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1. INTRODUCTION

Summer 1944. The Allies have launched an overwhelming offensive into German-occupied Normandy, with the hopes of liberating France and destroying the evil Axis nations. Feldmarshal Heinrich Von Kamptz, leader of the German forces in Normandy, instead wishes to see as much damage be done to the Allies as possible, and is resisting fiercely.

Von Kamptz faces a major obstacle though – the Heroes of Normandie! It is your job to lead these heroes to victory, defeating Von Kamptz and ending his dreams of a German-occupied Europe forever! Alternatively, side with von Kamptz and throw the invaders back into the sea!

1.1. SYSTEM REQUIREMENTS

OS: Windows Vista or later.
Processor: Pentium 4 or equivalent.
RAM: 1GB or more.
Graphics: 512 Mb DirectX 9 video card with Shader Model 2.0
CD-ROM: Required when installing from a CD. Not required when installing from a download or Steam edition.
Hard Drive: 2 GB of Free Space
DirectX Version: 9.0c
A DirectX 9-compatible Sound Card will also be required.

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, either double click on the installation file you downloaded or insert the Heroes of Normandie CD into your CD-ROM drive. If you have disabled the

autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.4. PRODUCT UPDATES

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows START menu folder for the game.

Register a New Game Purchase - Once you have signed up for a Slitherine account, you can then register any Slitherine title you own in your new account. To do so, log in to your account on the Slitherine website (www.slitherine.com). Click Register Game near the top to register your new Slitherine purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games.

You can also access patches and updates via our Downloads section (http://www.slitherine.com/downloads/).

Remember, once you have signed up for a Slitherine account, you do not have to sign up again at that point you are free to register for any Slitherine Games product you purchase.

Thank you and enjoy your game!

1.5. GAME FORUMS

Our forums are one of the best things about Slitherine Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to http://www.slitherine.com and click on the Forums hyperlink.

1.6. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to http://www.matrixgames.com/helpdesk

2. GETTING STARTED

2.1. THE MAIN MENU

Every hero's career will begin somewhere, and in the case of Staff Sergeant Brady, it is the main menu. Here you can access everything needed to begin playing the game, as well as reading about all the different units and checking your ranking among all other players of the game!

The first time you open the game, you will be asked to login, so that the game can track your progress and compare it to other players. All you will need to do is enter your Slitherine or Matrix Games username and password. It will be possible to change which user is selected from the options button at a later point in time.

There are 6 different commands on the main menu, which have been listed below:

- **Play:** Opens up a small menu, allowing you to start or continue the tutorial, a campaign, a skirmish (a basic stand-alone battle with slight user modifications) or begin multiplayer.

- **Editor:** Loads the editor, a useful tool for making new maps. Note that the editor is more complicated than Skirmish mode, as is only recommended if you have a solid idea of how the game plays.

- **Game Wiki:** Allows you to view the in-game encyclopedia that explains the features of every unit in the game, from basic Infantryman to the mighty Shermans! The wiki also includes a section that explains some of the more noticeable rules of Heroes of Normandie.

- **Options:** The place to go when you want to edit graphics quality or change the user logged in to the game.

- **Rankings:** Find out your current rank (out of the 25 possible levels) and view your ribbons. By selecting the trophy in the Rankings menu you will be able to compare your score with every other Heroes of Normandie player!

- **Credits:** See the names of all the people who made this game possible!

2.2. TUTORIAL

First-time players of Heroes of Normandie are highly recommended to play through the tutorial missions at least once. You can access the tutorial by selecting 'Play' on the main menu, and then choosing the tutorial option.

The tutorial is made up of the first three missions in the US campaign 'Good Guys Die Young', which can be continued immediately after the tutorial is finished. Each mission is designed to teach you various important aspects of the game, and your guide Julie will be there to help you along.

Note: At the completion of the tutorial missions, you will be able to keep playing 'Good Guys Die Young', but there will be no in-game assistance or guides. Instead you will be forced to create your own tactics to win the missions!

2.3. CAMPAIGN PLAY

Heroes of Normandie includes 36 missions, which have been broken up into campaigns of six missions each. Each is accessed through the Campaigns section of the main menu. You will be offered the choices of either playing the American (easiest), German (medium) or Commonwealth (difficult) campaigns. Each section allows you to access 2 different campaign branches – although they are best played in succession, as the story leads the first one on to the second.

Each campaign is made up of 6 missions, and each mission contains both primary and secondary objectives (although the tutorial missions in the first US campaign don't contain secondary objectives due to the simple nature of those missions). You will play through the missions individually and Primary objectives must be completed to win the mission

and unlock the next stage of the campaign… Completion of secondary objectives will allow you some extra forces or other bonuses to use in the next map however, so a poorly organised rush is never the ideal tactic if you wish to make it out of Normandy! Keep in mind that you can always replay a previous mission after it is completed for the first time.

2.4. SCORING

The game contains a ranking system that allows you to see how well you are playing the game and how much content you have completed. There are 25 ranks, the first of which is a civilian. As you probably don't want to remain a civilian forever, we have included a scoring mechanic to allow you to receive promotions.

Scoring is determined at the end of a mission, although you will be able to see your score (up to that point), during a mission.

Points are awarded based on how many kills you make (and are weighted based on how valuable the dead unit was – a tank is worth more than an infantry), completion of secondary objectives, as well as 1000 points being awarded for a victory. Points are lost if you lose too many units, so try to keep as many men alive as possible! In addition, points are awarded when you play skirmishes and multiplayer battles.

Your first promotion will occur upon satisfactory completion of the tutorial (you will easily get the required 3000 points during this time), but it is every soldier's dream to be promoted again! Can you become the new Chief of Staff?

