

# OVERLORD



THE INVASION 6th JUNE 1944

BY KEN WRIGHT

BASED ON OVERLORD  
THE PRIZE WINNING  
BOOK BY MAX HASTINGS



# CONTENTS

Section No.		Page No.
	Max Hastings	1
1	Loading Instructions.	2
2	Introduction.	2
3	Display.	2
4	Sequence of Play.	3
	Terrain Chart.	6
	Menu Structure Chart.	7
5	Army Information Centre.	9
6	Command Radius.	9
7	Limited Intelligence.	9
8	Morale.	9
9	Reorganisation.	9
	Map – Normandy Invasion 6th June 1944	10 & 11
10	Supply.	12
11	Beach Activation - De-Activation.	12
12	Victory Conditions.	12
	Designers Notes.	13
	Historical Notes.	14

## MAX HASTINGS

The struggle for Normandy was the decisive western battle of the second world war, the last moment at which the German army might conceivably have saved Hitler from catastrophe. The postwar generation grew up with the legend of the Allied campaign in 1944-45 as a triumphal progress across Europe, somehow unrelated to the terrible but misty struggle that took place simultaneously in the East. Today, we can recognise that the Russians made a decisive contribution to the western war by destroying the best of the German army, killing some two million men, before the first Allied soldier stepped ashore on 6th June 1944. It is a fact that the battle for Normandy took place against this background which makes the events of June and July so remarkable. Much has been written about the poor quality of the German troops defending the Channel coast. Yet these same men prevented the Allies almost everywhere from gaining their D-Day objectives, and on the American Omaha beach brought them close to defeat, even before the crack units of the SS and the Wehrmacht approached the battlefield. In the weeks that followed, despite the Allies' absolute command of sea and air, their attacks were repeatedly arrested with heavy loss by outnumbered and massively outgunned German units. None of this, of course, masks the essential historic truth that the Allies eventually prevailed. But it makes the campaign seem a far less straightforward affair than chauvinistic post-war platitudes suggested.

I have spent much of my own life studying warfare in libraries and on the battlefield. As a young correspondent, I reported from more than fifty countries and a dozen wars for BBC TV and the London Evening Standard. One morning early in April 1982, I was sitting at my desk in Northamptonshire, trying to make the leap of imagination essential to books such as "Overlord", to conceive what it was like to be crouching in a landing craft approaching a hostile shore at dawn on 6th June 1944. By an extraordinary fluke of history, less than two months later I found myself in a British landing craft 8,000 miles away, in the midst of the Falklands campaign.

By the time I returned to writing "Overlord" some months later, I should like to think that I had learned a little more about the nature of battles, and about the manner in which men fighting them conduct themselves. It has certainly made me all the more grateful that my generation has never been called upon to endure anything of the scale and ferocity that encompassed the men who fought in Normandy.

Even 44 years after the battle, it is astonishing how many books have been published which merely reflect comfortable legends, and how few seek frankly to examine the record. Drawing on extensive interviews with German staff officers and tank and infantry soldiers, I have tried to describe how Hitler's depleted forces fought that extraordinary campaign - one of the most skillful and courageous defensive battles of the second world war.

My book argues that it was not Allied plans that failed, but the ability of the British and American armies to carry them into effect. The weapons and tanks with which the Allied soldiers were so abundantly supplied were almost invariably inferior to those of the enemy. My book, then, is a portrait of a massive and terrible clash of arms redeemed for the Allies, but not for the Germans, by final victory.

'Overlord'

D-Day and the Battle for Normandy 1944 by Max Hastings.

Published by Michael Joseph Ltd., 44 Bedford Square, London WC1.

# OVERLORD

## 1. **LOADING INSTRUCTIONS**

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per your Sinclair manual.
3. Adjust the tone control to maximum.
4. Press play on the recorder or data recorder.
5. Type LOAD "" and ENTER (or ENTER 128K).

For Plus 2 computers only steps 4 and 5 are necessary.

## 2. **INTRODUCTION**

In Overlord you take command of the Allied armies which in June 1944 invaded the coast of Normandy.

Your command consists of the US 5th, 7th, 8th, 15th and 19th Corps plus the British 2nd and Canadian 1st armies.

The armies are controlled by a system of 3 cursors which enables you to set up a line of advance for each army, thereby reducing the number of inputs to the computer to a minimum.

## 3. **DISPLAY**

The display can be scrolled up and down, left and right, by using the cursor keys. The total playing area is 7 times the size of the screen. The reported positions of both friendly and enemy troops are shown initially. Each unit displays its type and army designation. The game is menu driven and at the foot of the screen the menu displayed shows the options and instructions available at each stage. Access to each army is made via Army Information Centres represented by the flags of the various nations.

## 4. SEQUENCE OF PLAY (See Menu Structure Chart.)

### 4.1 START MENU

In this menu you are asked to set your game level as follows:-

Beginner	-	Key 1
Standard	-	Key 2
Advanced	-	Key 3

The difficulty level is affected by the morale level of the Allies.

### LOAD AND SAVE GAME OPTION

If you wish to load a previously saved game then press the L key and start the recorder.

To start a new game, press any other key.

At the start of each game turn you can save the current game.

Press the S key. Start recording and press a key.

