

bodyguard  
**OVERLORD**

# BODYGUARD-OVERLORD

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## 1.0 INTRODUCTION

Bodyguard-Overlord is a simulation of intelligence, deception, and preparations preceeding the Allied invasion of Normandy in June 1944 and their effect on the subsequent course of military operations. This necessary prelude to the Northwest Europe campaign of 1944-1945 made a great difference in the outcome of that massive enterprise.

The emphasis in this simulation is upon the often-ignored "fog of war," the tendency for information to get mixed-up in the heat of the campaign, while other aspects of the game remain as simple as possible. As a result, this game is much less complex than many board wargames, and quite suitable for play by new gamers.

Bodyguard-Overlord is played on a mapboard representing Northwest Europe divided into areas along key geographic features. Playing Pieces, hereafter called units, move through the areas, representing major ground units (principally army corps with some divisions and smaller). The map scale is one inch : forty-five miles. Each turn represents one month, except for the Allied First Invasion, an extra turn.

The game is played by two players (or teams). The Allied Player wins by occupying a certain number of areas on the continent at the end of a German Player-Turn. The German Player wins by avoiding those Victory conditions.

Bodyguard-Overlord is dedicated to the soldiers and officers of the 29th Infantry Division (the "Blue and Gray Division") raised from Maryland and Virginia. The 29th's 116th Regimental Combat Team (the "Stonewall Brigade") was among the first wave at Omaha Beach. Their valor helped carry the day at Omaha Beach, and their efforts were instrumental to the success of Operation Overlord.

## 2.0 EQUIPMENT AND SET UP

There are several kinds of playing pieces and playing aids used in Bodyguard-Overlord. These include 300 cardboard counters that represent the combat forces on both sides, one deck of 36 cards, two identical sheets of tables, a Study Folder, a 22 x 34" full color map, this rules folder, box and one ten-sided die.. If any of these components are missing or damaged, or if you have any questions about the rules, please write to Spearhead Games at the address at left.

### 2.1 Combat Units

Units in the game represent between 10,000 to 60,000 soldiers, depending upon nationality and type. Air Units and Partisans have special abilities and functions that set them apart from other combat units.

A unit's Combat Strength ranges from zero (0) to four (4), and some have the fractional value one-half (1/2). These values are used to resolve combat. Some units have very little combat strength, while others represent smaller elite formations like Commandos and Rangers. In addition to real units, the game includes false units (Dummies) created to fool the opponent by using techniques of physical and radio deception.

Movement allowances are not printed on the units themselves. The Movement Allowance of (non-Static) Combat units and Dummies is 4 Movement Points (see 6.4).

The different types of combat units used in the game are as follows:



Armor/Panzer



Mechanized Infantry/Panzergrnadier



Infantry, Commando, Rangers



Parachute

FUSAG

Dummy

Abwehr

Dummy



Static/Garrison

Unit symbols: X = brigade, XX = division, XXX = corps.

## 2.2 Special Units: Agents and Partisans

Agents and Partisans represent spies and elements of the European Resistance movements (such as saboteurs and guerrilla forces). Only the Allied side possesses Partisans.

Agents are not combat units, and they may not attack or be attacked during a combat segment.

In addition to being combat units capable of attack and defense, Partisans may perform Scouting and Sabotage. Only activated Partisans may perform Sabotage and attack Germans. Activation requires an Allied Broadcast Signal.



Partisan

## 2.3 Intelligence Chits

Each of the 89 Intelligence Chits contains one of the following pieces of information on its reverse side (the number in parentheses indicates the number of chits containing this information):

Invasion Date: a particular month/Turn number (two sets of 8).

Invasion Site: the name of a Coastal Area on the map (two sets of 23).

Signal: an Allied Broadcast Phrase key word (15).

Bodyguard: an Allied counterintelligence and deception effort (12).

These chits are critical elements of the intelligence play of the game. Players may draw chits during the friendly Intelligence & Sabotage Segment.

## 2.4 Intelligence Cards

These cards describe important Events that can affect the course of play. Some cards can only be used if a side meets certain conditions, such as having an Agent in a certain area on the map (see 8.1).

## 2.5 The Die

The game comes with a 10-sided die, used for resolving intelligence operations, combat, and the like. Treat the number 0 as 0 in all cases.

## 2.6 Preparing to Play

Lay the mapboard out on a flat space and separate the cards and unit counters. Each player should take his units and make piles of each type (all infantry in one pile, all static, all armor, etc.).