3. PLAYING A MISSION

3.1. TERRAIN

During your battles you are going to encounter seven major types of terrain, each with unique properties and challenges that will need to be overcome.

Clear and Road tiles are functionally similar, with no significant bonuses or penalties to either side. They allow normal movement and have no defensive bonus attached, so it is wise to keep your infantry away from the open ground if you know an enemy tank is patrolling the area.

Note: Road tiles do not increase movement speed.

Hedgerow tiles (occasionally called bocage) are representative of the endless hedgerows that bothered the Allied soldiers all throughout the Normandy Campaign. In the game they are a common occurance and are very important when considering how to attack or defend almost any position. Most importantly, they block your line of sight, and weapons cannot shoot through them – so you will need to ensure a clear field is all standing between your troops and their targets. Additionally, any units that occupy a bocage tile will gain a +2 bonus whenever they are defending this position. The defensive bonus will prove

very handy when your opponent is trying to capture your position as well – units must stop movement for that turn if they step through a bocage tile.

Similar to hedgerows are the common forest tiles that can be found all throughout Normandy. Forests are less of an obstacle, allowing tanks and vehicles to move through (with the exception of the central part of multiple-tile forests). They also don't eliminate line-of-sight entirely – you can shoot through a forest, but due to the reduced accuracy (it is quite difficult to hit something if the bullet has passed through five trees first!), there will be a penalty on your attack. Infantry gain a +1 defense bonus whenever they are camping out in a forest. Infantry movement is not hampered in forest tiles.

Note: One square forests are occasionally known as 'thickets'.

Buildings represent houses, sheds, barns and shelters in the Normandy area. Although no game maps cover whole towns, there will often be a single building or two, and quite likely an enemy will be hiding in one of them! Buildings grant major defensive bonuses against anyone who is attacking from outside, but provide considerably less defense against opponents who have entered another part of it already. Building-related warfare is portrayed in great detail in Heroes of Normandie. Here are the main rules:

- Units inside buildings can fire at units outside only if stationed near a window or a door and their LOS is not broken by a red frame (representing solid wall)

- Units outside buildings can only fire at units inside if they have a clear LOS (not broken by the red frame or any other outside obstacle) AND the target unit is stationed near a window or a door

- Grenades can only be thrown inside a building from the outside if the throwing unit is stationed near a window or a door. Grenade blasts affect all units inside a house; the blast is contained by the wall and doesn't affect units outside.

Sandbags come in two different kinds. Regular sandbags offer only cover, while opportunity fire sandbags also offer the special ability called, unsurprisingly, "opportunity fire".

Water tiles, representing streams, rivers and creeks, are occasionally present on your battlefield. They are impassable to all units, and tanks cannot be half on land and half in a river.

Bridges and cemented river banks offer cover to defending units while not obstructing the LOS of units shooting from them.

As a rule of thumb, always inspect a terrain tile right-clicking on it in order to learn its special properties.

3.2. INTERFACE

The game interface is generally based off of one screen, and all important information can be found on it. Most of the interface is covered by the game board, containing all the units still alive for both sides. Most of the action takes place on this part of the screen.
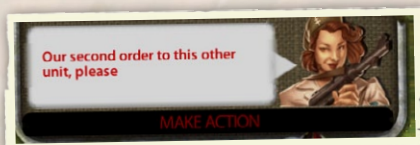
At the top of the screen there is a message box. It will give you helpful hints if you ever forget what to do during your turn. Inside the box, you will see an 'i' symbol. When clicked, a panel will appear, explaining in further detail what the message is trying to explain to you.

Occupying the right hand side of the screen will be a sidebar that contains some essential information. At the top you will notice a graphic saying 'Heroes of Normandie' – if you do not see this then you are looking at the manual for the wrong game! Below the graphic you will see the turn counter – telling you how far into the game you are - and the symbol of the initiative owning faction. Most missions last for 4 to 8 turns. Further below is a score counter, telling you how many points you have earned so far in the mission. Points are gained by killing more units!

Note: Points for completing major objectives will only be shown at the conclusion of the mission.

If you have a unit selected (if you have issued it an order and the time has come for it to move), it will appear on the sidebar, and you will see a flashing light behind the unit indicating which one you want to look at. On the sidebar, an exact copy of the unit's piece will be visible, making it easier to see the various traits that the unit has.

Also on the sidebar you can access the mission objectives by clicking on 'Show Objectives'. This will happen automatically at the beginning of a mission, but you may find it helpful to remind yourself of what tile you need to be defending, or where the secret ammo crate is found.
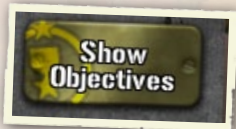
Towards the bottom of the sidebar will be a Proceed button, that you will find yourself using every time you finish a unit's move, and a Menu button, that will bring up the in-game menu. The in-game menu provides the options of quitting a mission,

restarting the current mission, returning to the main menu, or simply closing the in-game menu and going back to your game.

At the bottom of the screen you will often see a panel with all the different weapons that a selected unit has access to. If you want to attack an enemy, you will need to select their weaponry from this panel.

3.3. PHASES

Gameplay in Heroes of Normandie is divided into three distinct phases, each with certain rules that can be applied. These are the Order Phase, Activation Phase and Supply Phase, and all three are played out in each turn.

The Order Phase is when you determine who will be doing the fighting this turn. The game will determine who issues orders first by looking at who has the initiative for the turn, where the one with initiative goes first.

Note: Initiative alternates between you and your opponent every turn.

When it is your turn to issue orders, a panel will appear at the bottom of the screen, containing some order tokens. To issue an order, drag the token on to the unit that you wish to issue it to. The number on the token corresponds to the order in which the units will act in the Activation Phase. You will also have a Bluff order that can be issued. Bluff orders are fake orders that are indistinguishable from real orders in the eyes of your enemy, and can be issued to make your enemy act unnecessarily cautiously in order to prevent an attack that will never come.

