

TLD 2nde édition

Affectations BR : Corps : I, VIII, XII, XXX, IICAN

| Dates → | Valeur | jour | jour | jour | jour | jour |
|---------------|--------|-------|-------|-------|-------|-------|
| Unités ↓ | | _____ | _____ | _____ | _____ | _____ |
| 1° Airborne | | | | | | |
| 6° Airborne | | | | | | |
| GD Blindée | | | | | | |
| 7° Blindée | | | | | | |
| 11° Blindée | | | | | | |
| 3° Inf | | | | | | |
| 15° Inf | | | | | | |
| 43° Inf | | | | | | |
| 49° Inf | | | | | | |
| 50° Inf | | | | | | |
| 51° Inf | | | | | | |
| 53° Inf | | | | | | |
| 59° Inf | | | | | | |
| 1 POL BI. | | | | | | |
| 2 CAN Inf | | | | | | |
| 3 CAN Inf | | | | | | |
| 4 CAN BI. | | | | | | |
| | | | | | | |
| Dutch Bde Inf | 2-3-8 | | | | | |
| BEL Bde | | | | | | |
| I/Bel Inf | 3-4-8 | | | | | |
| II/Bel Inf | 3-4-8 | | | | | |
| III/Bel Inf | 3-4-8 | | | | | |
| I/Bel Rec | 1-2-8 | | | | | |
| 2° CAN Bde BI | | | | | | |
| 6/2C BI | 6-6-6 | | | | | |
| 10/2C BI | 6-6-6 | | | | | |
| 27/2C BI | 6-6-6 | | | | | |
| 4 Bde Blindée | | | | | | |
| G/4 BI | 6-6-6 | | | | | |
| 3C/4 BI | 6-6-6 | | | | | |
| 44R/4 BI | 6-6-6 | | | | | |
| 2KR/4 Inf | 5-6-6 | | | | | |
| 6 Bde Blindée | | | | | | |
| 4GG/6 BI | 5-6-4 | | | | | |
| 4CG/6 BI | 5-6-4 | | | | | |
| 3SG/6 BI | 5-6-4 | | | | | |
| 8 Bde Blindée | | | | | | |
| 4/7/8 BI | 6-6-6 | | | | | |
| 24L/8 BI | 6-6-6 | | | | | |
| N/8 BI | 6-6-6 | | | | | |
| 12K/8 Inf | 5-6-6 | | | | | |
| | | | | | | |

