

## D-Day '77 OPTIONAL RULES

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### SET-UP

Normal set up rules of section 4.0 apply except that the German player may withhold up to 10 units during his initial placement. Prior to these final 10 units being placed on the board, the Allied player secretly selects an invasion area: writing the name of the area on a piece of paper. The remaining 10 German units are then placed on the map per the normal rules, and the invasion area is revealed.

### ARMORED UNITS' ZONE OF CONTROL

*Rules 8.4, 8.5, and 8.6 are modified for armored and mechanized units as follows:*

Armored units and PG units (mechanized) units are not required to stop their movement when entering the ZOC of a non-armored or non-mechanized unit. They may proceed into and through the ZOC of such units without penalty. Normal attack rules governing the occupation of ZOCs do still apply, i.e. armored and/or mechanized units must attack if they end their movement in the ZOC of any enemy unit (armored/mechanized or non-armored/non-mechanized).

### ARMORED ADVANCE AFTER COMBAT

*Rule 11.5 is modified for armored and mechanized units as follows:*

Armored units and PG (mechanized) units may always advance after combat, if the defender's hex has been vacated as a result of the attack made by those armored/mechanized units. The defender does not have to be doubled or tripled in order for armored/mechanized advances to occur. Infantry/Parachute/Static units that also participate in the same attack as armored/mechanized units may not advance even if the armored/mechanized units do advance.

### AUTOMATIC VICTORY

*The following is a new rule:*

A player may achieve an automatic combat victory during his movement phase by bringing enough attacking units to bare on a defending hex to obtain at least 7 to 1 odds against all defending units in that hex. In such cases the attacker simply announces the attack as if it were occurring during the combat phase, removes the defending unit(s), and then continues with the rest of his movement phase. The attacking units participating in the automatic victory combat may not move nor may they make any other attacks during the remainder of that player turn. The attacking units may advance after combat into the defender's hex, if normally legal. No other friendly units (friendly to the attacker) may enter the hex originally occupied by the eliminated defending unit(s) during the remainder of the movement phase; they may enter into and through hexes adjacent to the defender's hex (hexes that were originally in the defender's ZOC). Automatic victories cannot be obtained against units occupying cities, fortresses, or fortification hexes.

Tactical Air Close Attack Support cannot be used in an automatic victory. Close Defensive Support can be used to add to the defensive factors of units that are being attacked for an automatic victory. The Allied player may announce his intention to use the CDS for the attack in question, at the time the German player announces the automatic victory, but before any other German units are moved. Once CDS is announced the air factor point is expended. If such a Close Defensive Support nullifies the automatic victory conditions (i.e. reduces the odds to below 7-1), then the automatic victory is canceled, and the attack is resolved during the normal German Combat Phase; with the 1 air factor still added to the defensive value of the Allied units. Even if the German brings up more units to support the attack, after the CDS is committed there can be no automatic victory; it must be resolved in the combat phase.

Automatic victory can never be obtained by units attacking from an all sea hex (i.e. during an invasion).

### **SURPRISE ATTACK**

*The following is a new rule:*

Once a game, each side may, for 1 turn only, move up to 3 units using Strategic Movement and use those same units in an attack during that same turn. These units may move adjacent to enemy units during their movement, and/or start their movement adjacent to enemy units, subject to the normal rules of movement (including the armored/mechanized optional rule). Units that are interdicted may not use Strategic Movement, even for the purposes of this rule (the interdiction takes precedence).

### **NAVAL BOMBARDMENT**

*The following is a new rule:*

On Invasion turns only, the Allied player receives 10 Naval Bombardment Points (NBPs) which he may use to support attacks made by invading units which are attacking from an all sea hex. If any of the attacking units occupy all sea hexes during the attack, then the naval bombardment points may be applied to that attack. Naval bombardment points are treated exactly like attacking combat factors, except of course there is no attacking unit associated with these factors. Naval bombardment points can be applied to as many qualifying invasion based attacks as the Allied player desires, and in any numerical denominations with the following restrictions;

- no more than 4 NBPs can be applied to any one attack.
- naval bombardment points may not be applied in numbers in excess of one half the total ground unit attack strength (for the supported attack). For example: two 4-4-4's are attacking a German Unit; naval bombardment points may be allocated in any number up to 4 additional attack factors, bringing the total to a maximum of 12. If two 5-5-4's were being used in the attack, then the 4 NBP restriction above would be the limiting factor and only 4 NBPs could be applied. If only one 5-5-4 were attacking then only 2 NBPs could be applied.