Put Dummy units to one side. Then consult the Set Up Tables. Those tables specify the numbers of each type of unit that should be deployed at the beginning of the game.

Units should be arranged with their values hidden, so that the players select them without examining their values. Once all the units have been chosen, the players may then examine their values and receive their Dummy units.

Shuffle the Intelligence Cards and place the deck on the map. The game is now ready to begin.

## 3.0 SEQUENCE OF PLAY

Bodyguard-Overlord is played in Game-Turns. Except for the turn of the Allied First Invasion, each turn represents one month. The First Invasion turn is a special turn: in effect, an additional Game-Turn. The Turn Record Chart printed on the mapboard shows the thirteen monthly turns in the game.

A Game-Turn comprises one Player-Turn for each side. The Allied Player always takes the first Player-Turn in each complete Game-Turn. In each Game-Turn, Players carry out actions in the order called for in the Sequence of Play.

In the Sequence of Play, each kind of game activity occurs within a specified portion of the Player-Turn called a Segment. A Player may not take actions out of sequence. Actions mistakenly made out of sequence should be taken back. This rule describes the segments of a Player-Turn and specifies the actions that may be taken within each. The actions and functions themselves are explained in rules that follow.

## 3.1 Strategic Planning and Deployment Phase

Prior to the start of the game, the players set up all combat units listed below:

### GERMAN SET-UP TABLE

German units at start:

7x Panzer	4x Panzer Grenadier	4x Infantry
15x Static	5x Abwehr	

### ALLIED SET-UP TABLE

Commonwealth Units (including British, Poles and Canadians)

All set-up in Great Britain or Belfast:

5x Armored	5x Corps	1x Airborne
2x Commando		

United States Units. All set-up in Great Britain or Belfast:

2x Armored	3x Corps	1x Airborne
Dummies: 6x FUSAG		

French Units. All set-up in North Africa Holding Box:

1x Armored	1x Corps
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Partisan Units. See Partisan rules for restrictions:

12x Partisans	6x Partisan Dummies
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First, the German Player places listed units in any areas of Continental Europe. There is no limit to the number of units that can be placed in a single area. (Observing the German deployment is the Allied side's initial Intelligence advantage and represents reports made by the various European Resistance movements of German strength.)

## INVASION PLANNING SCHEDULE

After German set-up is complete, the Allied Player notes down the following four items secretly on a piece of paper:

1. Invasion Date: the month during which the First Invasion will occur (unless it is canceled or re-scheduled as the result of an Intelligence Card).
2. Invasion Site: the name of the Coastal Area on the continent of Europe where the First Invasion will land.
3. Partisan Trigger Signal: a key word from the Allied Broadcast Phrase list which will activate Partisan units prior to the invasion. Thereafter, Partisan units in one (and only one) area may make a Sabotage attack during each Allied combat segment until the Invasion Warning Signal is issued (see below).
4. Invasion Warning Signal: another Allied Broadcast Phrase key word (different from the Partisan Trigger Signal), which allows all Partisan units to attack freely during each subsequent Allied combat segment. The Invasion Warning must be issued the turn prior to the Invasion Date. For example, if the First Invasion

is scheduled for July, the Invasion Warning would have to be issued during the June turn.

These pre-game choices provide a major focus for intelligence operations in the game. The Signal phrases model the actual process the Allies used in 1944 to alert the Resistance that D-Day was imminent.

The Allied Player then places the following Intelligence Chits into an opaque container like a coffee mug (preferably empty! called the Eyes Only cup (the number in parentheses indicates the number of chits placed in the cup):

1. Both Date chits for the selected Invasion Date (2).
  2. Both Area chits for the selected Invasion Site (2).
  3. One chit for every other possible Invasion Site (22).
  4. One chit for every other possible Invasion Date (7)
  5. One Signal chit with the same key word chosen as the Partisan Trigger Signal (1).
  6. One Signal chit with the key word chosen as the Invasion Warning Signal (1).
  7. Five Bodyguard chits (5).
- This gives a total of 40 chits in the cup.

Finally, the Allied Player places units in Great Britain and the North Africa Holding Box as directed by the set-up table. There is no limit to the number of units that can be placed in a single area. Note the following restrictions:

1. All units (including Dummies) setting up in Great Britain must begin the game in areas that do **not** contain Ports.
2. Partisan units begin in any areas desired in continental Europe outside of Germany and Italy, according to the following limits:
  - No more than **four** Partisan units may be placed in Norway.
  - No more than **one** Partisan unit may be placed in a coastal area that contains any German units.
  - No more than **two** Partisan units may be placed in any other type of land area in Europe.