Note: A unit can not be issued more than one order per turn, and cannot receive both a real and a Bluff order.

Following the Order Phase is the Activation Phase, which is when the units which you issued orders to earlier will be able to act. As in the order phase, the player with initiative for that turn will get to act first. Throughout the activation phase play will alternate between you and your opponent's units, on the basis of what order number you have assigned to each unit.

For instance, if the Germans have the initiative for this turn, the Germans will first play with the unit that they assigned Order 1 to. Upon completion, the American player will use his Order 1 unit, followed by the German Order 2 unit.

Each unit with an order will be able to either move or attack in that turn. To move an active unit, hold down the mouse button while clicking, and then drag it to its destination (you will be able to move to any squares containing a coloured indicator), releasing when you are happy with the new location.

Where would you like to move your unit today?

If you would rather fight, you will be able to by selecting a weapon from the list provided at the bottom of the screen, and then dragging it to the opposing unit that you wish to punish. You will be unable to shoot if a clear line of sight (shown by green arrows) is not present, and you will generally suffer a penalty (or be unable to attack at all), if your target is too far away. Most commonly the soft limit is seven squares away, but certain weapons and unit abilities can modify this.

Once you are happy with your target, take a look at the predicted battle report on the right hand side of the screen. Here the various bonuses and penalties both sides are encountering should the combat take place. Of particular concern are the values displayed on orange shields in the centre of the panel. It is ideal that the shield for your side is displaying a higher value, as this will create a greater chance of your side winning the combat, and damaging or killing the opponent. If the shields display equal values, the dice roll will determine everything. If your opponent has the upper hand, it is unwise to attack – suicide rushes have been proven to fail in nearly every military situation!

In order to learn about the different stats and abilities of different units we strongly suggest to go through both the tutorial missions and actively inspect units' details on the battlefield (by double clicking on the unit). Heroes of Normandie give players access to a wide array of different unts: the secret of success is using each one at their best in each and every situation!

Displayed on the right are some sample dice rolls, the first showing a roll of a five and the second displaying a six (which appears to be a giant one).

Note: Units with Bluff orders will not activate during the Activation Phase – Bluff orders are just to trick people!

Finally you will enter the Supply Phase, during which no attacks can be made. All units that did not receive an order that turn can move (it is optional for units to move in the supply phase, if you are happy with your current positions then the phase can be skipped). Bluffing units can also move, and at the end of the supply phase a new turn will begin. At the beginning of the turn, the initiative will swap to the other side.

In addition, roguelike missions, multiplayer missions and skirmishes will have a deployment phase before the start of Turn 1. In the deployment phase, you can move your units to any highlighted position. To do this, just click and drag your units to the desired position, and then release them when you are happy. Tanks can also be rotated if necessary.

Rogue, Skirmish and some multiplayer maps also incorporate a Purchase screen. In the purchase screen you will be able to choose from some different units and boosts to equip your forces with. You will have a certain amount of gold that can be spent on various items. To add an item to your army, click on a spare slot (shown as "Tap To BUY"), and then select an item from the left, ensuring you have enough gold for the purchase. You will also be able to add new unit tokens and heroes by not having Tap To Buy selected. Unit tokens can be removed by clicking on them, and units/boosts can be changed by clicking on them and then selecting something else from the left panel.

3.4. UNITS

Units in the game represent small groups of men, or a single vehicle, and are shown on the board as 'tokens', similar to board game counters. They are divided into three different types, each with slightly different rules governing its use – infantry, light vehicles (such as the SdKfz 234 Puma) and tanks (like the M4 Sherman). Infantry units only take up one square and display yellow shields on the bottom of their token, Light Vehicles take up one or two squares (though they function as if they were still on a single square) and sport a purple shield on their token, and Tanks take up two whole squares, along with a grey shields on their token.

Tanks in particular have major difficulties when trying to move around the map – they are unable to enter bocage or buildings. They are also forced to occupy two squares at the same time, though they are permitted to occupy diagonal tiles.

Note: Tanks can occupy any diagonal tiles (provided the tank is allowed to move into both of them) – even if the tiles adjacent to the tank are impassable, such as bocages.

Because of their enormous size, tanks have the special feature that they can rotate the token so that different parts of it are more or less susceptible to enemy fire. If the tank has not moved that

turn, it costs 1 movement point per 45° of rotation, although if the unit has already moved then it can make one 45° for free at the end of its turn. Vehicles are rotated by having them selected and then clicking on the blue squares next to the front of the tank (which will be hovering above the board). The tank should drop on to the board in its new position.

Tokens contain a variety of information about the unit they represent. On the bottom left side of the token will be a blue arrow with a number. This number symbolises how many movement points the unit has, in most cases this means how many tiles the unit can cross in one turn.

Next to the movement indicator will be 4 shields, with a large downwards-pointing one in the centre. This shows what class of unit it is (yellow means infantry, purple means vehicle and black means tank), as well has how strong and capable the unit is at defending itself. This value is added on to the dice roll when the unit defends, and is relatively important to the result of the battle.

Surrounding the central shield will be three others that point upwards, one coloured yellow, one purple and one black. Each of these tell you how powerful the weapon that the unit carries is against certain targets. The yellow shield here tells you how much power the unit can bring to bear on an infantry, for instance. As with defense, a dice roll is added on top of this before the battle is solved.

Note: Any shields with an 'X' label signify that the weapon is incapable of damaging a certain class of unit.