For the second invasion of the game, if the Allied player controls the port of Brest at the time of the invasion, then he receives 5 extra Naval Bombardment Points for that invasion (i.e. total of 15).

NBPs are not used when calculating Allied nor German losses due to an exchange.

### **GERMAN SUPPLY**

*Rules 16.13 and 16.5 are modified for the German player as follows:*

All German units (except HQ units) must trace a supply rout to either a partial hex on the east edge of the board north of Switzerland, or to a supplied German HQ unit. The length of this supply line may be no greater than 8 hexes; (except as noted below). For a German HQ unit to be in supply, it must be able to trace a supply line of no more than 24 hexes to a partial hex on the east edge of the board north of Switzerland; (except as noted below). Each German HQ unit may provide supply to no more than 12 units; otherwise there are no additional supply capacity requirements for German units.

German units in fortresses are not required to abide by these supply rules and limitations, and do not have to count against HQ supply capacity limit of 12 units. If such units choose not to be supplied via these rules or if they are otherwise isolated, then other restrictions apply (see below); however they are never eliminated simply due to their isolation status.

The length of the German supply lines may be modified by certain HQ units as noted below:

OB West HQ; any supply line traced to this HQ by ground units may be up to 10 hexes

long. This HQ unit must trace a supply line of no more than 32 hexes to a partial hex on the east edge of the board north of Switzerland. Any other German HQ unit within 8 hexes of this HQ unit is also considered to be in supply, even if it otherwise would not be in supply, (assuming the OB West HQ unit is itself in supply); however these other HQ units would count against the OB West HQ's 12 unit limit.

B & G HQ; any supply line traced to these HQs by ground units may be up to 10 hexes long. These HQ units must trace a supply line of no more than 32 hexes to a partial hex on the east edge of the board north of Switzerland. These HQ units may only provide supply to 8 ground combat units (instead of 12).

Netherlands HQ; any supply line traced to this HQ by ground units may be no greater than 4 hexes long. This HQ unit must trace a supply line of no more than 16 hexes to a partial hex on the east edge of the board north of Switzerland. This HQ unit may only provide supply to 8 ground combat units (instead of 12).

#### **GERMAN FORTRESS/SUPPLY/ISOLATION**

*Rule 16.2 and 24.5 are modified as follows:*

The defense factor of German units in fortresses, that would otherwise be isolated (were it not for the "fortress" status of the city hex they occupy), is normal (not tripled). Note that this only applies to involuntary isolation status of those fortress occupying units; units that simply elect not to be supplied by normal German supply lines, but could be, have their defense factors tripled as normal. All other fortress rules remain unchanged.

#### **ALLIED SUPPLY**

*Rules 16.14, 16.52, 16.534 and 16.535 are modified as follows, Rules 16.53, 16.531, 16.532, and 16.533 are replaced as follows:*

All Allied supply capacity rules remain unchanged, including the definitions for supply sources (i.e. control of Coastal hex, Inland Port, or Port). The 13 Corp Level HQ counters provided for the Allies (previously used for Tactical Air markers) are now to be used to indicate controlled supply sources, and will be referred to as Supply Centers (SCs). The number of supply sources is limited by the number of corp level HQ units (i.e. 13).

SC units have no attack strength, no defensive strength and no movement allowance; once placed on the board they may not be moved, except by removing them from the map. If alone in a hex, they may be permanently removed from the game by an enemy unit attacking that hex, or even by it entering that hex during its movement phase. SCs have no ZOC and enemy units may move adjacent or even through them without penalty. If stacked with other friendly combat units that are involved in combat, the SC unit is only effected if all friendly units are vacated from that hex as a result of the combat (excluding friendly units advancing after combat out of that hex). If all of the other friendly units are eliminated, either outright or as part of an exchange, then the SC unit is also eliminated and may not return to the game. If the other friendly units are retreated out of the hex, then the SC is removed from the map, but may be returned in a subsequent game turn. If the friendly units suffer a combination of results, then the result that finally vacated the hex of all friendly units is the result applied to the SC unit.

