



# 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 cities. As the Germans, keep the Allies from taking the 3 cities.
- Side 1 plays the Axis powers (Germany)
- Side 2 plays the Allies powers (UK and US)

### HOW TO WIN

1. Allies: (🇺🇸 & 🇬🇧) Capture the zones containing the cities of Cherbourg, St. Lo, and Caen and hold these zones for one complete turn.
2. Axis: (🇩🇪) 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 Order Cards drive the sequence of play. They break each turn into phases. Each turn; follow the instructions of the card.
- Once completed all instructions on 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 in box on game board.

### 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.
- 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.

### COMBAT

When opposing land units are in the same zone, a combat situation occurs. You resolve combat by rolling dice.

#### Combat Sequence

1. Place units on the battle board
2. Attacking units fire
3. Defending units fire
4. Remove casualties
5. Determine Control

#### 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.
- **Bombers:** Strike immediately upon entering a zone and choose the target. The Axis may not return fire.
- **Antiaircraft Fire:** In addition to normal combat they can attack air units.
- **Blockhouses:** Only Axis has blockhouses and cannot move.
- **Naval Bombardment:** Only targets blockhouses.

#### 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

### COMMON RULES

- Each artillery in a zone fires once at one air unit for each order card.
- Paratroopers are locked in combat when they land. They cannot move until the zones they're in are cleared of German units.
- A blockhouse does NOT count as part of a zone's stacking limit
- Tactic Card #7: “Flooding of Lowlands”: this card DOES NOT prevent beach landings, only land movement!

