liaison officer to Delta Force.



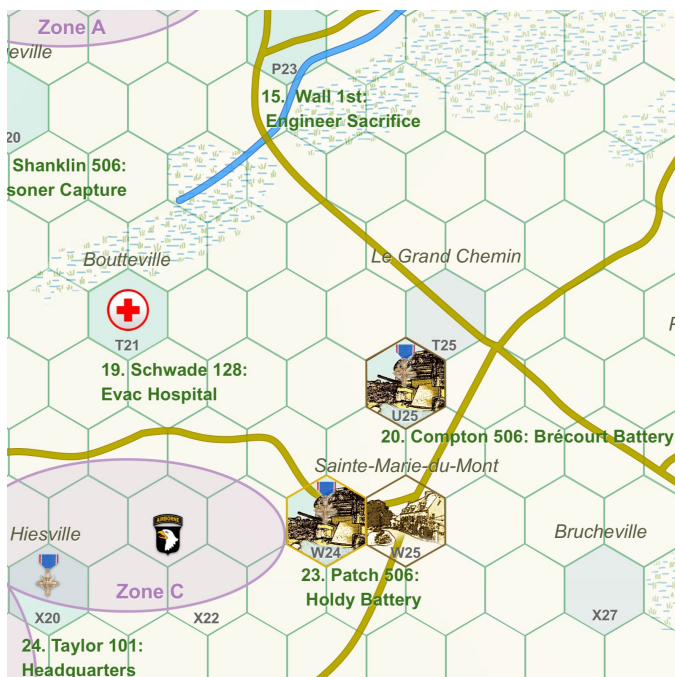
Morale High  Intel Good  Weather Rainy 

The front of each **Hero Buddy** card is similar to the Hero Site card but the bottom contains Morale, Intel and Weather information not used in the Basic game. Hero Buddy cards all share a generic back. There are 46 Hero Buddy cards, but for the Basic game you will use only the first 24.

Note: The five Weather and four Victory cards are not used in the Basic game. They also depict heroes, for a total of 90 cards.



The Board



Utah Beach utilizes a hex-based **map board**. That means the map is made up of hexagons, allowing movement in six different directions. The 52 rows are lettered from A to Z and AA to ZZ, and the columns are numbered from 1 to 36. The Basic game uses only the top half of the map (rows A-Z).

Figure 2 includes Hero Sites 15, 19, 20, 23, and 24. Find hex U25 (row & number) near the middle, with the green label underneath it indicating the hero site (20), hero name (Buck Compton), his regiment (506), and a brief description. *Band of Brothers* fans will recognize Brécourt Manor from Episode 2.

Swamps and rivers as seen at the top can be ignored if there is a road going through a hex, as in P23 above.

Figure 2

Unit Counters

Small hex-shaped pieces called **unit counters** (also **units** or **counters**) represent the military forces involved. Gray counters are German, green are American, and anything else is not in the Basic game and can be ignored for now. Check the Order of Appearance charts and locate the units for the Basic game—don't waste time sorting the units for the advanced versions of the game.

Unit counters are always located on one—and only one—map board hex at a time; there is no stacking of units in the Basic game, and a unit can not occupy two hexes.



Unit counters include a descriptor, an image or logo and the Combat and Movement Factors.

The first number is always the **Combat Attack Factor** (CAF), so in these examples, the German tank and the American paratroopers both have a CAF of 4. If there are three numbers, the second one is the **Combat Defense Factor** (CDF), but when there are only two numbers, the first number is both the CAF and CDF. Thus, the German armored unit has a CDF of 4, but the American paratroopers have a CDF of 2, half of their CAF.

The last number is always the **Movement Factor** (MF), so the German tank has an MF of 8 and the American unit has an MF of 6. While normally each MF allows you to move one hex, movement is affected by terrain. Just remember this: *water bad, roads good*. You can move faster on roads—once you are on a road hex, one MF moves two hexes along that same road. All units must stay out of the sea, swamp, and river hexes in the Basic game.