Tank tokens are slightly different in appearance to Infantry tokens because of their secondary armament. The movement arrow is now shown above the defense value for the back of the tank, and the stats for both weapons are shown on either side of this point. In addition, three other defensive stats will be visible, one on each side of the tank (left, right, back and front). It is possible to fire at different parts of a tank, and so it is usually beneficial to fire at the weaker parts of an enemy tank (though if you have to suffer a long-range penalty, this may not be such a great idea).

The screenshots overleaf explain the various informations on unit tokens in detail.

Tanks also suffer damage on different parts, depending on a dice roll.

- If the dice roll is a 1, the shot hits the crew, which causes the tank to only be able to fire one weapon each turn.

- If the dice roll is a 2, the track is hit and the tank is immobilised.

- A 3 or a 4 will result in damage to the hull, stopping the tank's movement for that turn and causing it to suffer from 2 suppression markers (a total –4 penalty)

- Scoring a 5 will wreck the primary weapon of the tank, so it will not be able to fight with its big guns any more.

- If you hit the same part of the tank twice, or a 6 is rolled, the tank is destroyed and becomes a wreck, which can prove an obstacle to move through.

A: MOVEMENT POINTS
B: ATTACK VS INFANTRY
C: DEFENSE
D: ATTACK VS VEHICLES
E: ATTACK VS TANKS
F: HEALTH
G: NAME AND INSIGNIA
H: ABILITIES

A: MOVEMENT POINTS
B: ATTACK VS INFANTRY
C: DEFENSE
D: ATTACK VS VEHICLES
E: ATTACK VS TANKS
F: HEALTH
G: NAME AND INSIGNIA
H: ABILITIES
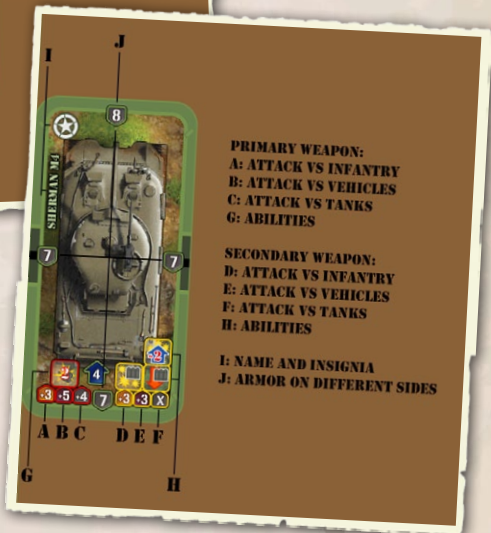
PRIMARY WEAPON:
A: ATTACK VS INFANTRY
B: ATTACK VS VEHICLES
C: ATTACK VS TANKS
G: ABILITIES

SECONDARY WEAPON:
D: ATTACK VS INFANTRY
E: ATTACK VS VEHICLES
F: ATTACK VS TANKS
H: ABILITIES

I: NAME AND INSIGNIA
J: ARMOR ON DIFFERENT SIDES

Wrecks become terrain overlays (similar to buildings) and are impassable to all units. They can be destroyed by firing at them with powerful weapons like tank cannons.

Note: Light Vehicles are also turned into wrecks when destroyed. Infantry just dissappear from the battlefield.

On all unit tokens you will also be able to see various features abilities that the unit deals with -–some are beneficial and some can make the unit more vulnerable! We have listed them below:

- **Assault:** Allows the unit to assault enemy units. Assaults are covered in detail in the next chapter.

- **Ambush:** The unit can hide; while hidden the unit cannot be targeted in any way.

- **Autonomous:** Unit does not require an order to be activated.

- **Destruction:** Can cause damage to buildings. If the damage dealt to the building adds up to be greater than its defensive value (symbolised by a grey house-shaped marker in its corner), the building will be destroyed.

- **Fire On The Move:** Unit can fire while moving, although it suffers a penalty while doing so (the penalty is shown on the arrow)

- **Frightening Shot:** If no damage is done by this weapon, the enemy unit will become suppressed, suffering a hefty –2 penalty to dice rolls for one turn.

- **Hawkeye:** No penalty if the unit fires from long distances. Line of sight rules still apply.

- **Howitzer:** Weapon does damage to a group of tiles rather than just one. Requires a clear line of sight.

- **Limited Range:** Weapon cannot be fired any further than the number of tiles shown on the arrow.

- **Opportunity Fire:** The unit has access to the Opportunity Fire capability. This will cause the unit to fire upon enemy units, even when it doesn't have an order, if it thinks it will score a hit.

- **Order(s):** Increases the amount of orders you can use by the amount of stars shown on the token.

- Perforating: +1 bonus to tank damage.

- **Personal Order:** You get one extra order each turn, but this unit must receive one order each turn.

- **Positive Waves:** Only used by certain tanks: when hit, two dice are rolled and the most favorable one is used to determine final damage.

- **Scout:** The unit can be deployed three squares further out than the regular deployment area.

- **Suppressive Fire:** Shots of this kind don't cause damage, but can suppress enemies. All offensive bonuses are doubled before the dice is rolled, and if the attack value is larger than the defense after the dice rolls, a single suppressed marker will be placed on your opponent. If you achieve double the enemy's

value, two suppressed markers will occur. A unit can suffer from an infinite amount of suppression.

- **Terrifying:** Should this unit win an assault, it will apply a −4 suppression penalty on the enemy unit, as well as the regular damage (unless of course, the unit is destroyed). If the unit loses an assault, it will place just a regular −2 suppression marker on the opposition.

- **Tripod:** Unit can mount its machine gun on a tripod, increasing fighting power significantly, but slowing movement as well. Some units require this in order to fight at all.

3.5. DAMAGE

Combat in the game is largely determined by the results of dice rolls, and so no attack can ever be guaranteed to win or lose (unless a tank thinks it is a wise idea to attack a heavily defended fortress after being bombarded three times by enemy tanks!). However, it is possible to improve chances of your success (or at least, the enemy's failure).