Alternatively, omit this option by pressing a key other than the S key. If you inadvertently press the S key and do not wish to save the game, then allow the saving process to be completed and then continue the game.

Because saving a game takes 1 minute and 20 seconds, another method is to press the Break key and then enter the command Continue.

### 4.2 LANDING BEACH MENU

Select the beach you require by pressing the appropriate key indicated on the Beach Boxes.

The choice is restricted to 5 beaches.

Beach markers will indicate active beaches.

### 4.3 MAIN MENU

The map can be scrolled from this menu using the Arrow Keys. Key A Army Orders to access the Army Access Menu and the Army Orders Menu or Key O to end the game turn without ordering any reinforcements from the Army Access Menu or issuing any orders from the Army Order Menu.

### 4.4 ARMY ACCESS MENU

The map can be scrolled from this menu using the arrow keys.

Use keys P and Q to move the arrow cursor right and left in the Reinforcement box.

Press Key A to access the units of each army or corps.

Press Key U to access an individual unit.

On the first turn (Invasion) only Infantry Units (Rifle Symbol) are accessible. Exiting from this menu leads to the Army Orders Menu.

### REINFORCEMENTS

On the following game turns this menu is used for reinforcement purposes when all units, including mechanised (Machine Gun Symbol) and armour (Tank Symbol), can be accessed.

After access to a unit, allocate the unit to an active beach by pressing the appropriate letter key.

## **AIRBORNE UNITS OPTION**

Airborne units exist only in the US 7th Corps and the British 2nd Army. If no unit of these armies has been committed to an Invasion (beach) Box, then the respective Airborne Units cannot be accessed in the Airborne Phase.

Press any key to access the Reinforcement Box. Use the Reinforcement Box in the same manner as for Invasion-Reinforcement. Only Airborne Units can be accessed. (Rifle symbol with an excuse for a parachute above).

After Unit Access, move the X cursor to the drop zone position you require. A drop zone must be within 3 positions of an active beach, must not be occupied and must not be a town position.

When all airborne units have been allocated, exiting leads directly to Unit Movement.

## **4.5 ARMY ORDERS MENU**

The map can be scrolled from this menu using the arrow keys. There is no access to Army Orders on the first turn as the player will not have units on the map.

On the first turn exit from this menu and press O at the Army Access Menu having first ensured that units have been allocated to the landing beaches.

On subsequent game turns

### **ORDER MOVEMENT**

Key O (Order) will display the players Army Menu.

To access an individual army or corps, press the key whose code corresponds to that army. eg. 7th key 1.

The X cursor is displayed on the Army's Information Centre . (AIC). The X cursor, when set, will represent the centre of the line of advance for that army.

Using the Arrow Keys move the X cursor to the position you require. Press T to set the centre position.

If only one unit of an army exists on the map then setting the centre position is sufficient. Exit from the next menu displayed.

Use the R cursor to set the army's right flank of its front line and the L cursor to set the left flank using the same procedure as for the X cursor.

If only 2 units of an army exist on the map then one unit will move towards the R cursor and the other to the L cursor.

If an army has just 3 units on the map then one unit will move to each cursor position.

If an army has more than 3 units on the map then the units will be spread along the front line formed by the 3 cursors.

If there are more units than positions along the front line then the army commander will hold excess units in reserve.



Units are assigned to the army front line from right flank to left flank. Therefore the first unit of each army displayed in the Reinforcement Box would move to the R cursor and the 6th unit to the L cursor. The other units would move towards the front line in the same sequence as in the Reinforcement Box.

Some examples of how units are assigned to the front line are as follows:-

If the 2nd, 4th and 5th units of an army were on the map then the sequence starting at the R cursor would be 2nd - 4th - 5th.

If the 1st unit of this army then entered the map the sequence would be 1st - 2nd - 4th - 5th.

In this case 1st unit would move to the R cursor and 5th unit to the L cursor. The other 2 units would be spread out between them. If the 6th unit now entered the map it would take over the L cursor position from the 5th unit.

The X cursor can be used on its own to move all units of an army to a single objective position.

When giving this type of order, press E for exit when the R cursor menu is displayed.

After setting up an army's front line the player must order the army commander to attack, defend or use his own discretion by pressing A, D or E respectively.

The attack order can be used to break a stalemate position or to maintain an advance where the advance is necessary at all costs. Revert to discretion the moment you think this will suffice or where there is a need to reduce losses.

## **DETAILS**

Press G or A to access respective army menu.

Press code number of the army required.

If the screen scrolls and you have released the key, details of the army's units will be displayed. A further "key press" is required to return to the army's menu.

If the screen does not scroll then keep the key pressed to display the details. Releasing it returns to the menu.

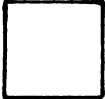





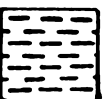

## **TERRAIN**

Press G or A to access the respective army menu.

Press the code number of the army required and keep it pressed. The terrain under each unit will be displayed.

