

DDH Games 2009 Expansion Pack

The included optional rules may be used by players in any combinations they would like to try.

June '44

Three spare Beach Defense counters have been included to replace any that might become worn from play.

16.7 Optional German Air Rule

Remove the German fighter counters from the game (for now; see below). Instead of discarding the German Fighter Commitment card after it is played, recycle it back into the deck. Each time it is played, the German player may remove one Allied air counter just as the "success" counter did in the original rule. After it is played, it goes back to the deck and there is no German air play until the card is drawn and played by the German player again.

16.7.1 Last Mission

For use in conjunction with optional rule 16.7, the Germans sortie all of their fighters for one last attempt to stem the Allied air assault. When the German Fighter Commitment card is played, return the original German air counters to the game and add the one included. All three are placed normally to contest Allied air unit placements this turn. If a German "Success" counter matches an Allied "Success" counter, the Allied counter is placed on the turn track two (2) turns ahead and cannot be used in play until it returns. The German card and the air counters are removed for the remainder of the game.

16.8 Major Allied Offensive

Add this new card to the deck at the start of the game. When played by the Allied player in their combat phase, they may attack a single German occupied hex with all Allied units adjacent to the target hex. This attack costs the Allied player two supply points; one in the current turn, and one that will be subtracted from the following turn. Place the included marker on the Turn Track as a reminder.

16.9 German 319th Infantry Division

The 319th was a static division that was located on the Channel Islands off the coast of France. This option supposes that the division was moved to Cherbourg prior to the invasion. Place it in Cherbourg at reduced strength (*to reflect losses to Allied airpower in the crossing*) at the beginning of the game.

June '44 / August '44

Four additional Fort Destroyed/City Captured markers are included for use with the expansion.

27.1 Where is II/33 of the 9th Panzer?

For use with the August '44 expansion, a new 9th Panzer Division counter has been provided. The deployment of the 9th Panzer's late arriving panther battalion was very confused. This new counter more accurately reflects the division's status until at least mid-August. On the 14-15 August turn, you may replace this one with the original, higher strength counter.

27.2 Princess Irene Brigade

The Royal Netherlands Motorized Infantry Brigade was formed initially from about 1500 Dutch troops. It was later augmented by Allied troops from various nations and dubbed the Princess Irene Brigade, after the young child of Queen Juliana of the

Netherlands. The P.I.B. did not enter the fighting until the end of August, but could have as it landed across Juno Beach on 7 August. The unit fights as a CW brigade and enters on the 6-7 August turn.

27.3 341 and 394 Sturmgeschütz-Brigades

These two German units were equipped with StuG III and StuG 42's, and entered in battalion strength. There were a bit under the scale of the game. They are represented here combined as a single brigade, and enter on the German 31-July/1 Aug turn from the East.

Last Gamble: The Battle of the Bulge

16.5 German & U.S. Reserve Divisions

Three German reserve divisions are included; 11th Panzer, 10th Panzer and 17th Panzer Grenadier. These divisions may enter the game on the turn following the German capture of any Key Objective of their choice. If they choose to bring them in, a German victory now requires four divisions across the Meuse River for an automatic win. Or, at the end of the game they must have two divisions across at the end of the game for a victory. (*i.e. One additional division in either case*)

These divisions have a white corps stripe and are not tied to the restrictions of the other divisions. In other words, they have the stacking value of a division, but may fight with any corps like the other Army-level attachments. If in combat on their own, however, they may not add a corps artillery unit. A unit of that corps must be in the battle to use its artillery. Army level artillery may be accessed by these new units.

On the turn following the German capture of the first Key Objective, the Allied player may activate the included 17th Airborne Division whether the Germans take their reserves at that time or not (see below). It enters from the West map edge and is part of VIII Corps.

16.6 Key Objectives Variables

Add the two new Key Objectives markers to the original three at the beginning of the game. Select from the new, larger pool and place three at random per the normal rules. Set aside the remaining two without revealing them to either player. If the "Release Reserves" marker is captured and "found" by the German player, the reserves from 16.5 (above) but in this case, the victory conditions are not increased by one division.

The U.S. 17th Airborne division still enters the game after the first Key Objective hex is captured.

Destination: Normandy

13.3 Allied Naval Support

The Allied player may place the Naval Guns unit in a sea hex adjacent (not in) any ground hex on the map. This lends a +1 to any attack within three (3) hexes of the Naval Guns counter. Count the range from the naval unit to the defending unit.

It may be moved by the Allied player each turn as they wish. However, each time it is moved the German player may roll for removal. Roll the die, on a six (6) the Naval Guns unit is removed from the game. On any other result, there is no effect.