Supply Center units act as normal HQ units for stacking purposes, but do not have to be supplied (they are, by definition, always in supply). SCs count as normal Allied units for fulfilling "control" of cities requirements.

Supply Centers are placed on the board to mark controlled hexes for supply source purposes. All Allied lines of supply must ultimately be traced back to a supply source marked by a SC. This is the only purpose served by these markers. The Allied player may place a SC on a controlled coastal hex, a controlled port, or a controlled inland port at any time during the game; the only requirement is that the hex must be controlled at the instant the SC marker is placed. Supply Centers

may be removed during the Allied player's movement phase, however removed SCs may not be returned to the map until the next game turn at the earliest. Units that are supplied by a SC (at the start of an Allied turn), are not adversely effected in any way for the remainder of the game turn, if that SC is removed later in that Allied player turn, (either by movement off the map or as a result of combat).

All Allied units (except SCs) must be able to trace a line of supply of no more than 8 hexes to a supply source. Supply sources include controlled coastal, port and inland port hexes marked by a Supply Center marker, and supplied HQ units. For a HQ unit to act as a supply source it must itself be in supply by being able to trace its own line of supply to some other supply source (even another supplied HQ unit). All supply lines must ultimately be traced back to a hex marked with a supply center marker; there can be no self-contained, or "circular logic" supply lines. Supply capacity is based upon the supply capacity of the supply center hex only; not on any of the intervening HQ units in the supply line. A single HQ unit may in fact have unlimited supply capacity being traced through it.

The following special rule pertain to Allied units and their tracing a supply line to various HQ types, (note that tracing a supply line to a SC marked supply source is unaffected by all of the following rules):

SHAEF HQ: Any supply line traced to the SHAEF HQ unit may be a maximum of 10 hexes in length (instead of 8). The SHAEF HQ unit may trace a supply line of up to 12 hexes to an SC marked supply source, (or 8 hexes to any other HQ unit; regardless of nationality)

British Units: The length of the supply line of British units (including HQs) that trace a supply line to a U.S. or French HQ units is a maximum of 6 hexes, (instead of 8). See SHAEF HQ rules above for supply lines distances traced to that HQ. Note the Army Group HQ unit 2 1 is a British HQ unit, (even thou it is not marked a s such).

U.S. Units: The length of the supply line of U.S. units (including HQs) that trace a supply line to a British or French HQ units is a maximum of 6 hexes, (instead of 8). See SHAEF HQ rules above for supply lines distances traced to that HQ.

French Units: The length of the supply line of French units (including HQs) that trace a supply line to a U.S., Canadian, or British HQ units is a maximum of 4 hexes, (instead of 8). See SHAEF HQ rules above for supply lines distances traced to that HQ.

Polish Units: The length of the supply line of Polish units that trace a supply line to any Allied HQ unit, except the SHAEF HQ unit (see above), is a maximum of 4 hexes.

#### **WEATHER**

*The following is a new rule:*

At the start of each turn, starting with turn number 6, the Allied player roles one die and consults the Weather Chart to determine the effects of weather for that game turn.

## WEATHER CHART

die	WEEK (Game Turn)				
roll	6-16	17-24	25-32	33-40	41-50
1	CLR	CLR	CLR	CLR	CLR
2	CLR	CLR	RAIN	CLR	CLR
3	CLR	CLR	MUD	RAIN	CLR
4	CLR	RAIN	MUD	RAIN	CLR
5	CLR	RAIN	SNOW	MUD	RAIN
6	RAIN	MUD	SNOW	SNOW	MUD

CLR: no adverse effects

RAIN: Allied Tac Air Operation reduced by 4 points.  
Paratroop drops limited to 4 hexes from friendly armored or infantry units, (instead of 5 hexes).