### 3.2 Monthly Game-Turns

Each Game-Turn begins with the Allied Player-Turn, followed by the German Player-Turn. The side performing a Player-Turn is called the active side. Perform each of the following segments in the indicated order.

#### A. Allied Player-Turn

**1. Deployment Segment (See 5.1 Allied Reinforcements).** The Allied Player consults the Turn Record Track to determine the number and type of reinforcements arriving this Game-Turn. British units may appear in any non-port area of Great Britain. U.S. and French combat units that are not required to appear in the North Africa holding box enter at a port of entry area, which is determined by rolling a die and consulting the Ports of Entry Table on the mapboard.

If an Invasion is scheduled for this month, the Allied Player must announce it. If this is the First Invasion, the Allied Player must place the Game Ends marker on the second succeeding monthly space on the Turn Record Track. (For example, if the First Invasion is scheduled for June, at the beginning of the June turn, the Allied Player places the Game Ends marker on the August space of the track. See 10.1 Basic Victory Conditions). The Allied Player may choose to abort the invasion, but only after announcing it.

#### 2. Movement Segment (See 6.0 Movement).

The Allied Player may move any friendly combat units (or dummy), Partisan units, Allied-controlled Agents, or Air units, including newly arrived reinforcements. Normally, the Allied Player may move up to 15 units of all types (total) in a turn. (This restriction is lifted during the turn of the First Invasion.) Parachutes, using Airborne Units and Air Units, are also conduct-

ed during this segment. If the Allied Player moves units from Great Britain or North Africa to the continent after the First Invasion, roll on the Weather Table to determine if the units arrive or return to their port of embarkation. This Weather Die Roll **does** apply to units conducting the Second Invasion.

If the Allied Player is conducting an Invasion this turn, mark the Invasion Site with an Invasion Site marker.

If this is the turn of the First Invasion, the Allied Player must decide where and when any Second Invasion will take place, and add the appropriate chits to the Eyes Only cup. (See 6.8 f Aborting an Invasion.)

#### 3. Combat Segment (See 7.0 Combat).

The Allied Player removes all Retreated markers on Allied units. The Allied Player may choose to resolve combat in some, none, or all areas containing units from both sides. The Allied Player **must** conduct combat in any area into which Allied Combat units moved in the immediately preceding movement segment if that area did not already contain Allied units at the start of the movement segment. Combat actions include battles between opposing ground combat units, attacks by air units, or normal attacks by Partisans. After resolving all combat actions, the Allied Player checks the Supply status of his forces and eliminates any units that cannot trace a valid supply line.

#### 4. Intelligence and Sabotage Segment (See 8.0).

The Allied Player carries out the following intelligence and sabotage activities in the specified order:

1. Draw an Intelligence card and carry out any actions it requires.
2. Determine the total number of Intelligence chits the Allied Player may draw and then draw them from the Eyes Only cup.
3. Conduct reconnaissance in areas containing air units designated for that purpose, rolling for results on the Reconnaissance Table.
4. Conduct reconnaissance in areas containing Allied Partisan units as desired, rolling for results on the Agent Table.
5. Conduct any Partisan sabotage attacks as desired with Partisan units not used for reconnaissance above. Note that such attacks may only take place after the Partisans have been activated.

#### 5. Allied Broadcast Segment (See 9.0 Broadcast).

The Allied Player may make any statements he desires about the state of the war and preparations for invasion. The Allied Player **must** read one of the 15 special phrases. The Allied Player may not repeat a phrase once used. In order to activate Partisans, the Allied Player must broadcast the phrases selected for the Partisan Trigger and Invasion Warning. The Allied Player **must** broadcast the Invasion Warning Signal before launching the first invasion. The Allied Player is **not** required to broadcast the Partisan Trigger (but that would limit the use of Partisans before the invasion).

#### B. German Player-Turn

**1. Deployment Segment (See 5.2 Reinforcements & Withdrawals).** The German Player consults the Turn Record Track to determine the number and type of reinforcements arriving this Game-Turn. Reinforcements appear in any area of Germany. If any German units are scheduled for withdrawal, the German Player selects the appropriate units and removes them from the map. This does not count against his movement limits.