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|-------------|-------|--|--|--|--|--|
| 27 Bde BI. | | | | | | |
| 13/18/27 | 6-6-6 | | | | | |
| EY/27 BI | 6-6-6 | | | | | |
| Y/27 BI | 6-6-6 | | | | | |
| 30 Bde BI | | | | | | |
| 22/30 BI | 6-6-6 | | | | | |
| 1L/30 BI | 6-6-6 | | | | | |
| WD/30 BI | 6-6-6 | | | | | |
| 33 Bde BI | | | | | | |
| 1N/33 BI | 6-6-6 | | | | | |
| 144/33 BI | 6-6-6 | | | | | |
| 148/33 BI | 6-6-6 | | | | | |
| 34° Bde BI | | | | | | |
| 107/34 BI | 5-6-4 | | | | | |
| 147/34 BI | 5-6-4 | | | | | |
| 153/34 BI | 5-6-4 | | | | | |
| 56 Bde Inf | | | | | | |
| 2S/56 Inf | 5-6-8 | | | | | |
| 2G/56 Inf | 5-6-8 | | | | | |
| 2E/56 Inf | 5-6-8 | | | | | |
| | | | | | | |
| 7° RTR/31 | 5-6-4 | | | | | |
| 9° RTR/31 | 5-6-4 | | | | | |
| | | | | | | |
| A/141 Croco | 2-2-4 | | | | | |
| B/141 Croco | 2-2-4 | | | | | |
| C/141 Croco | 2-2-4 | | | | | |
| | | | | | | |
| 26 Avre | 4-2-4 | | | | | |
| 77 Avre | 4-2-4 | | | | | |
| 79 Avre | 4-2-4 | | | | | |
| 80 Avre | 4-2-4 | | | | | |
| 81 Avre | 4-2-4 | | | | | |
| 82 Avre | 4-2-4 | | | | | |
| | | | | | | |
| 1° S.S Cdo | | | | | | |
| 3 | 4-3-6 | | | | | |
| 4 | 4-3-6 | | | | | |
| 6 | 4-3-6 | | | | | |
| 45RM | 4-3-6 | | | | | |
| 4° S.S. Cdo | | | | | | |
| 41RM | 4-3-6 | | | | | |
| 46RM | 4-3-6 | | | | | |
| 47RM | 4-3-6 | | | | | |
| 48RM | 4-3-6 | | | | | |
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|--------------|--------------|--|--|--|--|--|
| 11H Rec | | | | | | |
| A/11H | 1-1-8 | | | | | |
| B/11H | 1-1-8 | | | | | |
| C/11H | 1-1-8 | | | | | |
| D/11H | 1-1-8 | | | | | |
| 1C Rec | | | | | | |
| A/1C | 1-1-8 | | | | | |
| B/1C | 1-1-8 | | | | | |
| C/1C | 1-1-8 | | | | | |
| D/1C | 1-1-8 | | | | | |
| 18AC Rec | | | | | | |
| A/18AC | 1-1-8 | | | | | |
| B/18AC | 1-1-8 | | | | | |
| C/18AC | 1-1-8 | | | | | |
| D/18AC | 1-1-8 | | | | | |
| 2HC Rec | | | | | | |
| A/2HC | 1-1-8 | | | | | |
| B/2HC | 1-1-8 | | | | | |
| C/2HC | 1-1-8 | | | | | |
| D/2HC | 1-1-8 | | | | | |
| 1RD Rec | | | | | | |
| A/1RD | 1-1-8 | | | | | |
| B/1RD | 1-1-8 | | | | | |
| C/1RD | 1-1-8 | | | | | |
| D/1RD | 1-1-8 | | | | | |
| 3Can Art | (5)-1-8 r8s1 | | | | | |
| 4Can Art | (5)-1-8 r8s1 | | | | | |
| 7Can Art | (5)-1-8 r8s1 | | | | | |
| 1&4/51Art | 3)-1-8r12s1 | | | | | |
| 2&6/51Art | (2)-1-8 r9s1 | | | | | |
| 3&28/1 Art | 3)-1-8r12s1 | | | | | |
| 5&16/1 Art | (2)-1-8 r9s1 | | | | | |
| 8&9/53 Art | (2)-1-8 r9s1 | | | | | |
| 24&25/53 Art | 3)-1-8r12s1 | | | | | |
| 20&23/59 Art | (2)-1-8 r9s1 | | | | | |
| 21&22/59 Art | 3)-1-8r12s1 | | | | | |
| 417&418/52 | 3)-1-8r12s1 | | | | | |
| 419&420/52 | (2)-1-8 r9s1 | | | | | |
| 4RHA Art | (5)-3-8 r6s2 | | | | | |
| ?6 Art | (5)-3-8 r6s2 | | | | | |
| 7 Art | (5)-1-8 r8s1 | | | | | |
| 9 Art | (5)-1-8 r8s1 | | | | | |
| 10 Art | (5)-1-8 r8s1 | | | | | |
| 11 Art | (5)-1-8 r8s1 | | | | | |
| 13 Art | (5)-1-8 r8s1 | | | | | |
| 15 Art | (5)-1-8 r8s1 | | | | | |
| 19C Art Mech | 6)-4-6 r6 s2 | | | | | |

