

BATTLE FOR NORMANDY™

UNIT ROSTER

| GERMAN ORDER OF BATTLE | | | | ALLIED ORDER OF BATTLE | | | |
|------------------------|---------------|----------------|-----------------------------|------------------------|---------------|----------------|-----------------------------|
| UNIT NAME | COMBAT POINTS | COMBAT CEILING | DATE OF ENTRY/ ENTRY HEX | UNIT NAME | COMBAT POINTS | COMBAT CEILING | DATE OF ENTRY/ ENTRY HEX |
| GE 736 WEHR REG | 45 | 45 | AT START | US UTAH BEACH BATT | 20 | 25 | AT START |
| GE 726 WEHR REG | 45 | 45 | AT START | US OMAHA BEACH BATT | 20 | 25 | AT START |
| GE 706 WEHR REG | 45 | 45 | AT START | BR GOLD BEACH BATT | 20 | 25 | AT START |
| GE 914 WEHR REG | 50 | 45 | AT START | BR JUNO BEACH BATT | 20 | 25 | AT START |
| GE 915 WEHR REG | 50 | 45 | AT START | BR SWORD BEACH BATT | 20 | 25 | AT START |
| GE 916 WEHR REG | 40 | 45 | AT START | US 1 DEPOT BATT | 20 | 25 | AT START/13 |
| GE 711 WEHR DIV | 60 | 65 | AT START | US 2 DEPOT BATT | 20 | 25 | AT START/13 |
| GE 729 WEHR REG | 40 | 45 | AT START | US 3 DEPOT BATT | 20 | 25 | AT START/13 |
| GE 739 WEHR REG | 40 | 45 | AT START | US 4 DEPOT BATT | 20 | 25 | AT START/13 |
| GE 919 WEHR REG | 40 | 45 | AT START | BR 5 DEPOT BATT | 20 | 25 | AT START/14 |
| GE 91 FJ DIV | 50 | 55 | AT START | BR 6 DEPOT BATT | 20 | 25 | AT START/14 |
| GE 243 WEHR DIV | 60 | 65 | AT START | US 82 AIRB DIV | 60 | 65 | AT START |
| GE 6 FJ REG | 45 | 45 | AT START | US 101 AIRB DIV | 60 | 65 | AT START |
| GE 30 WEHR BRIG | 45 | 45 | AT START | BR 6 AIRB DIV | 55 | 55 | AT START |
| GE 21 PZ DIV | 85 | 95 | AT START | US 1 INF DIV | 75 | 85 | AT START/13 |
| GE 346 WEHR DIV | 60 | 65 | JUNE 6/12 | US 4 INF DIV | 65 | 75 | AT START/13 |
| GE 12SS PZ DIV | 95 | 95 | JUNE 6/9 | US 29 INF DIV | 65 | 75 | AT START/13 |
| GE LEHR PZ DIV | 95 | 95 | JUNE 8/7 | BR 3 INF DIV | 75 | 85 | AT START/14 |
| GE 77 WEHR DIV | 55 | 65 | JUNE 8/1 | BR 50 INF DIV | 75 | 85 | AT START/14 |
| GE 17SS PZGR DIV | 65 | 75 | JUNE 10/3 | CN 3 INF DIV | 75 | 85 | AT START/14 |
| GE 275 WEHR DIV | 45 | 55 | JUNE 10/4 | US 2 RNRG BATT | 30 | 35 | AT START/13 |
| GE 2 PZ DIV | 90 | 95 | JUNE 10/12 | BR 1 CMDO BRIG | 45 | 45 | AT START/14 |
| GE 288 WEHR DIV | 45 | 55 | JUNE 10/8 | BR 4 CMDO BRIG | 45 | 45 | AT START/14 |
| GE 266 WEHR DIV | 45 | 55 | JUNE 10/2 | BR 8 ARM BRIG | 45 | 45 | AT START/14 |
| GE 3 FJ DIV | 70 | 75 | JUNE 12/5 | BR 27 ARM BRIG | 45 | 45 | AT START/14 |
| GE 2 ASG BRIG | 45 | 55 | JUNE 12/7 | CN 2 ARM BRIG | 45 | 45 | AT START/14 |
| GE 353 WEHR DIV | 70 | 75 | JUNE 16/3 | US 102 CAV REG | 35 | 35 | AT START/13 |
| GE 2SS PZ DIV | 95 | 95 | JUNE 20/3 | BR 51 INF DIV | 90 | 95 | AT START/14 |
| GE 18 FJ DIV | 85 | 95 | JUNE 24/12 | BR 7 ARM DIV | 80 | 85 | AT START/14 |
| GE 1SS PZ DIV | 95 | 95 | JUNE 24/11 | BR 4 ARM BRIG | 45 | 45 | AT START/14 |
| GE 276 WEHR DIV | 55 | 65 | JUNE 24/7 | US 2 INF DIV | 75 | 85 | AT START/13 |
| GE 9SS PZ DIV | 95 | 95 | JUNE 26/6 | US 90 INF DIV | 65 | 75 | AT START/13 |
| GE 10SS PZ DIV | 95 | 95 | JUNE 26/8 | US 2 ARM DIV | 90 | 95 | AT START/13 |
| | | | | US 4 CAV REG | 35 | 35 | AT START/13 |
| | | | | US 9 INF DIV | 75 | 85 | AT START/13 |
| | | | | BR 49 INF DIV | 75 | 85 | AT START/14 |
| | | | | BR 11 ARM DIV | 90 | 95 | AT START/14 |
| | | | | US 6 CAV REG | 35 | 35 | AT START/13 |
| | | | | US 79 INF DIV | 65 | 75 | AT START/13 |
| | | | | BR 15 INF DIV | 75 | 85 | AT START/14 |
| | | | | US 90 INF DIV | 65 | 75 | AT START/13 |
| | | | | US 83 INF DIV | 65 | 75 | AT START/13 |
| | | | | US 2 CAV REG | 35 | 35 | AT START/13 |
| | | | | US 3 ARM DIV | 90 | 95 | AT START/13 |

