

# D-DAY FORTIFICATIONS

The German defences along the Atlantic Wall were formidable. They included bunkers with the latest and heaviest anti-tank guns to out-dated captured weapons in open gun-pits and even emplaced tank turrets.

Use the Fortifications rules on page 217 of the rulebook to determine the amount and type of fortifications available with the following changes.

The following lists of Enclosed and Open Bunkers expands on the selection of bunkers available for **Hit the Beach** Mission (page 16-17 **D-Day**).

## FORTIFICATION POINTS

Table Width	Fortification Points
4'/120cm	40 points
5'/150cm	50 points
6'/180cm	60 points

In the **Hit the Beach** Mission (Pages 16-17 **D-Day**) bunkers can be split into two main categories, enclosed and open. Within these categories are several different types of bunkers. These all still count as bunkers, just with different weapons. Remember, you can only spend half of your points on bunkers of all types. In addition, you may not have more than two bunkers of any one type, or more than a single 8.8cm PaK bunker, although you can mix different bunker types freely.

## ENCLOSED BUNKERS

Bunker	Cost	Range	ROF	Anti-tank	Firepower
8.8cm PaK	12	40"/100cm	2	16	3+
7.5cm or 7.62cm FK	6	24"/60cm	2	8	3+
5cm PaK	8	24"/60cm	3	9	4+
5cm KwK	4	24"/60cm	3	7	4+
5cm KwK defilade bunker	4	24"/60cm	3	7	4+
Tank turret or	4	16"/40cm 16"/40cm	2 4	4 2	4+ 6
Tank turrets count as bunkers with all-round firing slits.					
HMG	6	24"/60cm	6	2	6
HMG bunkers have ROF 2 when Pinned Down.					

## OPEN BUNKERS

Many of the bunkers defending the beaches are incomplete, lacking overhead cover and open to the sky.

Open bunkers follow the rules for Bunkers (page 210 in the rulebook) in all respects, except that:

- When a hit Pins Down an open bunker, the shooting player immediately makes a second Firepower Test for the shooting weapon:
  - ~ A successful test will Destroy the open bunker.
  - ~ A failed test leaves the open bunker Pinned Down, but otherwise unharmed.
- However, guns with No HE cannot Destroy an open bunker.

## OPEN BUNKERS

Bunker	Cost	Range	ROF	Anti-tank	Firepower
7.5cm PaK 97/38	3	24"/60cm	2	10	3+
5cm PaK38	3	24"/60cm	3	9	4+
5cm KwK	2	24"/60cm	3	7	4+
2cm FlaK38	2	16"/40cm	4	5	5+
The above bunkers have all-round firing slits.					
HMG	3	24"/60cm	6	2	6
HMG bunkers have all-round firing slits and ROF 2 when Pinned Down.					
28cm sWG41 rocket launcher	3	40"/100cm	-	3	1+
Static Rocket Launcher.					

## STATIC ROCKET LAUNCHER

Heavy rocket batteries are emplaced behind some of the beaches, sited to fire on the Allied troops as they land.

28cm sWG41 rocket launchers use the Stuka zu Fuss special rules (page 167 of the rulebook), but have only 4 rockets instead of 6. As a result, they have only four attempts to range in. Treat them as Trained troops when rolling to hit after ranging in. Once fired, the entire team is removed from the game.

Static rocket launchers may use any Command team as a Spotter, provided that the Command team has not moved since the start of the game. As none of these teams are trained artillery observers, they receive the same +1 penalty to range in as a Company Command team.