

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	95	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 RNGR 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 265 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 ASC 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	80	85	AT START/14
GE 16 FJ DIV	65	75	JUNE 24/12	BR 7 ARM DIV	90	95	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 30 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 1-6 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	1
MOVEMENT PHASE	SUPPLIED	EFF: .72	6	2
TERRAIN: RIVER	*MP	LEFT: 10*	5	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.

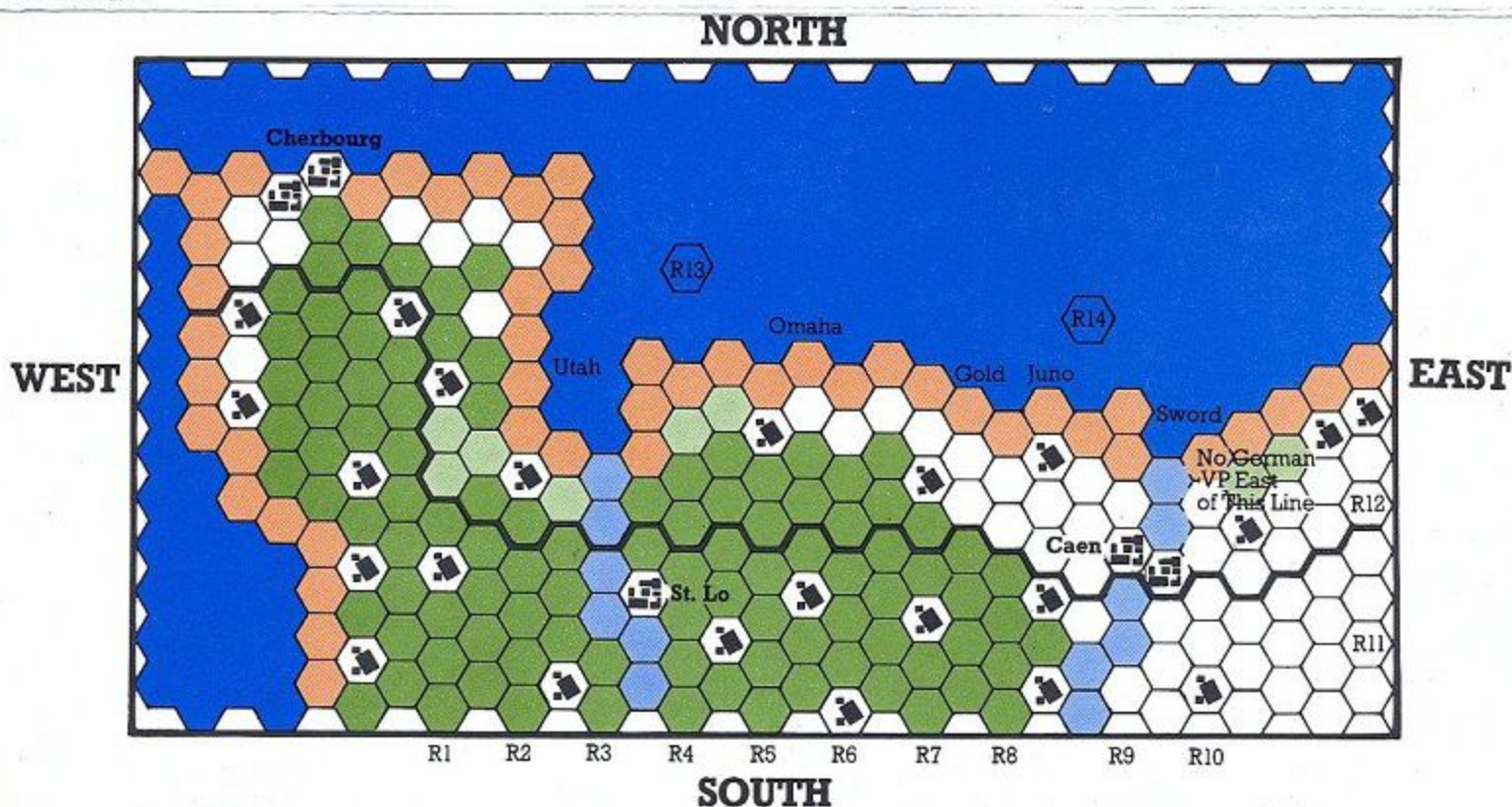
D: GE 275 WEHR DIV LOST 14 CP-FT 2
 1: US 2 CAV REG LOST 7 CP-FT 4
 2: US 2 RNGR BATT LOST 8 CP-FT 4

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