LOADING INSTRUCTIONS (Disk)

NEW GAME: Turn on your computer and monitor. Turn on the disk drive, and when the red light shuts off insert the game disk. Type **LOAD** and press **RETURN**. When the **READY** prompt appears, type **RUN** and press **RETURN**.

PREVIOUS GAME: Follow the instructions for a new game. In the menu selection choose "OLD GAME" as an option. You will be asked to replace the game disk with your saved game disk. Carefully follow the instructions given in the program.

LOADING INSTRUCTIONS (Cassette)

NEW GAME: Connect your cassette recorder to your computer. Place recorder at least two feet away from the monitor. Turn on your computer and monitor. Place the game cassette in the recorder and rewind the tape. Type **LOAD** and press **RETURN**. Press **PLAY** on the recorder. When the **READY** prompt appears, type **RUN** and press **RETURN**.

PREVIOUS GAME: Follow the instructions for a new game. At the appropriate time the computer will prompt you to replace the game cassette with the saved game cassette. Press **RETURN** when the saved game cassette is in the recorder and the **PLAY** button is depressed.

SAVING A GAME

DISK VERSION: When you choose to save a game, the program will instruct you to replace the game disk with a formatted blank disk. Carefully follow the instructions given in the program.

CASSETTE VERSION: When you choose to save a game, the program will instruct you to replace the game cassette in the recorder with a blank cassette. Depress the **PLAY** and **RECORD** buttons on the recorder. Follow the prompts given to you in the program.

SPECIAL NOTES

MAP SCROLL: The game map is larger than one screen. Moving units or the cursor will automatically cause the map to scroll. A smaller one-screen map of the entire area with less detail may be seen by pressing "M" while in the cursor mode.

MOVEMENT: During the movement phase, a white cursor will appear on the screen. You may move this cursor by pressing 1-8 to move it in the desired direction as indicated by the compass. To move a unit place the cursor over the unit and press "G". You may now move it as you did the cursor. Pressing the "O" while moving will cause the unit to be centered on the screen. Pressing the "F" will terminate the unit's movement for the moment (you may return to it later). When the cursor is on the screen you may press "U" to go to the United States entry hex and "B" for the British entry hex. Once over the entry hex, pressing the "G" will bring up the next eligible U.S.

or British unit to be brought onto the beaches (you must have the necessary amphib. points for a unit to be eligible). You may decide not to bring on the unit by pressing "F". Pressing the "S" key will skip five of the available units at a time. The order of units is the same as found on the Order of Battle data card. Pressing the "D" will bring up the display showing remaining supplies, weather, and scores. Pressing the "E" ends the movement phase for your entire army.

COMBAT: During the combat phase the cursor will appear on the map. To attack a specific enemy unit move the cursor over the unit you wish to attack and press the "A" key. The program will now go through eligible units for the attack, asking if you wish to include them in the battle. While in the cursor mode pressing the "D" key will give you the display, pressing the "T" will temporarily remove all units, and pressing the "E" will end the combat phase entirely.