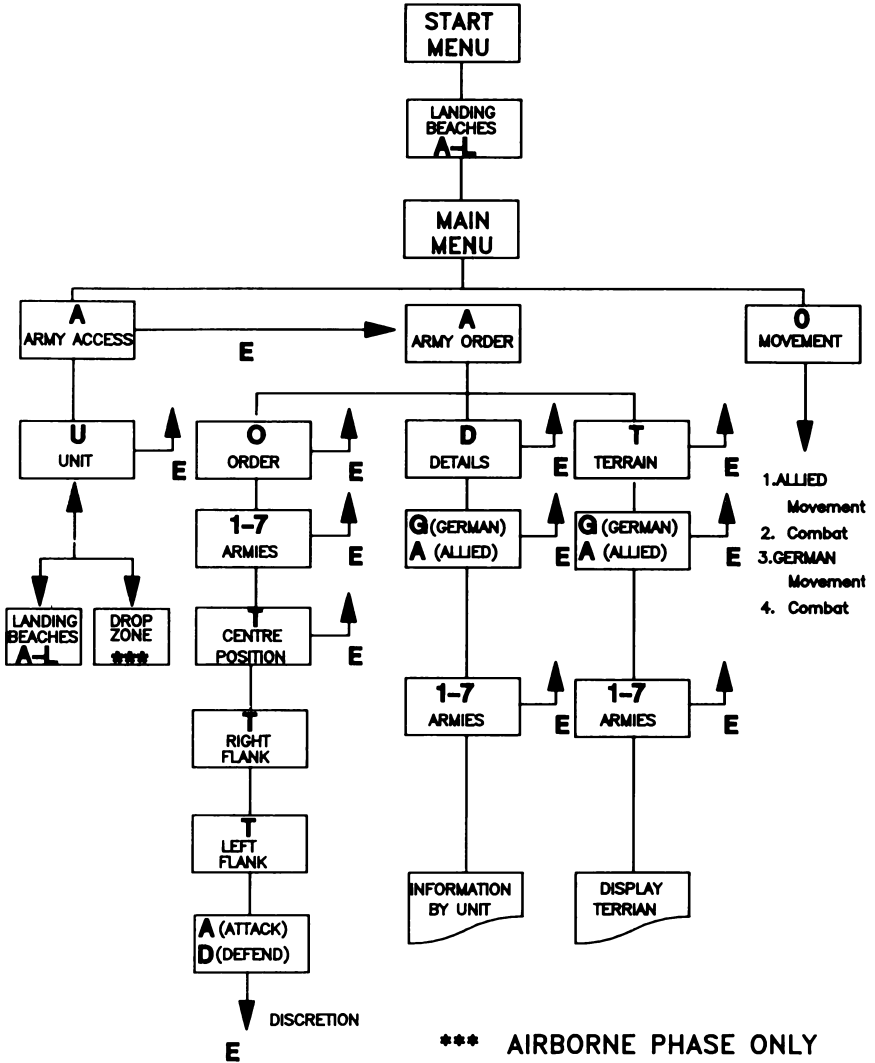
When the key is released the units symbol may or may not be returned to the screen. When a units symbol is not returned this indicates that the precise position of those units is not known to the computer opponent.

# TERRAIN CHART

TERRAIN	SYMBOL	MOVE- MENT COST	COMBAT ADJUSTMENT
Clear	 Green	2	None
Town	 Black	3	Defender +30%
River	 Blue	3	Attacker -20%
River Seine	 Blue	4	Attacker -40%
Forest	 Black	3	Defender +25%
Rough	 White	3	Defender +25%
Flooded Area	 Blue	3	Defender +15%
Supply Base	 Green/ Black	-	



# MENU STRUCTURE



## 4.6 MOVEMENT

Six movement points are allocated each turn for Infantry and Airborne units, 8 for Mechanised and 10 for Armour.

These are deducted according to terrain crossed as shown on the Terrain Chart.

Movement is restricted to a maximum of 4 positions per turn. Each unit exerts a degree of control over adjacent positions. As a result, no unit next to an enemy unit may move directly to a position that is also adjacent to an enemy unit.

## 4.7 COMBAT

After each army's movement the units of that army are considered attacking units during combat and the opposing units as the defenders.

Combat terrain adjustments are applied as shown on the Terrain Chart. Combat occurs between adjacent enemy units including diagonal adjacency.

Units with a Defend Order will not attack and when themselves attacked will defend with a 20% bonus to their effectiveness.

Units with a Discretion Order will only attack if their respective army commanders believe there is a reasonable chance of success.

Units with an attack order will attack all adjacent enemy units regardless of relative strengths.

In combat an armoured unit has a 20% bonus added to its effectiveness. Mechanised and Airborne Units have 10% and Infantry Units none. This bonus is added whether attacking or defending.

In a single combat phase each unit will have its effectiveness reduced by one quarter of its current strength in its second and subsequent combat in that combat phase.

## ADVANCE AND RETREAT DURING COMBAT

Defending units may retreat and attacking units advance depending on the results of combat and the number of movement points a unit has left after the Movement Phase.

A retreating unit will move in a direction determined by the relative positions of the 2 units. An advancing unit will move towards the position set by its current Movement Order.

A unit of the player's army subject to retreat will move to and remain at the retreat position until another order is issued to that army. A retreat move may take place in the following movement phase if the unit did not possess enough Movement Points in the combat phase.

An attacking unit advancing after combat will still resolve combat with all enemy units it was adjacent to before the advance took place.

## 5. **ARMY INFORMATION CENTRE (AIC)**

The players AIC's are for purposes of access and control. The computers AIC's provide the player with limited intelligence of the computer's forces.