This manual has already referred to certain bonuses and penalties (such as "-2 suppression penalty"). These adjustments always have similar effects: they either add or remove some chance of your success, which is then confirmed or rebuffed by the dice roll.

Note: Every mission is winnable using the units and weaponry provided. Although dice rolls have great effect on the outcome of battles, skill with boosts such as Ammo is often necessary to achieve victory.
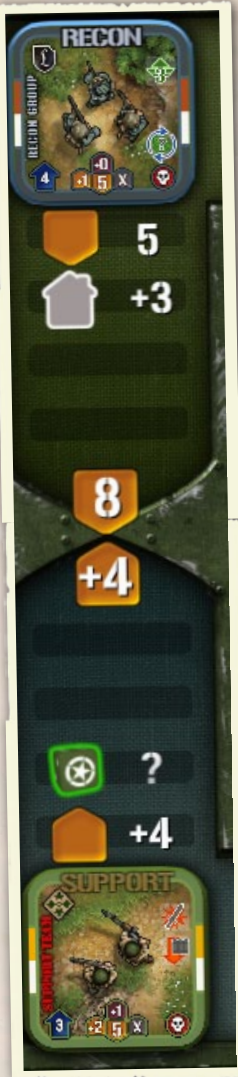
For instance, an American Bazooka unit (Tank Attack strength 3) attacks a suppressed (suppression −2) German Panzer II Luchs head-on (defense strength 7), in open ground.

The Suppression will be taken away from the German unit's defense strength, reducing it to 5 (7−2).

The dice are then rolled to determine who is going to win the battle. The American player rolled a 6 in this example (total 6+3=9), and the German player rolled a 3 (total 3+5=8). The American unit wins the battle (9 vs. 8).

As the target is a heavy vehicle, a die must be rolled to determine where the damage occurred. In this case, the roll was a 1, plus one for the perforating ability gives 2, the Luchs loses its tracks, and is immobilised.

Many infantry units can take damage and survive, rather than immediately dying as a result of a lost battle. These units are said to have 2 steps of health, have a special indicator on their token, and their token is flipped

should they be wounded in battle. If a wounded unit loses a second battle, it will die like any other unit.

Note: If your attack is so overwhelmingly powerful that its result is twice that of the defender's strength, even a 2-step unit will die immediately. A similar result will occur if you do this amount of damage to an enemy tank.

4. ADVANCED RULES

4.1. LINE OF SIGHT (LOS)

In the real world, it is very difficult to hit a target that you cannot see, and it is certainly impossible to shoot a hole through a mountain before killing your opponent on the other side. The game

represents this with the line of sight rule, making it impossible to just attack anything, even if it is on the other side of the planet!

Line of sight allows units to fire at any unit (provided they have been activated and are within the weapon's range), if there is a straight line (ignoring grid borders) between the attacking and defending units and containing no obstacles. Line of Sight allows units to 'see' across Clear, Road and Water hexes with no penalty, and does not allow units to 'see' across bocage or into / through buildings (note only infantry can see into buildings and they must be adjacent to do so).

Forests pose a unique challenge – it is possible to 'see' through them, like Clear hexes, and so units can fire through. Note there is a limit to the number of forests you can see or shoot through. A penalty is applied to your attack if you fire into / through a forest.

Infantry also block line-of-sight for other infantry, and tanks block line-of-sight for everything.

Line of Sight is shown by green or red arrows on the map, depending on whether you can see your target or not. When you drag the weapon of choice to your target you will see the line of sight and the modifiers to the combat.

Note: Units like mortar sdon't need a clear LOS to the enemy unit to fire at them. However keep in mind that "dispersion" can kick in making the actual bombardment hitin another direction, far away from the target or hitting your own units! A throw of the dice will be used to calculate your units' aim.

4.2. ASSAULTS

Assaults occur when a unit decides to launch an all-out charge on the enemy forces. In real life, these sort of actions caused high casualties, but could also seriously turn the outcome of a battle. Although the most famous examples in WWII were the Japanese Banzai Charges, they were occasionally used in Europe as well, with varying degrees of success.

In game, you can conduct assaults on enemy positions with any activated unit that has the assault ability. To assault a unit, move your unit into the enemy unit's tile (you will need the movement points to be able to reach this tile, not just the one before it). Before you conduct the assault, the game will helpfully let you know your chances of winning the assault before you attack, so if you decide it isn't such a good idea, you can back off before anything bad happens.

Should you choose to go ahead, the attacker will roll 2 dice, and the better result will be used against the

defender's single dice roll (or two dice rolls if the defender has also the assault ability).

If the attacker wins the assault, the defender will be forced to retreat to one of the 3 tiles away from the attacker, provided it can move into one of them without moving into an enemy zone of control or moving into an impassable tile (such as water). If no retreat path is possible the defending unit will be immediately destroyed. It will also take damage, and may be flipped over if it has 2 steps of health. If it is wounded, can only have one step of health, or is a light vehicle, it is immediately destroyed. Tanks will not be destroyed instantly by an assault (though you must determine the damage location), but also cannot retreat.

If the defender wins, the attacker takes a damage hit (and is flipped or destroyed, depending on circumstance), and retreats to the tile it was in before the assault, if it is lucky enough to survive. The defender remains in position and takes no damage.

If a tie should occur, no change occurs to either side, although the attacker must move back to his previous position.

4.3. SKIRMISH MODE

In addition to playing scenarios in a campaign structure, Heroes of Normandie also allows you to play missions as one-off battles. This feature is known as Skirmish mode, and is accessed from the Play section of the Main Menu. In Skirmish mode, you will choose from a series of options before entering a battle that plays out exactly the same way as a campaign battle.