All units have a **Zone of Control** (ZoC). The ZoC consists of the six hexes immediately surrounding a unit. Units must stop upon entering an opponent's ZoC. This will trigger combat, which must be resolved at the end of the turn (Combat Phase). Multiple units can surround a target before combat resolution in order to improve the odds of victory.

Setting Up

Cartography

Since only the northern (top) half of the map is used in the Basic game (rows A through Z), you can fold the board in half when space is at a premium. A Basic card for tracking the turns is included since that chart is lost when the board is folded.

Note: Depending on humidity, the board may warp slightly. If you open it fully and leave it on a table, it should flatten completely before long. You can place gold bars on each corner to ensure quick flattening.

Cards

Select the first 24 Hero Site cards and corresponding 24 Hero Buddy cards and place them on the board at the designated card spots (don't worry about sorting). The Hero Buddy cards should show only the generic backs. The Weather, Victory, and other Hero cards are not used in the Basic game.

Competitive Objectives

The commander who finishes with the most Hero Card pairs (Hero Site cards and corresponding Hero Buddy cards) wins. Hero Site cards are acquired through control of the corresponding sites on the board. Buddy cards are acquired through drawing from the deck and combat.

Commanders

Determine the Allied Commander (AC) and German Commander (GC). If you can't come to a civilized agreement, both players roll a die; the highest number is the AC. The AC sits on the Utah Beach (east) side while the GC sits on the west side. Decide if you will allow a game to end in a tie when both sides have the same number of pairs—if not, whoever controls the most Hero Sites will be the winner.

Note: "Control" means that the hex is in one player's ZoC and not in the opponent's. It is "contested" if both players have the hex in their ZoC.

Charts

Three charts are used for the Basic game:

German Order of Appearance determines the German forces and when they appear on the board.

Allied Order of Appearance specifies the...well, if you can't figure that out, perhaps you should just put the game away and play *Go Fish*, or watch television.

Combat Resolution (Basic) is used at the end of each commander's turn to resolve any combat situations. The Basic game uses a simplified chart.

Combat Readiness

AC & GC: Locate your units for Turn 1 (All Games) per the Order of Appearance cards (All Games section only!).

Note: Units may not be stacked on the board in the Basic game. On the bright side, that makes it easy to take a photo of the board and continue later if you're interrupted.

GC: Shuffle the Hero Buddy cards. With the generic backs showing, deal eight cards each to the AC and yourself.

AC: Shuffle the Hero Site cards. Deal six cards each to the GC and yourself; the remaining 12 go on the board. This is the unrealistic Basic game part, giving the Allies six sites without any combat. But we're trying to accelerate the game, so compromises must be made.

Tip: Tracking all your cards is probably the trickiest part of the Basic game. We suggest sorting your cards numerically to make it easy to identify pairs and track the locations they control.

Play The Game Tonight

Note: References to playing units on “any hex” always assume legal hexes. That is, you can’t place units on a river, sea or swamp hex.

Optional

AC: Honor a hero by reading the bio of one of your Hero Buddy Site cards aloud. This is our equivalent to singing the national anthem before a sporting event.

Turn 1 - June 5

GC: Place the Rommel commander unit on the Turn 1 spot at the bottom of the board. Place a 4-5 Infantry unit on each one of the Hero Sites designated by your six Site cards. Place the remaining units within legal movement range of any controlled Hero Site (they may not be placed on or adjacent to other Hero Sites). Armor (Panther, Panzer III, Renault, Hotchkiss) has to be west of the Merderet river (which runs from G1 to Z10). The six 2-5 Infantry units should be placed anywhere on the main road running from A17 to X30 marking the end of the beach exits. No units may be placed east of that road, such as on the actual exit roads from the beaches leading to the main road.

Draw a Hero Buddy card from the deck, signifying that the turn is over. While the AC begins the second half of Turn 1, flip over the Order of Appearance chart and get reinforcements ready for the next turn.

