Order of Appearance - June 5

All Games					
Mission Albany					
101 Para	101 Para	101 Para	101 Para	101 Para	101 Para
4-6	**4-6**	**4-6**	**4-6**	**4-6**	**4-6**
101 Para	101 Para	101 Para	101 Para		
4-2-6	**4-2-6**	**4-2-6**	**4-2-6**		
Mission Boston					
82 Para	82 Para	82 Para	82 Para	82 Para	82 Para
4-6	**4-6**	**4-6**	**4-6**	**4-6**	**4-6**
82 Para	82 Para	82 Para	82 Para		
4-2-6	**4-2-6**	**4-2-6**	**4-2-6**		

Ultra Game Only					
Mission Albany Pathfinders					
101 PF	101 PF	101 PF	101 PF	101 PF	101 PF
1-6	**1-6**	**1-6**	**1-6**	**1-6**	**1-6**
Mission Chicago					
327 Gldr	327 Gldr	327 Gldr		327 Gldr	327 Gldr
2-8	**2-8**	**2-8**		**4-2-6**	**4-2-6**
Mission Boston Pathfinders					
82 PF	82 PF	82 PF	82 PF	82 PF	82 PF
1-6	**1-6**	**1-6**	**1-6**	**1-6**	**1-6**
Mission Detroit					
325 Gldr	325 Gldr	325 Gldr		325 Gldr	325 Gldr
2-8	**2-8**	**2-6**		**4-2-6**	**4-2-6**

Note: Drop Tables are not used in the Basic Game.

Drop Accuracy

This determines where pathfinders, paratroopers, and gliders land. For Ultra, drop pathfinders and then drop paratroopers using pathfinder hexes as the targets.

	RESULT
1	Roll Drop Direction; place units starting with the hex next to the target, not on the target.
2	Crash. All units lost.
3	Perfect. Place one unit on the target hex and others in your chosen direction.
4	Reduce strength by 50%; place one unit on the target and others in your chosen direction.
5	Roll Drop Direction; place units starting with the hex next to the target, not on the target.
6	Perfect. Place one unit on the target hex and others in your chosen direction.

Drop Direction

Directions start at the top right and go clockwise. A multiple unit drop must distribute units on a straight line beginning with the initial hex.

	DIRECTION
1	North-East (top right)
2	East (right)
3	South-East (bottom right)
4	South-West (bottom left)
5	West (left)
6	North-West (top left)

Note: If paratroopers land in a German ZoC, they lose 25% of their strength. Survivors may not move and must engage the Germans during Combat Resolution unless Automatic Victory (AV) is possible by moving in other units.

Reinforcements: All Games

June 6	Sherman 6-8	Sherman 6-8	Sherman 4-8	Sherman 4-8	Sherman 4-8
	4th Inf 4-6	4th Inf 4-6	4th Inf 4-6	4th Inf 4-6	90th Inf 4-6	90th Inf 4-6
June 7	Howitzer 4-2-6	4th Inf 4-6			

Reinforcements: Ultra Game Only

June 6	Nevada 10-40	Hawkins 8-30	Corry 4-20		
		B-17 6-50	B-26 6-50	Typhoon 4-40	

Mission Elmira / Mission Keokuck

325 Gldr 2-6	325 Gldr 4-2-6	325 Gldr 4-2-6	325 Gldr 4-2-6	327 Gldr 2-6	327 Gldr 2-8

Ultra Reinforcements after D-Day

June 7	4th Inf 4-6	4th Inf 4-6	Sherman 4-8	Typhoon 2-40	
June 8	4th Inf 4-6	4th Inf 4-6	Artillery 8-4-6		
June 9	4th Inf 4-6	Howitzer 4-2-6	Sherman 6-8		
June 10	4th Inf 4-6		Sherman 2-8		

Reinforcements: Super Game Only

June 7	4th Inf 4-6	4th Inf 4-6			
June 8	4th Inf 4-6	90th Inf 4-6			
June 9	4th Inf 4-6	Howitzer 4-2-6			
June 10	4th Inf 4-6				

Reinforcements may be placed on the board at any time prior to the end of the Movement Phase. Once Combat Resolution begins, remaining units must be held over until the next turn.

Infantry, Artillery, and Armor start on any unoccupied beach hex (see the *Terrain* chart). If a German unit (probably an Obstacle) is on a beach hex, Units at Sea may attack from a sea hex. However, if any part of the German unit survives the attack from a sea hex, all attackers are eliminated, regardless of the Combat Resolution results.

Ultra Game Only

Naval forces are placed in the Units at Sea box. Their shelling range is counted from any hex within the box.

Aircraft are placed in the Airbase England box and launch their missions from any hex within the box.

Glider troops use a unique approach for entering the game. For each glider unit or stack, the AC indicates the desired target hex and rolls a die. If the number is even, the landing is perfect and the unit (or stack) is placed on the target hex. If the number is odd, roll for Direction (see *Big Boom Tables* or *Turn 1 Allied OoA & Drop Table*). Then roll again and move the gliders one hex in the set direction if the roll was odd, or two hexes if even.

Note: Hero cards #15 (Wall or Shryock) can be played by the AC to improve odds by two when clearing obstacles. They are retained after Combat Resolution and do not have to be returned to the deck.