The first screen will allow you to choose from different maps organized by size. You can also choose what side to play

(Germany or Americans) and what time of day the battle is taking place at. Which side of the board you start on is NOT affected by who you play – for instance in Small Map 1 "The House Across the Street" you are always the attacker, trying to capture the house.

Next you will be able to choose from some different units and boosts to equip your forces with starting from some pre-set armies. You will have a certain amount of gold that can be spent on various items. To add an item to your army, click on a spare slot (shown as "Tap To BUY"), and then select an item from the left, ensuring you have enough gold for the purchase. You will also be able to add new unit cards and heroes by not having Tap To Buy selected. Unit Cards can be removed by clicking on them, and units/boosts can be changed by clicking on them and then selecting something else from the left panel.

Once Next has been pressed, you will be allowed to inspect your enemy's army, before moving on to the battle!

Skirmishes function identically to campaign battles, with the objective being the destruction of as many enemy units as possible. Each mission requires you to kill a certain amount of opponent units, which are valued by a points system:

- Infantry Units are worth 50 points
- Light Vehicles are worth 100 points
- Tanks are worth 200 points
- Heroes are worth 250 points.

You will lose half as many points as your unit is worth if you lose any units (though no points are lost if a unit is just damaged).

Note: Skirmishes never include Secondary Objectives – there is no second mission for you to receive the bonus from the first!

The functions of the different boosts have been listed below:

- **Grenade:** Your army gains three grenades that can be used throughout the battle. Grenades are area of effect weapons that are thrown at intersections (no more than 2 tiles away) of tiles rather than individual units, and can target any units in adjacent spaces. A dice is rolled to determine if each unit will survive.

- **Planning:** Gain an additional Order token (not a bluff) to use in the Activation Phase.

- **Ammo:** Provides a +1 bonus vs Infantry units when combined with an attack. Cannot be used on explosive weapons, and you can use more than one at a time.

- Veteran: Your army gains three Veteran tokens, which can be used to re-roll a dice if you are not happy with the result. If you get a worse result, bad luck. That is, unless you happen to have another veteran token!

- Magnetic Mine & Sticky Bomb: If your infantry ends its turn next to an enemy tank or light vehicle, it can place a sticky bomb (if you are the Americans) or a magnetic mine (if you are the Germans) on the enemy vehicle, which will remain stuck to it until the next Supply Phase, when it will explode, hitting the enemy unit (Tanks defend using their side defense value). The boost gives you 3 tokens.

- Panzerfaust: Allows you to attack three times with a Panzerfuast, a very powerful weapon against tanks. It has a maximum range of 4 squares.

- Rifle Grenade: Allows you to use three 'Rifle Grenades', which are long-range versions of regular grenades – they can be used up to a whopping 7 intersections away!

4.4. ROGUE MODE

Rogue Mode is a particularly nasty game mode intended for players who feel they have mastered Heroes of Normandie. It can be accessed by pressing Play in the main menu. We have provided a German and an American rogue campaign, which both follow the same rules. It consists of a more difficult campaign, combined with some aspects of Skirmish mode, as well as two entirely new aspects.

Missions are played like any other missions, and there are no new rules within them. Like skirmish mode, you have to buy your starting army with gold – in Rogue mode you don't start with very much. Killing enemy units and winning missions will give you more gold, which can be spent on new units at the start of the next mission.

Although in a regular campaign losses are not very important, in Rogue mode they are essentially defining your ability to keep playing. The units that completed last mission will be available for the next one, and dead units will be gone forever.

Also unlike a regular campaign, a loss in a mission causes you to return to the beginning of the campaign – so don't fail!

5. MULTIPLAYER

Heroes of Normandie isn't just a single player game – you can play it with a friend as well! To enter multiplayer mode, choose Play in the Main Menu, and then select 'Multiplayer'

You will enter the lobby, and see five buttons at the top of the screen:
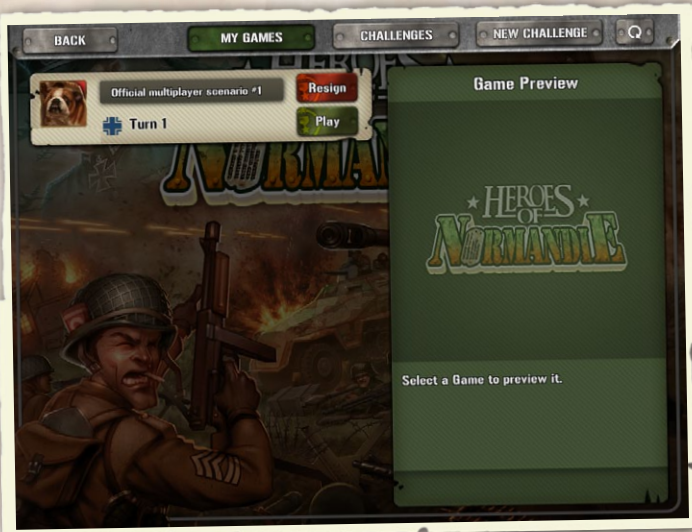
- Back: Returns to the Main Menu
- My Games: Opens a list of games in progress.
- Challenges: Opens a list of current challenges on the server.
- New Challenge: Set up a challenge.
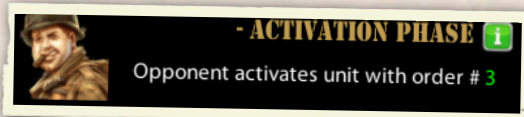- Reload (rotating arrow): Refreshes the list.

To set up a new challenge, click 'New Challenge'. A list of missions will appear on the left, clicking on one will select it. If you wish to enter a password (so you control who accepts the challenge), type something you will remember into the Password box. All that must be done after that is choosing a side (Germany or Americans), and uploading the challenge to the server.