AC: Replace Rommel with the Eisenhower commander unit on the Turn 1 spot at the bottom of the board. Place one 4-6 Para Infantry (82 or 101) unit on each of the sites designated by the Hero Site cards. Place the remaining units within legal movement range of any controlled Hero Site (except on other Hero Sites).

Now that the Movement Phase is complete, resolve combat for all units within an enemy Zone of Control. See **Combat Resolution** below.

Draw a Hero Buddy card, signifying that the turn is over. Flip over the Order of Appearance chart and get reinforcements ready for D-Day!

Turns 2, 3 & 4 (June 6 to 8)

AC: Place Ike (Eisenhower unit) on the next day of the turn chart. Draw a Hero Buddy card. Place that turn’s reinforcements on any beach hex. Follow the *Common Steps* below.

GC: Replace Ike with the Desert Fox (Rommel) on the turn chart. Draw a Hero Buddy card. Place reinforcements on any west hex (column 1 of any row) or south hex (any column of row Z). Follow the *Common Steps*.

Common Steps

Movement Phase: move any units as desired, limited by the Terrain chart and other rules (no unit counter stacking, stop when entering an opposing Zone of Control, etc.).

Combat Resolution Phase: resolve combat for all units within an enemy Zone of Control using the **Combat Resolution** chart below.

After Turn 4 (June 8)

Count the matching Hero Site/Hero Buddy pairs for one Victory Point per pair, and the most points wins—all that's left is negotiating the reparations required of the loser! We suggest something involving food or beverages. In the event of a tie, you can agree to walk away with everyone's dignity intact, or if you must have a winner, whoever holds the most Hero Site cards wins.

Combat Resolution

When the defender is on a Hero Site hex, a player holding the corresponding Buddy card has the option of playing that card after the odds are calculated but before the die is cast. The player announces that they are playing the Buddy card and the odds are adjusted by one in their favor, up or down. Combat is resolved, and if one player has control of the site (no opposing units have the hex in their ZoC), the Buddy card goes to the player with the site. If the site is disputed, the Buddy card goes to the bottom of the Hero Buddy deck on the board and the Hero Site card goes to the appropriate board spot as well, whether or not the Buddy card was played.

If either player holds the matching Site or Buddy card, their odds improve by one for each card held. A player does not lose the Hero card for playing it, but if their opponent captures the site, the Site card (and Buddy card if held) are turned over to the victor. A site is captured once it is in a player's Zone of Control and not in the opponent's ZoC

When a unit attacks multiple defending units simultaneously, the attacker rolls once and the results are applied to each defending unit.

Basic+

There's such a thing as Basic+ without being Super or Ultra? Yes, several variations are possible.

For a somewhat more complex (and time-consuming) version, use the entire board and all 35 of the Hero Site cards. In that case, deal 13 Hero Site cards to each player (nine in the deck on the board). Also deal 13 Hero Buddy cards to each player (nine in the deck).

Players can agree to playing five turns if using the full board. In that case, reduce the Hero cards dealt to 12 to account for drawing a card at the start of each turn.

Team Tip

If there is more than one player per side, assign one team member to keep track of the Hero Buddy cards so you know which Hero Sites would be good targets, or are ones you need to defend.

Definitions and Clarifications (Basic Game)

AC: Allied Commander, opposed by the **GC:** German Commander

CAF: Combat Attack Factors are listed first on unit counters and determine attack strength. For most units, the same value is used for the CDF.

CDF: Combat Defense Factors are equal to the Attack Factors if there are two values on a unit counter, but if there are three values, the CDF is the second number.

Coordinates: The game map (“board”) is made up of 52 hex rows (see *Hexes*) labelled from A at the top to ZZ at the bottom. Yes, it might have been fun to reverse the order and have a ZZ top, but so it goes. The staggered columns are numbered 1 to 36 from left to right. The two values combine to make up coordinates. For example, the coordinates CC22 allow us to locate Angoville-au-Plain, one of the must-see sites in Normandy, on row CC, column 22. Important hexes, such as *Hero Sites* and towns, are labelled on the board.