DISPLAY DESCRIPTIONS

MOVEMENT:

| | | | | | |
|----------------|--------|-----------|----------|---|---|
| US 82 AIRB DIV | CP: 65 | LDR: 5 | FT: 4 | 6 | 1 |
| MOVEMENT PHASE | | SUPPLIED | EFF: .72 | 5 | 2 |
| TERRAIN: RIVER | *MP | LEFT: 10* | | | 3 |
| | | | | | 4 |

The above display tells you that the 82nd airborne division currently has a combat strength of 65 points. Its leader is rated a 5 (out of 9), its fatigue is rated a 4 (out of 9), and its supply state is "supplied." The display also shows that the unit has an effective strength of .72 of its current combat strength due to leader, fatigue, and supply modifications. It shows that the unit is in river terrain and has 10 movement points left for that phase. The numbers at the right are a compass to indicate desired direction of movement.

COMBAT:

GE 706 WEHR REG CP: 40 LDR: 5 FT: 0
 COMBAT PHASE SUPPLIED EFF: 1.0 (2.5)
 DO YOU WISH TO ATTACK THIS GERMAN UNIT? Y/N

The display above gives the same information as the movement display except for the number in parentheses which is the overall effective strength of this unit with all factors taken into account, including leadership, fatigue, supply state, and terrain of current position.

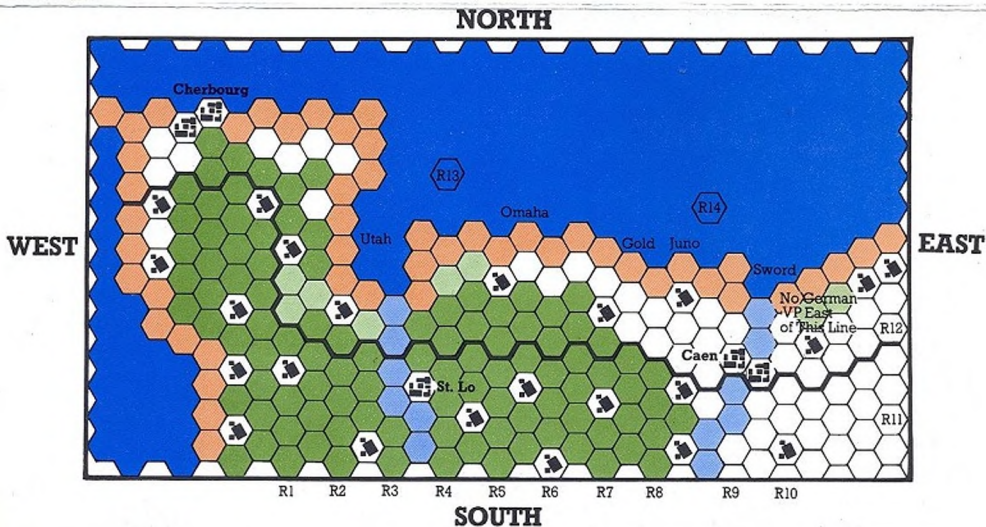
D: GE 275 WEHR DIV LOST 14 CP-FT 2
 1: US 2 CAV REG LOST 7 CP-FT 4
 2: US 2 RNGR BATT LOST 8 CP-FT 4

The display above is shown after combat is joined by both sides. It shows how many CPs each unit in the battle has lost and also the fatigue points which will be added to it. The defender is indicated with a "D" preceding its name. The attacking unit(s) are identified by numbers.

ATTACK LEVEL 9 VS DEFENCE LEVEL 4
 ATTACKER LOST: 15 DEFENDER LOST: 14
 AIR/NAVAL: (0) BATTLE ODDS: 21

The display above shows the total results of the battle. The air/naval number, if positive indicates the number of CPs lost of the total losses due to bombardment for the German defender. If the number is negative, it indicates the number of CPs reduced from the original losses of the Allied defender.

Note: The number you input in the opening program for display delay governs how long these displays remain on the screen.



TERRAIN KEY

- | | | | |
|---------|--------|-------|----------------------------|
| CLEAR | SWAMP | BEACH | NAVAL BOMBARDMENT LINE |
| VILLAGE | BOGAGE | OCEAN | R1 REINFORCEMENT ENTRY HEX |
| CITY | RIVER | | |