MUD: Allied Tac Air Operations reduced by 6 points.  
Paratroop drops limited to 3 hexes from friendly armored or infantry units.  
All supply line length limits are reduced by one hex (to HQ units, and/or to source hexes).  
All Armored and Mechanized units' movement factors are reduced by 1.

SNOW: No Allied Tactical Air Operations  
No Paratroop Drops  
No Carpet Bombings  
All supply line limits are reduced by 2 hexes.  
All movement factors reduced by 1.  
Allied Reinforcement allotment reduced to 10.

## TACTICAL AIR POWER

*Rule 3.1 is modified:*

The Tactical Air Power markers defined in section 3.1 are no longer used for Tactical Air Power purposes, (they are used for supply purposes).

*Rule 27.1 is modified as follows:*

The Allied player has 10 air factors instead of 6.

*Rule 27.11 is modified as follows:*

The Allies may add air factors to the attack strength of an attack, provided that at least one of the attacking units is within 6 hexes of an Allied HQ unit. No more than 4 air factors or one half the total ground unit attack factor total, whichever is less, may be added to each attack. Air Factors do not undouble river lines, nor affect retreat. Since the tactical air markers are no longer used to mark air operations, players must keep track of the total air factors expended, per game turn, on paper or in their heads. Once the air factors are expended for a given game turn, for whatever mission selected, they may not be reused. The air factors are expended in Close Attack Support missions at the time of the combat resolution. The Allied player need only announce how many factors are being applied at the time of that specific combat resolution (prior to rolling the die). Not all CAS missions need be announced ahead of time, only as they are actually

used.

If there are no Allied HQ units on the map, (e.g. during the first turn of the game), then Close Attack Support, and Close Defensive Support, cannot be used. Close Attack Support and Naval Bombardment points cannot both be used in the same attack.

*Rules 27.12 and 27.13 are modified as follows:*

Unit interdiction is changed to hex interdiction. The rule now covers all units in the interdicted hex, not just a single unit in that hex. Also, the number of Unit/Hex Interdiction missions and River Interdiction missions, for a single game turn, can never exceed a combined total of three. The three blank Allied counters are used as markers for these missions. Otherwise this rule remains unchanged.

*Rule 27.14 is modified as follows:*

The Allied player may assign one air factor for Close Defensive Support (CDS) to a hex containing Allied units, if that hex is within 4 hexes of an Allied HQ unit. One factor is added to the total Allied defensive strength in each German attack on units in that hex in the subsequent German turn. The air factor is not doubled nor tripled due to terrain. It may be applied to Allied units that advance after combat. No more than one air factor may give Close Defensive Support to the same hex. Close Defensive Support missions are assigned during the German Combat Phase, at the time the German announces his specific attacks. Once a given attack is announced, by the German player, the Allied player must decide whether to apply Close Defensive Support, prior to the resolution of that attack. Once committed, the tactical air factor is expended. The Allied player cannot wait for the German player to announce all of his attacks before deciding to which battles he wants to commit CDS. Close Defensive Support air factors are used only from air factors left over from the Allied turn of the current Game Turn, (after all air factors for CAS, Unit/Hex Interdiction, and River Interdiction missions have been expended).

*Rule 27.2 is modified as indicated in the modifications for rule 27.1, 27.11-27.14 above, with respect to when air factors are assigned, and how they are tracked.*

Unless specified otherwise the phase of air factor allocation remains unchanged.

*Rule 27.4 is modified in that multiple air factors may be assigned to the CAS mission for a single combat action; see 27.11 above.*

Otherwise the rule remains unchanged.

*Rule 27.5 is modified as follows:*

Use the Allied blank counter markers to indicate which hexes and rivers are being interdicted. The number of interdicted hexes and rivers is limited by the countermix of three blanks. CAS and CDS air factor missions are applied as they occur; the Allied player's running total of expended air factors for the turn need be tracked, as the air factors are expended.

#### **NEW RULE:**

Once the Allied player controls the cities of Boulogne and Rotterdam, the total number of air factors he receives each game turn increases to 12.

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