Tip: If you’re trying to identify a hex and the only nearby printed coordinates are on a different row, look at the first column of the rows to see which row starts farther left and which is farther right.

Dice: Numbered cubes; although “dice” can be singular in modern English, we will be traditional and use “die” when only one is meant.

Forces: As a noun, refers to all of one side’s military units as qualified. For example, “all German forces held in reserve must be committed at this time.”

Force Grouping: The set of units from one army linked by overlapping Zones of Control. Only one unit has to overlap to maintain the chain, so if a commander places six units every other hex on the same row, they are considered one Force Grouping, even though the end units are 10 hexes apart.

GC: German Commander, opposed by the **AC:** Allied Commander

Hero Buddy Cards: Also known as *Buddy Cards*, these cards provide information about an actual hero from the fight for Utah Beach and the Cotentin peninsula, or someone at least related to D-Day in some way.

Each card has a corresponding *Hero Site Card* card—victory points are earned for acquiring matching pairs of hero cards.

Hero Site Cards: Also known as *Site Cards*, correspond to 33 numbered sites on the board. For example, “30. Cole 502: Medal of Honor,” honors Lt. Col. Robert Cole of the 502nd Parachute Infantry Regiment for leading a bayonet charge into Carentan on June 11, near KK21. *Note: Cole was killed by a German sniper in the Netherlands three months later, before his Medal of Honor could be awarded.*

Hexes: The six-sided hexagonal shapes that make up the grid, allowing any part of the map board to be referenced. These hexes have nothing to do with sorcery. They determine allowable movement.

Losses: Unit losses in combat are based on the Combat Defense Factors. Round up, so a unit with a CDF of one that loses half of its strength is eliminated.

Map Board: AKA Game Board, is where the magic happens. It is made up of 52 rows and 36 columns of hexagons that control where units move and fight.

MF: Movement Factors are the last value on unit counters (usually second, but third for units that have different CAF and CDF. On clear terrain, the value is equal to the number of hexes that can be moved in one turn, but terrain, enemy units, bombing, and shelling can affect the actual movement allowed.

Soaking Off: A tactic in which an attacking unit is adjacent to two defensive units. To improve the odds for the primary attack, an additional unit can perform a “soaking off” attack against the second unit, while all other forces commit to the primary attack. The additional unit must be on a different hex; you cannot split a single unit into two attacks. If no additional unit can provide the “soak off,” the attack odds are calculated by combining both defensive units.

Terrain: Hexes can be ten types of terrain: beach, bridge, clear, obstacle, railroad, river, road, sea, swamp, and town. See the *Terrain* chart for impact on movement and combat.

Turn: Usually refers to the half turn for one commander. Generally, *full turn* is specified when referring to both commanders completing their turns for a given day.

Unit: A single counter in an army’s forces, regardless of combat strength.

Unit Stack: Also known as a *stack*. You are not allowed to stack multiple unit counters on one hex in the Basic game.

Unit Types: The most common unit type is *Infantry*, whether parachute infantry or seaborne troops landed on the beach. Their maximum strength is 4 combat factors.

Armor units are tanks or jeeps with heavier armament than troops can carry.

Artillery (not to be confused with Artillery Battery) are unique in that they have an attack factor double their defense factor. Think of them as infantry with extra hand-carried mortars or larger guns delivered by glider or sea. Their maximum strength is 8 attack and 4 defense factors.

Zone of Control (ZoC): the six hexes immediately surrounding a unit. When a commander moves any units into the opposition’s ZoC, he may choose to initiate combat during that turn. However, if he declines to do so, the defending commander has the option to request combat, and that combat will be part of the attacker’s turn just as if the attacking commander had initiated it.