



# Axis & Allies®

## D-DAY BASIC GAME RULES

### OVERVIEW

- The invasion of D-Day is underway. As the Allies, storm the beach and take control of the 3 cities. As the Germans, keep the Allies from taking the 3 cities.
- Side 1 plays the Axis power (Germany)
- Side 2 plays the Allies powers (UK and US)

### HOW TO WIN

**1. Allies:** (UK 🇬🇧 & US 🇺🇸) Capture the zones containing the cities of **Cherbourg, St. Lô, and Caen** and hold these zones for one complete turn. To win, the Allies must capture all 3 cities on turn 9 and CONTROL them at the end of turn 10.

**2. Axis:** (Germany 🇩🇪) Prevent the capture of those 3 city zones, either by repelling or destroying the Allied forces. If the Allied side has not achieved its goal by the end of turn 10, you win.

### GAME SETUP

- **Axis Set up:** – in zones and beachheads with like silhouettes. All forces in zones at the start of the game are AXIS.
- **Allied Set Up:** - place the listed units belonging to the US on the 2 American Beachhead boxes (Utah & Omaha Beach) matching the silhouettes in the boxes.
- Place the listed number of UK & US infantry paratroopers in the zones containing the “British Airborne” & American Airborne” boxes.
  - Place units on Reinforcement Chart for each power
  - Each power has units of its own color
  - Turn Marker- Place turn marker on “1” at the start of the game.
- **Order Cards** – The 16 Order Cards drive the sequence of play. They break each turn into phases. Each turn, follow the instructions of the cards in order.
- Once completed a full round of all 16 cards, check for victory.
- Sort Deck in numerical order to form a face-down deck (number side up) with 1 at the top and card 16 at the bottom.
- Place cards in space on game board.
- For best game play, **Tactics** and **Order** Cards will be used only. **NO Fortune cards!**

### TURN PHASE

- **D-Day** is played in a series of turns.
- **Turn** = 1 pass through the sixteen Order Cards, then;
- Check for victory at end of each turn

### ORDER CARDS: How to Read an Order Card

- Each order card has a symbol corresponding to the active player. The card lists which side is active.
- Movement – Each side moves its units when instructed to do so on the Order Card. Units cannot move if LOCKED (enemy units present in zone)
- Different types of units move at different times.
- Land units may move only to a zone adjacent to its current Zone.

**Maximum Units in a Zone**- The total of tanks, infantry and artillery is **eight**. There can be up to 8 Allies and 8 Axis units in a zone.

### COMBAT

When opposing land units are in the same zone, a combat situation occurs. You resolve combat by rolling dice. Units **ONLY** attack when the appropriate order card is in play (cards 11 and 13)

#### Combat Sequence – only ONE round of combat

1. Place units on the battle board
2. Attacking units fire, then defending units fire
3. Remove casualties and Determine Control

To CONTROL a zone (including a city) it must be EMPTY of all enemy units. If both side’s units are in a zone, no side controls the zone / city.

#### Special Combats

Air units, blockhouses firing to sea, antiaircraft fire, and naval bombardment have special rules.

#### Targeted Attacks

- **Air Units:** Fighters and Bombers (Allies Only)
- **Fighters:** They do not attack normally. When present in a zone, they strafe any unit entering or leaving that zone. Roll 1 die per fighter against each Axis land unit that moves into or out of the zone the fighter is patrolling.
- **Bombers:** Strike immediately upon entering a zone and choose the target. The Axis may not return fire.
- **Antiaircraft Fire:** In addition to normal combat, the German artillery (88 mm) act as antiaircraft (order cards 4 and 6).
- **Blockhouses:** Only Axis has blockhouses and cannot move.
- **Naval Bombardment:** Only targets blockhouses. Once all blockhouses are destroyed, this order card can be removed.

#### Reinforcements:

- Enter play in order from left to right and top to bottom. No units may enter play until all units preceding it have entered play.
- Roll 2 dice and select the appropriate units from the reinforcement card. Keep in mind the 8 unit per territory limit. If you cannot place reinforcements due to this rule, those extra units return to the card – they are not lost.

### COMMON RULES

- A blockhouse does NOT count against stacking limit
- If both Axis and Allied units are in the same zone, they are all considered LOCKED and cannot move. Units can only move out of a zone if it is clear of enemy units.
- Tactic Card #7: “Flooding of Lowlands”; this card **DOES NOT** prevent beach landings, only land movement!
- Each artillery in a zone fires once at one air unit for each order card.