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|--------------|--------------|--|--|--|--|--|
| 25 Art | (5)-3-8 r6s2 | | | | | |
| 53 Art | (5)-1-8 r8s1 | | | | | |
| 59 Art | (5)-1-8 r8s1 | | | | | |
| 61 Art | (5)-1-8 r8s1 | | | | | |
| 63 Art | (5)-1-8 r8s1 | | | | | |
| 64 Art | (5)-1-8 r8s1 | | | | | |
| 65 Art | (5)-1-8 r8s1 | | | | | |
| 67 Art | (5)-1-8 r8s1 | | | | | |
| 68 Art | (5)-1-8 r8s1 | | | | | |
| 72 Art | (5)-1-8 r8s1 | | | | | |
| 77 Art | (5)-1-8 r8s1 | | | | | |
| 79 Art | (5)-1-8 r8s1 | | | | | |
| 84 Art | (5)-1-8 r8s1 | | | | | |
| 86 Art Mech | (5)-4-6 r6s2 | | | | | |
| 107 Art | (5)-1-8 r8s1 | | | | | |
| 121 Art | (5)-1-8 r8s1 | | | | | |
| 146 Art | (5)-1-8 r8s1 | | | | | |
| 147 Art Mech | (5)-4-6 r6s2 | | | | | |
| 150 Art | (5)-3-8 r6s2 | | | | | |
| 191 Art | (5)-3-8 r6s2 | | | | | |
| 987ART US ? | | | | | | |
| 62° AT | | | | | | |
| 245/62 | (3)-2-8 r1s1 | | | | | |
| 246/62 | (3)-2-8 r1s1 | | | | | |
| 247/62 | (3)-2-8 r1s1 | | | | | |
| 248/62 | (3)-2-8 r1s1 | | | | | |
| 73° AT | | | | | | |
| 196/73 | (3)-2-8 r1s1 | | | | | |
| 198/73 | (3)-2-8 r1s1 | | | | | |
| 234/73 | (3)-2-8 r1s1 | | | | | |
| ?/73 | (3)-2-8 r1s1 | | | | | |
| 86° AT | | | | | | |
| 128/86 | (3)-2-8 r1s1 | | | | | |
| 129/86 | (3)-2-8 r1s1 | | | | | |
| 130/86 | (3)-2-8 r1s1 | | | | | |
| 340/86 | (3)-2-8 r1s1 | | | | | |
| 91° AT | | | | | | |
| 144/91 | (3)-2-8 r1s1 | | | | | |
| 145/91 | (3)-2-8 r1s1 | | | | | |
| 146/91 | (3)-2-8 r1s1 | | | | | |
| 344/91 | (3)-2-8 r1s1 | | | | | |
| 6CAN° AT | | | | | | |
| 33/6C | (3)-2-8 r1s1 | | | | | |
| 56/6C | (3)-2-8 r1s1 | | | | | |
| 74/6C | (3)-2-8 r1s1 | | | | | |
| 103/6C | (3)-2-8 r1s1 | | | | | |

A. CHAIN OF COMMAND AND MILITARY ORGANIZATION

For rules purposes, it will prove helpful to establish and define a standard military echelon system as it applies to the game. Military units are organized in a specific order which reflects the rank of their commanding officers. This results in a 'chain of command' indicating which units are subordinated to others and which occupy a higher echelon in the chain of command. Refer to the General Military Organization diagrams for the following:

1. A *Division* consists of a divisional headquarters (HQ) unit with subordinate battalion and company sized units which are permanently attached to it and carry its divisional number. (Units without divisional numbers are referred to and function as INDEPENDENT units.)
2. A *Corps* is a temporary collection of *divisions plus* independent artillery units *and certain other attached units which are* controlled by a corps headquarters unit (CORPS HQ).

The new corps rules simulate the restrictions placed upon each of the armies fighting in Normandy because of the organizational arrangements:

The table below gives the corps assignments – not supply – of divisions and independent units of both players at the beginning of the game. A player may make changes or additions to these assignments during any of his own player segments, beginning 6 June for the German player. The Allied player may make changes to his original corps assignments during his 7 June player segment. These assignments may be made while the units are on the Allied Unit Entry Track or the German Strategic Movement Track, but they have no effect until the corps HQ units have arrived on the mapboard. Changes do not become effective until the player's next REPLACEMENT PHASE.

| BRITISH | | |
|--|-------------|---|
| 1 | 8 | 30 |
| 3 51 3CAN 6AB | 15 11ARM | 49 50 7ARM |
| 2C BDE 4BDE 27BDE 4RHA ART 6ART 1&4/51ART 2&6/51ART 53ART (M) 65ART 68ART 79ART 150ART 191ART 46CDO | 77ART | 8BDE 33BDE 56BDE 11H RECON 7ART 64ART 84ART 86ART 121ART 147ART 987ART (US) |

Each corps HQ unit must be assigned the minimum number of divisions no later than the REPLACEMENT PHASE of the turn after it arrives on the mapboard. The divisions assigned to it, however, may still be on the Allied Unit Entry Track or the German Strategic Movement Track. Each player must keep a written record showing these assignments.