It must be stressed that an AIC is not a physical unit. Units may move freely through an AIC without effect.

## 6. **COMMAND RADIUS**

A unit more than 4 positions from its AIC at the start of a Movement Phase will move towards its AIC.

The position of an AIC is the centre of each army calculated on the average line and column numbers of all units in each army.

## 7. **LIMITED INTELLIGENCE**

Computer units whose exact positions are known are displayed on screen. Units whose position but not type are known are displayed by an AIC symbol.

Army's whose general whereabouts are known have their AIC displayed.

## 8. **MORALE**

The morale level of a unit adds to the overall effectiveness of each unit as follows:-

Excellent +30% : very good +25% : good +20% : fair +15%

Low +10% : poor +5% : abysmal 0%

Any unit suffering 10% or 15% losses in a single combat has its morale reduced by one step. A unit suffering 20% losses in a single combat has its morale reduced by 2 steps.

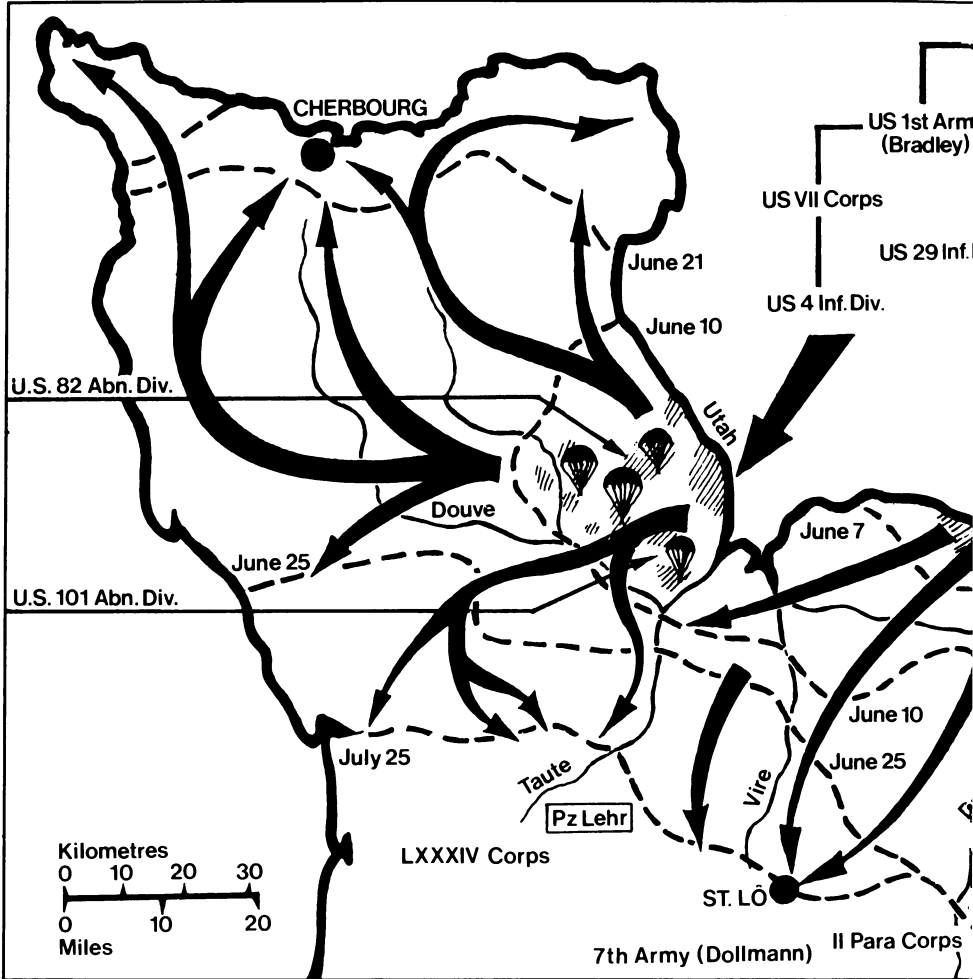
## 9. **REORGANISATION**

A unit less than 40% effective will disband. One unit per army per turn can disband.

