Order of Appearance - June 5

All Games					
709 Inf	709 Inf	709 Inf	709 Inf	709 Inf	709 Inf
4-5	**4-5**	**4-5**	**4-5**	**4-5**	**4-5**
709 Inf	709 Inf	709 Inf	709 Inf	709 Inf	709 Inf
2-5	**2-5**	**2-5**	**2-5**	**2-5**	**2-5**
91 Inf	91 Inf	91 Inf	91 Inf		Pak 43
4-6	**4-6**	**4-6**	**4-6**		**4-2-5**
91 Inf	91 Inf	91 Inf	91 Inf	91 Inf	91 Inf
2-6	**2-6**	**2-6**	**2-6**	**2-6**	**2-6**

Armor: West of the river chain only

Panther	Panzer III	Renault	Renault	Hotchkiss	
6-8	**4-8**	**2-7**	**2-7**	**2-7**	

The Germans rolled over France in 1940, giving them four years to prepare the *Atlantikwall* defenses. General Rommel was unhappy with the preparations, and had the Germans working hard with their French laborers to strengthen the fortifications right until D-Day happened. Thus, it only makes sense that the GC (German Commander) places units on the board first.

Ultra Game Only					
Flak 16	Flak 16	Flak 16	Flak 16	Flak 16	Flak 16
2-1-4	**2-1-4**	**2-1-4**	**2-1-4**	**2-1-2**	**2-1-2**
Wespe	Wespe	Wespe	Pak 43	Pak 43	Pak 43
8-4-6	**4-2-6**	**4-2-6**	**8-4-5**	**4-2-5**	**4-2-5**
91 Inf	91 Inf	91 Inf	91 Inf	91 Inf	91 Inf
2-6	**4-6**	**4-6**	**4-6**	**4-6**	**4-6**

Designated sites only

Azeville	Brecourt	Crisbecq	Holdy		
6-8-25	**6-4-25**	**8-8-30**	**6-4-25**		

Armor: West of the river chain only

Tiger	Panther	Panther	Panzer III	Panzer III	
8-8	**6-8**	**6-8**	**4-8**	**2-8**	

Écausseville (E7) or Émondeville (F11) only

BF-109	BF-109	BF-109	BF-109		
1-50	**1-50**	**1-50**	**1-50**		

Beach Obstacles: six placed on any beach hexes

Mines: nine discs placed within six hexes of beach hexes only

Obstacles: six placed anywhere on the board

Basic Game: After receiving six Hero Site cards, the GC must place one 4-5 unit on each of the designated sites. The six 2-5 units should be placed 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. Remaining units may be placed elsewhere on the board except on—or within one hex of—Hero Sites. Units may not be split up in order to cover more hexes.

Super Game: Place the Infantry and Artillery units anywhere on the board. Place all Armor on the west (left) side of the Merderet, Douve, and Taute river chain continuously dividing the board from G1 to YY36.

Ultra Game: Same as Super Game, plus: Place Anti-Aircraft anywhere.
Place Aircraft units on E7 or F11.
Place the designated Battery units on the Azeville (F14), Brecourt (U25), Crisbecq (A17) and Holdy (W24) hexes. Their range extends directly south-east from the battery hex, fanning to the north-east. They can cover Utah Beach and the Units at Sea. Since *Airbase England* is really in England, it is immune from attack.
Place glider and beach obstacles (gray cubes) anywhere on the board. Place mines (gray discs) within six hexes of beach hexes only. Note: Obstacles are static and have no Zone of Control, and thus only affect the hexes on which they reside. They have no CAF (Combat Attack Factor), only a CDF of 3 for mines and 1 for all others. They are immune to Automatic Victory, so they must be cleared by bombing or at Combat Resolution by the units moving into their hexes.

Achtung! 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.

Reinforcements: All Games				
June 6	91 Inf **4-6**	91 Inf **2-6**		
June 7	91 Inf **4-6**	91 Inf **2-6**		

Reinforcements: Ultra Game Only				
June 6	Panther **4-8**		Wespe **4-2-6**	Pak 43 **4-2-5**	Pak 43 **4-2-5**

Reinforcements: Super & Ultra Games				
June 7	91 Inf **2-6**			
June 8	91 Inf **4-6**	91 Inf **2-6**		
June 9	91 Inf **4-6**	91 Inf **2-6**		
June 10	91 Inf **4-6**	91 Inf **2-6**		

Ultra Reinforcements after D-Day				
June 7			Wespe **4-2-6**	Pak 43 **4-2-5**
June 8	Panther **4-8**		Wespe **4-2-6**	Pak 43 **4-2-5**
June 9				
June 10	Panzer III **2-8**			

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.