All the units of an independent regiment or brigade are always assigned to the same corps, except that units of the British 79th Armoured Division may be assigned to different corps.

Independent units not listed in the table are assigned as follows:

British 1 Corps: All others on the Juno and Sword Beach Assault Landing Schedules.

British 30 Corps: All others on the Gold Beach Assault Landing Schedule.

Each corps must consist of at least two, but no more than four divisions of the same nation, but one or more corps may consist of five divisions if all the divisions of one nation which are on the mapboard cannot otherwise be

assigned to a corps. These corps need not later be reduced to four divisions unless another corps has less than two divisions. The limit may never be increased beyond five divisions, however, even if all the divisions on the mapboard still cannot be assigned to a corps.

All Allied corps with one or more airborne divisions and no armor divisions may also consist of five divisions.

Each Allied corps must have at least one infantry division and no more than two armor divisions. NOTE: Airborne divisions are infantry divisions.

The 1st French Armored Division may be assigned to any US corps HQ.

The 1st Polish Armored Division may be assigned to any British or Canadian corps HQ.

The 1st Polish Parachute Brigade may be assigned initially to any Allied corps HQ. Any reassignment must be made to a British or Canadian HQ.

On the turn following arrival of a second Canadian divisional HQ unit on the mapboard, all Canadian units, including the 2nd Canadian Armor Brigade and other independent Canadian units, must be assigned to the 2 Canadian Corps HQ unit. Until then they may be assigned to any British corps HQ unit, EXCEPT that the 19C Artillery Battalion functions as additional divisional artillery for the 3rd Canadian Infantry Division, and may not be used as corps artillery for a British corps.

British infantry units may be assigned to any British or Canadian corps HQ unit.

British armor divisions may only be assigned to British corps HQ units.

Beginning 15 July all British (not Canadian or Polish) armor divisions may be assigned to the same British corps HQ unit, provided no infantry divisions are assigned to that corps.

Assignment of an independent unit to a corps or divisional unit for supply purposes automatically assigns it the same corps for stacking and joint combat purposes. It remains part of that corps, even if not in supply, until assigned to an HQ unit from another corps.

All the units of each independent brigade or regiment must be assigned to the same corps, but the battalions of an independent brigade or regiment may be attached to different divisional HQ units of that corps for supply purposes.

EXCEPTIONS: AVRE, 'CROC', 'CRAB' and CDL units of the British 79th Armoured Division and German security companies may be assigned individually to divisions of different corps.

The 47 RM/4 SS CDO may remain by itself with the 50th Infantry Division until 19 June.

Non-combat units, RMSR units, coastal artillery, and fortifications are never assigned to a corps, but they may be part of any stack.

A divisional HQ unit must be within EIGHT hexes of the undisrupted corps HQ unit for units supplied by the division to stack with, or jointly attack the same hex with, other corps units.

Independent units that are assigned to a corps, but not to a division, except the corps recon units, British corps anti-tank units, must be within EIGHT hexes of the undisrupted corps HQ unit in order to stack with other corps units.

The distance between corps HQ units and their divisional HQ units, or independent units, is measured the same as the supply route is measured.

Corps HQ units must enter the game as soon as the order of battle permits.

A player may establish a 'de facto' corps when divisional HQ units are not within the required distance of their corps HQ units. A 'de facto' corps may not be established if the corps HQ unit has been eliminated and has not yet re-entered the mapboard. The following conditions apply to a 'de facto' corps:

It must have 2 or 3 divisions which are assigned to the same corps. These divisions still count towards the corps limit of 4 or 5 divisions.

One divisional HQ unit must be designated as the 'corps' HQ unit. It must be in a CITY hex to function as the corps HQ.