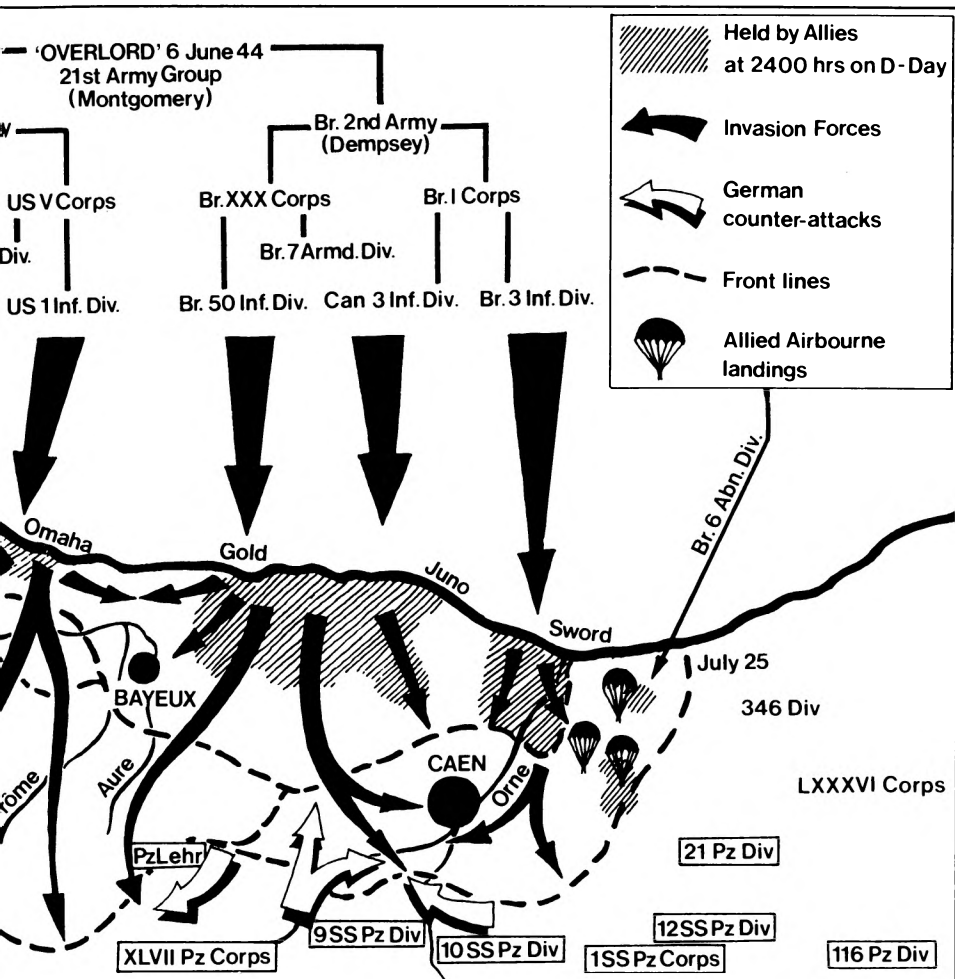
This units strength is then shared between the remaining units in the same army.

Reorganised strength is limited to a maximum of 95%.

# NORMANDY INVASION



# ION 6th JUNE 1944



## 10. **SUPPLY**

Supply sources:-

### **ALLIED BASE SUPPLY POSITION**

This position is the centre of the Allied Armies on the map. If this position coincides with an unoccupied position then the Base Supply Symbol will be displayed on the map during the orders phase, or otherwise the player must judge this position from the average position of all on map units.

The range of supply from this base starts at one position and increased by one per game turn up to a maximum of 11 unit positions.

### **BEACH HEAD SUPPLY**

Each active beach exerts supply up to a range of 4 positions.

To be in supply an army's AIC must be within range of a supply source at the start of a Movement Phase.

Armies that are out of supply will move towards the player's base position until back in supply range.

## 11. **BEACH ACTIVATION - DE-ACTIVATION**

If the player has a unit close to an inactive beach and there are no enemy units in the vicinity, then that beach will become active and can then be used for purposes of reinforcement. If the reverse is true then an active beach will become inactive.

## 12. **VICTORY CONDITIONS**

The game is terminated if any of the following conditions exist:-

- 1) Either army is reduced to less than 40% effectiveness.
- 2) Allied Units reach the right hand map edge.
- 3) No active landing beach exists.

Victory is decided purely on the effectiveness of the 2 armies on map units at the moment the game is ended.

To continue the game enter 'Y'.

To replay press Enter and reload from cassette. This is necessary because there is insufficient memory to hold a copy of all initial volatile data.

If you inadvertently press a key other than the 'Y' key and you wish to continue the game, then press Break and enter Return.

## DESIGNER'S NOTES

KEN WRIGHT

My over-riding objective with "Overlord", was to present the player with as many of the historical problems inherent in an amphibious landing on the scale of Normandy, as possible, given of course the obvious restriction of memory. Because the computer opponent takes up 30% of the available memory, it is a single player game without an option to change sides. There are 12 landing beaches in the game. The historical beaches compare to beaches D, E, F, G and H. J, K and L beaches have been added for some variety of choice. When J, K or L beaches are chosen then the 1st SS Corps enter the game as reinforcements on Game Turn 2 and will not be subject to a random number which would otherwise determine their entry.

Initially the player should create a beachhead of sufficient width and depth to allow for a build-up of strength, prior to attempting to break out. Good use of airborne units, moving units off the beaches quickly, activation of other beaches and creating a good defensive line, are critical to the solution of this problem.

Initial confusion in the German ranks may afford unexpected opportunities. Remember the restrictions of supply early on and do not be too ambitious or you may discover that an apparent opportunity turns into a trap.

Once you feel you have sufficient units ashore, then the problem is one of break out from the beachhead and the creation of a battle of manoeuvre. This is more easily achieved at Game Levels 1 and 2 than at Level 3. Game Level 3 is more likely to result in a dour struggle in which achieving minor tactical advantages and wearing down the German Army, is the nature of the game.

The player should set each of his armies or American Corps a specific objective, checking relative army strengths each turn, in order to determine likely successes. Remember the 20% combat bonus for units of an army with a Defend Order.

Tactical control of each army by the use of the 3 cursors is deliberately designed to give the player a less than perfect command of every unit. This is quite the opposite to most wargames, but I have done this to simulate the fact that no general could exercise total control over every individual unit in his army.

