

## “THE BATTLE FOR NORMANDY”

### *Three-Map campaign game variant*



Use with the 3-Map Campaign play aid card

During the night turn of each new day, each side plays out their interdiction phase normally, and that includes plotting for the missing Maps D&E. For solo, use the current tables in the rulebook and advance units per the following rules.

Place new German arrivals in Box 1 for the appropriate map, within normal stacking rules. Advance a number of boxes shown on the Three-Map Interdiction Table and according to unit type; foot or mech. That is considered their movement for the entire day.

Note: The Allied player may not inspect stacks in the three-map variant boxes.

**Strategic Movement:** Placing a Strat move marker on a stack allows it to move one extra box. However, all stacks in the boxes are still subject to Armed Recon air attack. Flak units in the stack attacked may fire.

**Bridges:** Boxes with a bridge symbol adjacent are subject to a destroyed bridge. If a Bridge Destroyed marker is in that box, units may not move through it that day. Only boxes with the symbol are subject to bridge interdiction.

**Attacks on Bridges:** The German player may place one stack of units adjacent to the Bridge marker in a box. Any flak units in that stack (only) apply to any air attack against the bridge. The Allied player may attempt one or more air attacks against that bridge per the normal rules.

All Destroyed Bridge markers are removed after the end of the following night turn. For example: if the Allied player successfully destroyed the bridge in Map D, box 3 on the 8 June PM turn, then all units that attempt to move through that box on the 9 June night turn stop after entering.

**Remaining Movement Points:** If units have remaining MPs according to the Three-Map play-aid, they may enter the appropriate "live" map (B or C) early. For example: Two infantry battalions, according to the table, are allowed 4 moves (no interdiction) and begin the 9 June night turn in box 4. They advance two spaces into Box 6 and then, with 2 moves remaining, are placed in the "P.M." section of the box. On the 9 June P.M. turn, they may enter Map C.

**Entering a "Live" map:** Units may enter via any road or highway hex on the south edge of the appropriate map. They continue to move at a rate according to the Box 6 map where they left the special chart.

**E1701 entry:** German units designated to enter Map E via Hex 1701 begin the table in Map E Box 3.

Use victory conditions to either 15 June or 30 June.

Additionally, you can use this play aid to play the entire campaign with three maps until the Cotentin peninsula is cleared, then add the bottom two maps later and remove Map A.