The other divisional HQ units must be within EIGHT hexes of the 'corps' HQ. Units of a 'de facto' corps may not be supported by any artillery except their own divisional artillery units, but if infantry or armor units from two or three divisions of the 'de facto' corps attack the same enemy hex, they may be supported by artillery of any or all of the attacking divisions.

These four military organizations represent the four types of FUNCTIONAL organizations used in the game. All other levels of command have been ignored in this system for rules purposes.

B. SUPPLY

1. All combat units are defined as being either in a SUPPLIED state or in an UNSUPPLIED state depending upon whether or not they are in range of a supplied headquarters unit. *A unit with neither an attack strength nor a defense strength is a non-combat unit and does not need to be supplied; ALL OTHER UNITS ARE COMBAT UNITS.*

a. No more than ONE headquarters unit may occupy a hex at one time. An HQ unit is eliminated if forced to retreat into or through a hex occupied by another friendly HQ unit.

b. A headquarters unit is supplied if it is in the same hex as a supply unit. *Supply units may only provide supply for units of the same corps as the HQ unit with which they were first stacked at the end of any player segment.*

c. Subordinate units of a division are supplied if they are within EIGHT hexes (see below) of their own supplied division HQ unit. *If the HQ unit of the German 711th Infantry Division is not on the mapboard, the other units of the division are in supply if they are within seven hexes of road hexes 'A' or 'B' on the mapboard edge.*

d. Independent artillery units are supplied if they are within EIGHT hexes of a friendly supplied corps HQ.

e. Independent NON-artillery units are supplied if they are within EIGHT hexes of ANY friendly supplied division HQ unit.

2. Supply Route: The eight hex supply route from an HQ to a combat unit may follow any path or configuration *through land hexes or river edge hexes*, but it cannot include hexes containing enemy units or zones of control.

NOTE: The presence of friendly units in a hex negates the effects of enemy zones of control in that hex for supply purposes. Any combat unit that cannot trace an eight hex path to a supplied HQ unit is considered to be unsupplied.

3. EFFECTS: Unsupplied units cannot attack in any manner. Unsupplied units defend at half their normal defense strength. Unsupplied units have their movement allowance reduced by half. *Fortifications, and the units in them, do not always need to be supplied in order to defend at full strength. See the Fortifications Chart.*

4. Supply Capacity: Each HQ unit can supply only a limited number of units. *Independent units of both sides are assigned, in writing, to HQ units for supply purposes during the 7 June ALLIED REPLACEMENT PHASE (**for the Allies on 7 June, as long as the assignment of independent units doesn't change said unit(s) to another corps, there is not a one turn delay**). A player may make changes or additions to these assignments during any of his own subsequent player segments, but these changes do not become effective until the player's next REPLACEMENT PHASE (changes planned for 8 June must therefore be made on 7 June too).*

a. A DIVISIONAL HQ can supply all of its division plus certain attached units, except ranged artillery. It cannot supply ranged artillery units or a unit specifically assigned on its unit counter to another division.

1) US divisional HQ units may supply three independent units, including British CROC units.

2) No more than two units may be armor units, and armor units may only be supplied by the HQ units of infantry divisions (but any division may replace one or more eliminated units with a similar non-divisional unit).

3) Infantry and recon units can be supplied only if the corps HQ unit is also in supply.

4) A British divisional HQ may supply all the units of two independent brigades and corps recon and anti-tank units, plus four specialized armored units of the 79th Armoured Division, but the total number of units supplied may not exceed ten. NOTE; Only one of the two independent brigades may be an armored brigade, and the corps recon and anti-tank units can be supplied only if the corps HQ unit is also in supply.

5) EXCEPTION: Through 9 June the British 50th Infantry Division may be the source of supply for the 86th and 147th Artillery Battalions; through 19 June it may be the source of supply for either the 86th or 147th Artillery Battalions, at the Allied player's option; through 29 June it may be the source of supply for the US 987th Artillery Battalion.