The Command Radius Rule is designed to simulate difficulties of organisation and command, albeit in a largely abstract manner, which existed in reality despite good communications.

It also forces the player to pay attention to what is happening to each unit, both in movement and combat. Remember, that retreating after combat can readily cause loss of control over an individual unit.

The player should bear in mind that this game is an historical simulation, not historical duplication. It allows both the player and computer opponent to test 'what if' strategies.

Out of the time spent writing this game, the creation of the computer opponent absorbed me most of all. My objective was to produce a thoroughly competent opponent so that there is no particular method of winning, which once identified, wins every game. At Level 3 in particular, the only way to win, is to consistently outplay your opponent by making better decisions. Throughout the game identify the opportunities available to you, and guard against those available to your opponent.

Remember that you are playing against a computer opponent that only has access to information on the same basis as you have and therefore it has no hidden advantages. It does, however, possess a level of decision making that will challenge the most competent of players!

Finally, there is no doubt in my mind that the greater the amount of thought put into the game by the player, then the greater the satisfaction that will be derived.



# OVERLORD

## HISTORICAL NOTES

At 0016 hours (local time) 6th June 1944 a British glider landed and came to a halt a few yards from the Caen Canal bridge at Benouville. It stopped so suddenly that both pilot and co-pilot, complete with seats, were projected through the nose of the glider and became the first two Allied soldiers to touch French soil in the operation code named "Overlord", the invasion of Normandy.

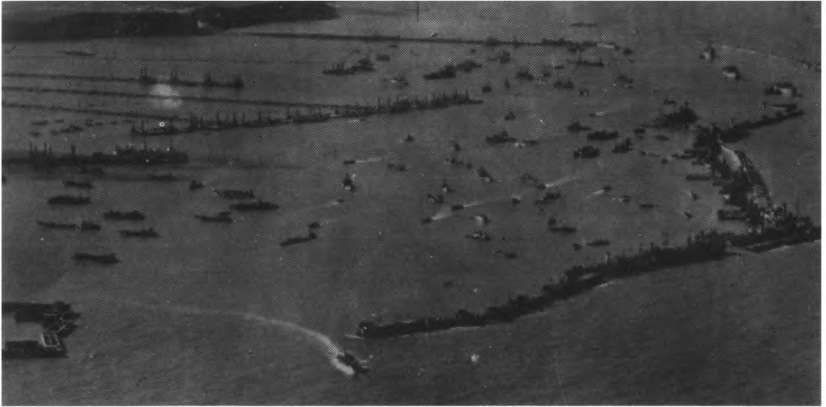
Meanwhile the greatest armada the World had ever seen was making its way across the English Channel to launch the largest amphibious assault in history.

Planning for "Overlord" was instigated at the Casablanca conference and given absolute priority in May 1943 at the Washington conference. Section of the area of assault was quickly narrowed down to the Pas de Calais or the Normandy coastline east of the Cotentin peninsular. The Pas de Calais was the most obvious choice as it offered the shortest sea crossing and the most direct route to Germany. It was however, equally obvious to the Germans who placed their strongest forces in this area and it was here that the Atlantic Wall of Hitler's mind also existed in reality. The lack of major ports from which to mount such an assault was another problem. If the Pas de Calais was chosen the invasion would have to be centred on Dover and Newhaven. However, the great port complex of Portsmouth and Southampton was directly opposite the Normandy coast. The choice fell on Normandy.

After months of complex planning it was finally decided that the amphibious force should comprise of five Divisions, each with its own landing beach, supported by three Airborne Divisions. In the west, two American Divisions would land on 'Utah' and 'Omaha' beaches, with the US 82nd and 101st Airborne Divisions landing at the base of the Cotentin to facilitate a rapid advance on Cherbourg. Further east two British Divisions and one Canadian Division of the British 2nd Army would land on 'Gold', 'Juno' and 'Sword' beaches with the British 6th Airborne Division landing east of the river Orne to protect the left flank of the beachhead.

The US 82nd and 101st airborne landings behind 'Utah' beach were little short of disastrous. The 101st Division in particular was scattered far and wide and was totally incapable of concentrating and fighting as a coherent division. The 82nd Division fared a little better with one regiment actually being dropped in the right place. Denied the ability to fight as a co-ordinated force, they fought in whatever numbers chance had created.

If the American paratroops were bewildered as to their position and what action to take, it could not compare with the total confusion suffered by the German defenders. It must have seemed to them that an entire army had just descended out of the night sky. As hundreds of reports of paratroops, in hundreds of different places, poured into the divisional HQ's, it was totally impossible for the Germans to identify any pattern to the landings - there wasn't one. One group of paratroops ambushed and killed the commander of the German 91st Division returning from "Wargames" at Renne. Forming the main reserve to the troops on the coast, this division was doubly handicapped. The confusion paralysed the German command and as the US 4th Division approached 'Utah' beach, not a single reinforcement reached the defenders on the coast. The wild scattering of the airborne troops had probably achieved far more than would have been the case if things had gone according to plan.