Once a challenge has been posted, an opponent will be able to open up 'Challenges' to see your game. By clicking Accept, they will be asked for the password (unless the game has no password).

Once this has been done, the game will appear in the 'My Games' tab, where the first player will see the 'Play' button and the second player the 'Waiting for Opponent' indicator.

Note: The game will tell you when your opponent is online and ready to challenge you in simultaneous gameplay. This makes it easier to conduct multiplayer matches with people on the other side of the world.

Multiplayer games play semi-simultaneously – both players are in game at the same time, but only one player is moving at any one time. The messages at the top of the screen will keep you well informed of who is supposed to be moving.

Similar to single player games, multiplayer games are still turn based, and players activate their units in succession based on initiative – the second player has to wait for the first player to execute his actions and press 'Proceed'. For instance, if the Germans have the initiative for the turn, the German player will issue his orders for the turn, before the American player sees a quick animation of who has been activated and then issues a series of orders, which the Germans see in the same way. Just like Single Player Games, Bluffs are indistinguishable from true orders.

The Activation and Supply Phases play out in a similar manner to the Orders Phase, with the delayed simultaneous movement.

Note that it is possible to quit the multiplayer mode and return later, seeing all the damage that your opponent did to your unit while you were away. If you aren't there, your opponent will

not be able to progress any further in the mission due to you not making your next move, and so we recommend that you play out multiplayer games in one session to reduce the risk of games ending prematurely.

Note: It is possible to begin several matches and make the most of the notification system. So while you're waiting for your opponents' turn you can play another match and switch back when you're finished. Real masters play on several tables!

6. HISTORICAL BACKGROUND OF THE SECOND WORLD WAR

Heroes of Normandie is a tactical game, based around small battles between platoon-sized groups of soldiers, and history does not track every battle of such a size to any adequate level for a game to be made about any such engagements. This causes the game to be fictional, within a historical background.

Many gamers enjoy games if they have some idea of what was going on at the time, even if history does not directly influence game events. As a result, we have included a brief history to give you a feel for the wars events, and especially how the Battle for Normandy falls into the scheme of things. This is not intended to be a one-stop source for information, but just to explain the basic events. Those who would like to learn more are encouraged to check out their local library.

6.1. PRELUDE TO WAR

World War II in Europe was an indirect result of World War I, especially the failure of the Treaty of Versailles, which was supposed to stop Germany from ever having the power to start another major war. French Marshal Ferdinand Foch complained at the signing of the treaty that "This is no peace treaty. It is an armistice for twenty years". Although not readily apparent to the Great Powers in 1919, Foch would be wrong by only 65 days.

The Versailles treaty worked alright in Europe until the 1929 Wall Street Crash, which shattered much of the world's economy, and the effects were felt most heavily in Germany, which suffered a 30% unemployment rate towards the end of 1932. People in Germany were influenced towards the extremist views of Adolf Hitler, who promised the destruction of unemployment and a reversal to Versailles.

Across the other side of the world, the United States was in trouble because of the Great Depression, and stagnated throughout the early 1930s. In 1933, President Roosevelt was elected president, under the promise of a 'New Deal', a way out of the Depression by building many large civil works projects, such as the Hoover Dam.

Hitler's policies had begun to bear fruit by 1936, when Germany re-emerged as a world power. Unlike Roosevelt, Hitler had decided to expand his military (while Roosevelt cut funding), and in March, stormed into the Rhineland, a legally demilitarised zone (and
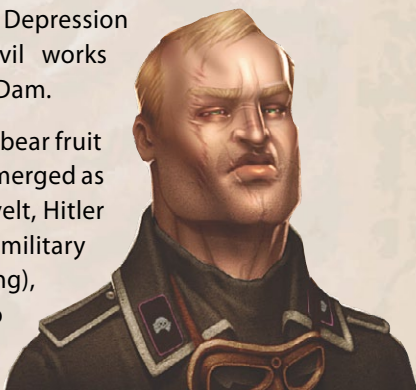
former German territory) under the governance of Britain and France. The Allies did nothing. Again in 1938, they would do nothing as Germany created the Anschluss with Austria, uniting the two countries.

Matters came to a head in September 1938, when Hitler demanded that Czechoslovakia hand over the Sudetenland, a German-speaking borderland between the two countries. In response, British Prime Minister Chamberlain met with Hitler at Munich, and the two, along with France and Italy, agreed that Hitler could have the Sudetenland as part of Chamberlain's appeasement policy (which was basically thinking that Hitler would eventually become content with his new lands), on the condition that he would go no further.

6.2. BLITZKRIEG!

The Munich Pact lasted barely six months before Czechoslovakia was outright annexed, and in haste Britain made a promise to defend Poland against German aggression. Hitler believed that Chamberlain would continue to complain, but would do absolutely nothing, and in the early hours of September 1, 1939, invaded Poland, and unleashed a new tactic known as blitzkrieg (lightning war), on the Poles. By using combined arms tactics and speedy armoured divisions, Germany was able to defeat the Poles in less than a month. Appeasement had failed, and it would mean the end for Chamberlain.

Hitler was always eager to avenge Versailles, so it was no surprise when he invaded France in May 1940, sending his Panzers through the supposedly impassable Ardennes Forest. On the same day, Chamberlain resigned in disgrace, replaced by Winston Churchill, who had failed to take Gallipoli in World

War I, but had returned with an endless amount of willpower. Luckily for the British, a hold-up around Dunkirk allowed 300,000 of their troops to escape (although they lost most of their equipment), but France's fate was sealed. What Germany had failed to do in four years of the last war, it accomplished in six weeks.