- b. An ALLIED corps HQ unit can provide supply to SIX independent artillery units of any type if there are two divisions in its corps, EIGHT artillery units if there are three divisions in its corps, or TEN artillery units if there are four or more divisions in its corps, but no more than FOUR of these units may be US artillery groups.*
- 1) In addition to artillery units, a US corps HQ unit may also supply two recon battalions plus either the three battalions of one independent infantry regiment or one of the other two non-divisional infantry battalions.*
 - 2) A British corps HQ unit may also supply the companies of one recon battalion and the batteries of one anti-tank battalion in addition to its other artillery units.*
5. Supply Consumption: Supply units are 'used up' whenever they are heavily used by HQ units. Each supply unit has a 'full strength' (front) side and a 'half strength' (inverted) side. An HQ unit consumes supply in half strength steps whenever:
- a. Two or more subordinate units (or independent units using it as a source of supply) attack in the COMBAT PHASE (regardless of the number of actual attacks made).*
 - 1) Two or more subordinate artillery units (or independent artillery units using it as a source of supply) attack in the enemy defensive fire phase. NOTE: Each US artillery group, 8" artillery battalion, or British 7.2" artillery battery, counts as two units for combat supply purposes.*
 - b. Allied corps recon battalions, British corps anti-tank battalions, and US corps infantry battalions can use the supply capability of any HQ unit of their corps which is within eight hexes of them. They consume half strength supply steps the same as other units.*
 - c. Supply is consumed immediately as units attack. Supply is NEVER consumed when a unit defends.*
 - d. An HQ unit does not consume supply if only a single subordinate unit (or independent unit using it as a source of supply) attacks in one phase.*
 - e. Supply units may only be consumed by units supplied by an HQ unit of the same corps as the HQ unit with which they were first stacked at the end of any player segment.*
 6. Supply is determined at the instant that an attack is resolved. This means that a unit's supply status can change within a turn or phase. For movement purposes, however, supply is determined at the beginning of *each* movement (mechanized or regular) phase.
 7. A supply unit is eliminated if it is in a hex without friendly combat units and adjacent to an enemy combat unit at the end of the enemy combat phase. Also, if friendly combat units in a hex with a supply unit are eliminated or forced to retreat, that supply unit is also eliminated.
 8. Enemy combat units ignore supply units for movement purposes. They may move into, through or remain in a hex with a friendly supply unit without effect.
 9. *HQ units may not supply units of a friendly country. Enemy supply units may never be used for supply purposes.*
 10. Supply units are always in a supplied condition for movement purposes.
 11. *A remnant unit is automatically assigned to the parent HQ of the unit it replaces as though it were that unit.*
 12. *Any unit which requires supply, including flak units, is subject to surrender if it is out of supply during three or more consecutive friendly RESET PHASES and is adjacent to a supplied enemy combat unit at the beginning of the next enemy COMBAT PHASE. Surrendered unit, except HQ units, are permanently removed from play.*
 - a. An unsupplied unit does not have to surrender:*
 - 1) If it is in a city hex or can trace an eight hex supply line to a city hex which has a friendly unit (either combat or non-combat).*
 - 2) If it is in any fort hex except a field fort.*
 - 3) If it is in a hex with another unit not subject to surrender. In this case the three turns are still counted, but surrender does not occur until the unit moves to a hex where surrender might happen.*

C. SPECIAL ARMORED UNITS: THE 79th ARMORED DIVISION, ETC.

The British 79th Armored Division was not an operational armored division, as such, but rather a collection of special armored formations. It was a group of independent GHQ battalions provided with a divisional organization to handle

administration and training. Throughout the campaign in northwestern Europe, their special skills contributed greatly to Allied tactical success. The special armored types contained in the division are described as follows:

Divisional Functions: Battalions belonging to the 79th Armored Division are INDEPENDENT battalions for supply functions. There is NO divisional headquarters unit for these battalions. NOTE: Certain types of special armored unit have U.S. counterparts. These U.S. independent armored battalions follow the same rules as outlined for British special armored units.

AVRE Units: 'Armored Vehicles, Royal Engineers

Flamethrower Units: The 'Crocodile' Flamethrower battalions of the British 141st Armored Regiment.

Sherman 'Crabs': 'Crabs' regular gun armed Sherman tanks equipped with mine clearing flails.

Amphibious Tanks: Sherman modified for amphibious operations. Called 'Duplex Drive' (or DD, for short) tanks.