*An artificial harbour formed by shipping off the Normandy Coast. Western Entrance of Harbour. Note effective protection of Breakwaters.*



*Shore ramp boat and First Portion of roadway drawn up on beach at high tide.*



*Duwks loaded with ammunition for tanks and heavy calibre shells for S.P. guns leave a Landing Ship Tank and prepare for the run up to the beaches.*

In contrast, the landing of the British 6th Airborne Division between the Orne and Dives rivers was almost copybook in its execution. The taking of the Caen Canal and Orne River bridges by a special force of glider borne troops, within minutes of landing, was a classic case of months of training resulting in superb execution on the day.

Further east, units of the 3rd Parachute Brigade landed sufficiently concentrated to take and demolish the bridges over the River Dives. Whilst some of 6th Airborne's units had gone astray, most had taken their immediate objectives and were then able to take up their allocated defensive positions. As it was a battle group of the 21st Panzer Division came close to dislodging them but the Germans were too confused to be able to identify where their counterattacks should be pressed home.

When the landing craft of the amphibious assault approached their respective beaches, both flanks of the intended beachhead were secure. The conditions faced on the five landing beaches varied appreciably. On 'Utah' the troops met with little or no co-ordinated opposition and for most of them it was almost a matter of simply sauntering off the beaches. The US 4th Infantry Division suffered only twelve killed during the whole day. Their fight was with the terrain, marsh and extensive flooded areas, as they pushed inland to link up with the airborne units.

On 'Gold' beach the British 30th Corps now consisting of two Infantry Divisions, the 8th having been added to the 50th during the final planning stage, met with strong resistance from a series of linked pill boxes and fortified houses. However, as the special armour created by General Hobart emerged from the water, the flail tanks quickly cleared lanes through the mined beaches. Other 'specials' blasted the coastal defences with giant mortars and flamethrowers, bridging tanks and fascines to fill the anti-tank ditches, saw both armour and infantry a mile inland after an hour.

At 'Juno' and 'Sword' beaches conditions were much the same but as the troops pushed inland German resistance began to stiffen and the British 3rd Infantry Division on its way from 'Sword' to support the Airborne Units holding the bridges over the Orne, ran into the 21st Panzer Division.

Whilst the Royal Marine Commandos had pushed boldly on and reached the bridges, 3rd Division started to treat the situation as a set piece battle and their pace slowed significantly. The Canadian 3rd Infantry Division had made good progress from 'Juno' but as the 9th Brigade approached Caen, they too ran into strong resistance from the 21st Panzer. Some 90 tanks of the 21st Panzer forced their way into the gap between 'Sword' and 'Juno' beaches and for a time it looked as if the Canadian position could be rolled up. The Germans were somewhat overawed by the massive numbers of Allied aircraft that filled the skies and when 250 towed gliders passed overhead to reinforce 6th Airborne behind them, the tanks withdrew.

The situation on 'Omaha' was very different. Here the German defence was very effective and the American troops, denied the use of Hobart's special armour by General Bradley, paid the price. The sea conditions were particularly bad. An attempt to land the 11th Field Artillery Battalion in DUKW's resulted in the loss of all their 105mm howitzers bar one. Simply getting onto the beach was such an ordeal that the men were reduced to scrambling for any available cover. Slowly the officers began to realise that they would have to fight their way off the beach. Destroyers moving close inshore began to pound the German defences and as wave upon wave of men continued to land, small groups began to move off the beach and fight their way inland. 'Omaha' was total chaos and yet by midnight a beachhead had been formed and the battle won, though few probably realised it. At the end of the day the depth of the Allied beachhead in Normandy was not as deep as was planned but it was secure.



*The Prime Minister with Field Marshall Sir Alan Brooke and General Montgomery at the latter's Headquarters on the bridgehead.*

The Allied armies were ashore and had beaten off the first German counterattacks but the general position was still confined and the need now was to force the Germans back and break out into the interior of France.

The battle that followed created so much suspicion and criticism amongst the Allied Commanders that recrimination and argument continued long after the war was over. Field Marshall Montgomery had been made the Field Commander of all the Allied Armies for the invasion and this overall command was to remain intact until the arrival of General Patton's American 3rd Army. At this point the US 1st Army, currently commanded by General Bradley, and Patton's 3rd Army, would form the 12th Army group under Bradley. The British 2nd and Canadian 1st Armies would form the 21st Army group under Montgomery with overall command reverting to the Supreme Allied Commander, General Eisenhower. Therefore, until the arrival of Patton's army, the battle for Normandy was very much in Montgomery's hands but with the Supreme Allied Command constantly looking over his shoulder and progressively 'playing off' Bradley against Montgomery.

Caen had been one of the objectives to be taken on the first day but the 21st Panzer ended that hope and Caen was not to fall for some weeks. The Germans recognised that the capture of Caen would make it impossible for them to confine the Allied Armies to the immediate beachhead area and holding the town became their priority. Montgomery recognised this and set his plans accordingly. His idea was to suck in all the German reserves, particularly the Panzer Divisions and hold them in the battle for Caen. This would relieve pressure on the US 1st Army on the Allied right flank until sufficient force could be mustered there to break through the German defences. Repeated and costly operations by the British and Canadians in and around the Caen area over the following weeks, resulted in the commitment of seven Panzer Divisions for its defence. Eisenhower looked on each of these operations as attempts at an eastern breakout and subsequently thought them to be failures.