Britain would have fallen as well, had Germany's Luftwaffe been able to knock the Royal Air Force out of the skies and invade the island. Churchill's motivating speeches to the English public continued the spirit to keep the war going, and Hitler eventually backed down. He had other priorities to attend to, but to make sure the British would remember they were still fighting, he dispatched General Rommel to North Africa, largely to save his hopeless Italian ally.

6.3. NORTH AFRICA

Moments before Paris fell, Italy declared war on Britain and France, thinking the war would be over quickly. Instead their colony in Libya was invaded by a much smaller British force, that had no trouble in defeating them in a number of border skirmishes. By early 1941, Benghazi had fallen and the British were closing in on Tripoli. Rommel landed with a Panzer Division

and orders to hold the line, but instead decided to ignore orders and launched an attack across the Libyan Desert, pushing the British back to the Libya-Egypt border in two weeks. Only the seaport of Tobruk would remain unconquered.

German attention was focussed elsewhere, as the Germans launched their massive Operation Barbarossa against the Soviet Union – reaching the outskirts of Moscow by the end of 1941. Russia was only saved by their ever-faithful "General" Winter, which the German army was ill-prepared for. It was to have devastating consequences for Germany.

Back in Africa, the British had been trying for seven months to relieve Tobruk, which was under siege. This was finally successful when General Auchinleck, British commander in Africa at the time, launched Operation Crusader. In part due to Rommel's fleeing behaviour, this resulted in a return to the conditions at the beginnning of 1941. Rommel was not stupid, and knew this would result in the British over-extending themselves.

In 1942, Rommel attacked with a reinforced "Afrika Korps", pushing the British, joined now by the Americans (who Hitler stupidly declared war on in late 1941), to the middle of Egypt, and caused Auchinleck to be replaced by Lieutenant-General Bernard Montgomery, who would finally halt Rommel's advance for good at the tiny rail station of El Alamein. Combined with an American landing in Algeria in November 1942, the self-styled Axis Powers were pushed out of Africa by May 1943. News had also come in that the Russians had shattered German power at the Battle of Stalingrad, and were about to again at Kursk. Rommel had left Africa on sick leave, and would return to service in Normandy later in 1943.

6.4. FORTITUDE

Shortly after the Axis surrender in Africa, Allied forces landed in Sicily, the British under Montgomery and the Americans under General Patton. Sicily was taken within a month, and Italy quit the war shortly thereafter. Patton was sidelined after an incident where he accused two soldiers of being cowards and slapped them, but the Germans had learned that he was a fearsome opponent, equal in skill to Rommel.

The Italian campaign slowly ground to a halt, and combined with Russian pressure, a landing would have to occur in France sometime in 1944 for the Allies to be seen as equal partners to Russia in the war (which was fighting 80% of the German power for most of the war). Churchill particularly was worried that the landing would be a disaster like Gallipoli and was determined to make it succeed. They had to trick the Germans into keeping the army away from the real target.

This plan was known as Operation Fortitude, and involved creating a fake army (including inflatable tanks and wooden aircraft), headed by Patton, who Roosevelt would not allow to fight in the real invasion after the slapping incident. This plan was successful, tricking the Germans into thinking the invasion was aimed at Calais. The real invasion would occur further south, at Normandy.

6.5. NORMANDY

On June 6, 1944, five Allied divisions landed on the Normandy beaches, the ground forces commanded by a true hero of Normandy: Montgomery. Although the landings failed to take the principal day-one objective of Caen, they were successful enough that the Allied forces would not be pushed back into the ocean.

Rommel was held back from launching a massive counterattack by Hitler, who was fooled by Operation Fortitude and insisted that the million troops guarding Calais must remain there – even though Rommel could clearly see there would be no second landing. Rommel did well with what he could, and ensured it would take six weeks for the Allies to take Caen, causing them great harassment in the bocage country of Normandy.

Full breakout from Normandy was finally achieved in early August when Operation Cobra was completed, taking much of Brittany from the Germans and eventually causing the Germans to retreat towards Paris. The Battle for Normandy was over.

6.6. ARNHEM TO THE ELBE
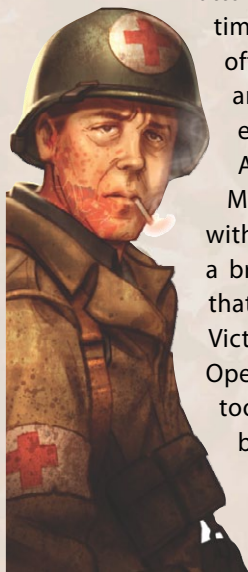
Patton was sent back to the front around the time of Cobra's success, and launched a great offensive through Paris. His ally, as well as arch-rival Montgomery, competed for the ever dwindling amount of supplies. The Allies could only supply one army at a time. Montgomery eventually won the argument with a plan to land troops in Holland and take a bridge across the Rhine River at Arnhem, that could have seen a complete Allied Victory before the end of 1944. Instead, Operation Market Garden tried to go 'a bridge too far', succeeding in claiming Nijmegen, but failing to take Arnhem.

Hitler was desperate, launching a gamble to drive the Allies back and eventually win a negotiated peace, so that he

could focus Germany's efforts on the Russians, who were now advancing towards the German border. This would be an attack known as The Battle of the Bulge, and would cause a month's delay in the Allied plans, but accelerated Germany's defeat in the East – the veteran Panzer units would have been much better used to defend Berlin a few months later. Instead they would be wiped out in Belgium.

Patton found a bridge across the Rhine in March 1945, and within a few days, Allied forces were storming into Germany. The Russians stormed in from the East, and encircled Berlin in April. At the end of April, Hitler's empire had been reduced from 3 million square miles, to 500 square feet, and he shot himself so that he wouldn't see Germany lose another war. Within a week, the war was over.

7. CREDITS

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