*Lieutenant General J. T. Crocker of No. 1 Corps; Lieutenant General M. C. Dempsey of 2nd British Army and Lieutenant General G. C. Bucknall of 30th Corps.*

Meanwhile on the right flank the US 7th Corps reached the west coast of the Cotentin and coupled with the arrival of the 8th Corps, enabled the 7th Corps to push northwards towards Cherbourg which was taken on 29th June. Cherbourg was a major objective from the outset providing a means for a rapid build-up of forces, but its massive port facilities were destroyed and no movement of troops or supplies through the port was in fact possible for many months.

At the base of the Cotentin the US 5th, 8th and newly arrived 19th Corps were pushing south to create a position from which an attempt at breaking out would be feasible. Here the American forces came up against the superb defensive terrain of the bocage. Great earth embankments topped by thick bushes and trees, surrounded every field in this part of Normandy. Progress towards St. Lo was painfully slow and costly to the American troops. It wasn't until late July that the Allied Armies finally found themselves in a position to settle the issue once and for all. On 25th July, while the British and Canadians maintained the pressure in the east, Bradley launched his army against the German line. By the end of the month his armoured spearheads had reached Avranches and the German position had been outflanked and smashed. The battle of Normandy was about to turn into a mad dash across France.

Most of the German Divisions originally positioned in Brittany, had already been sucked into the battle. Accordingly, with the breakthrough achieved at Avranches and Patton's US 3rd Army in position, it was decided to turn only one corps, Middleton's 8th, westwards into Brittany and to use the rest of the 3rd Army to speed south and southeast. Renne fell on 3rd August. Le Mans on the 8th and Angers on the 11th. At this point Bradley realised that a major encirclement of the German army, still west of Falaise, was possible.



*Not quite the Siegfried Line, but Corporal H. J. Longfield of Childwall, Liverpool, hangs out his washing on one of the German 88m.m. emplacements on the beach at Courseulles sur Mer.*

After agreeing his plan with Montgomery, Bradley ordered Haislip's US 15th Corps then at Le Mans, to move northwards through Alençon towards Argentan. Montgomery meanwhile ordered Crerar's Canadian 1st Army to use all possible force to take Falaise from the north. As Haislip's Corps approached Argentan they had to stop at the pre-set boundary line between the 12th and 21st Army groups. Bradley asked Montgomery for permission to cross over into the 21st Army groups' territory but Montgomery felt that the Canadians could more easily close the gap from the north. After waiting 24 hours for permission that was not forthcoming, Bradley ordered Haislip to resume his drive to the Seine, leaving half his corps at Argentan to form the lower jaw of the trap. The Canadians were currently trying to fight their way through the German armour, newly designated the 5th Panzer Army and were getting badly mauled. Montgomery asked Bradley to close the gap from the south. Bradley ordered Patton to resume the 15th corps' move northwards through Argentan to link up with the Canadians. Because there was no Corps Commander in the area, Patton sent his own Chief of Staff General Gaffey, to assume command. At the same time Bradley ordered General Hodges, who was commanding the US 1st Army since Bradley's elevation to the 12th Army Group Command, to put Gerow's 5th Corps Headquarters in command. On arrival, Gaffey ordered an attack at first light but this order was cancelled by Gerow, who arrived later that night, as he wanted to wait for his Corps Artillery. The Germans with some seven corps in the pocket, were now streaming out through a 12 mile wide gap. When the gap was finally closed on the 20th August, the Germans left behind 10,000 dead 50,000 captured and most of their equipment. Other units of the Allied Army had by now reached the Seine and the Free French Forces entered Paris on 25th August. The German army was in full flight towards Germany but it was not to be until the 5th May 1945 that Germany was finally defeated.



*Crowds of Londoners read the first news of the Allied landings in France in the early edition of the papers June 6, 1944. This picture was taken in London's famous Piccadilly Circus.*



## BIBLIOGRAPHY

- Overlord — M. Hastings  
D-Day and the Battle for Normandy  
History of the Second World War — Published by Purnell

## ACKNOWLEDGEMENTS

Programme written by Ken Wright.

Contribution from Max Hastings.

Front Cover - "Mulberry Harbour" - oil by Stephen Bone and reproduced by permission of the Trustees of the Imperial War Museum.

Photographs reproduced by permission of the Trustees of the Imperial War Museum.

1988 K. Wright

## COPYRIGHT WARNING

All rights reserved. Unauthorised copying, lending or resale by any means strictly prohibited.

Published by Cases Computer Simulations Ltd., 14 Langton Way, London. SE3 7TL.

Telephone: 01-985 7232.

## GUARANTEE

This software is guaranteed against the tape being faulty. If it is faulty return the tape only to CCS Ltd. at the above address for an immediate replacement. This guarantee is in addition to any statutory rights.

## CCS WARGAMES LIST

Arnhem - R.T. Smith	£9.95	Napoleon at War - K. Wright	£8.95
Blitzkrieg - K. Wright	£9.95	Vulcan - R.T. Smith	£9.95
Desert Rats - R.T. Smith	£9.95	Yankee - K. Wright	£9.95
Gallipoli - A & O Bishop	£8.95	Zulu War - Astros Productions	£8.95



Published by  
Cases Computer Simulations Ltd  
© 1988 Ken Wright