#### 2. Movement Segment (see 6.0 Movement).

The German Player may move any friendly combat units. The German Player may also move German-controlled Agents on the board, or place new Agents. If the German Player wishes to place a unit in Great Britain or North Africa Holding Box, the Player must roll on the Penetration column of the Agent table. Normally, the German Player may move up to 10 units of all types (total) in



a turn. In addition to normal movement, the German Player may also use Strategic Redeployment to move a single static unit (or dummy) only. Additionally, if the German Player receives static units as reinforcements, all such reinforcing static units may move by strategic redeployment over and above the usual one unit limit. Such moves do count against the 10 unit movement restriction. (The restriction on 10 normal moves during a turn is lifted during the turn of the First Invasion or on the occasion of a Second Invasion after an aborted First Invasion.)

### 3. Combat Segment (See 7.0 Combat).

The German Player removes all Retreated markers on German units. The German Player may choose to resolve combat in some, none, or all areas containing units from both sides. The German Player **must** conduct combat in any area into which German Combat units moved in the immediately preceding movement segment if that area did not already contain German units at the start of the movement segment. After resolving all combat actions, the German Player checks the Supply status of his forces and eliminates any units that cannot trace a valid supply line.

### 4. Intelligence and Sabotage Segment (See 8.0).

The German Player carries out the following intelligence and sabotage activities in the specified order:

1. Draw an Intelligence card and carry out any actions it requires.
2. Determine the total number of Intelligence chits the German Player may draw and then draw them from the Eyes Only cup.
3. If the German Player receives an aerial reconnaissance capability on this turn (as a result of an Intelligence Card), designate the area to be searched and roll for results on the Reconnaissance Table.
4. Conduct reconnaissance in areas containing Agent units (both German-controlled and Allied-controlled) as desired, rolling for results on the Agent Table and modifying the die roll if Allied-controlled Agents are involved.

### 5. German Broadcast Segment (See 9.0 Broadcast).

The German Player may make any statements he desires about the state of the war and preparations for countering the invasion.

#### End Turn Phase.

The German Player should advance the Turn Record marker on the Turn Record Chart. Play reverts to the Allied Player for the next Game-Turn. EXCEPTION: The Turn of the Allied First Invasion is a special turn. At the conclusion of that turn, the Game-Turn marker is **not** advanced to the next month, but remains in the current box on the Turn Record Track. Players treat the turn following the invasion normally, except that both Players have already received their normal reinforcements and withdrawals (on the invasion turn). The German Player **does** count the new turn as the D+1 Game-Turn for purposes of receiving Invasion Reaction Reinforcements.

## 4.0 LIMITED INTELLIGENCE

In Bodyguard-Overlord, both players have limited information about the opponent and this condition creates scope for deception and intelligence strategy. Some limits to information are created by play action, but some are built into the forces in the game and the way these are used. The principal uncertainties of the forces revolve around Hidden Units, Dummy Units, and Partisan forces.

### 4.1 Hidden Units

All units are back-printed, with their identification and combat value appearing only underneath the unit counter. The visible face of the counter shows only the nationality of the unit. Units should always be set up and moved so that their values remain hidden. Unit values are never exhibited to the opponent except if

scouted by Agents or Air Units or in revealing to the opponent your overall value during Combat. In the latter case, units are immediately hidden again, and combat losses are selected by the opponent without knowledge of what units have which values.

### 4.2 Deception Units (Dummy Units)

Both sides have the ability to create false impressions of true battle strength by pretending to the existence of units that are false, or by suggesting that real units are much more powerful than in fact they are.

All zero (0) value combat units represent this kind of deception and are familiarly called Dummy units. The arrival of Dummy units is set by the Reinforcement Schedule. Dummy units act in all respects identically to real units. In Combat, the player will find it highly useful to have Dummy units mixed in with his real forces to provide a chance the opponent will select losses from among the Dummy forces and not the real ones. Allied movement of Dummy units to Ports-of-Embarkation may be used to mislead the Germans as to the target of planned invasions. German placement of Dummy units may mislead the Allies about the strength of defenses and German reserve capabilities. Players should use their Dummy units to implement their deception strategy.

There are no distinctions among dummy units. All Allied Dummies are identified as "First U.S. Army Group" (FUSAG), and all German dummies are identified as "Abwehr." All dummies for a given side are identical, except Partisan dummies which behave as Partisan units until revealed. The following special rules apply to dummies.

Once a dummy counter is revealed during enemy scouting attempts (either through Air or Agent/Partisan action), that unit is removed from play. Each player may **return one such removed dummy to play** each subsequent Game-Turn. Note that this provision applies only to dummies removed by scouting.

Dummy counters may also be removed from play as a result of combat. At the conclusion of a combat action, when players are required to reveal the strengths of all units that participated in the combat, any dummy units involved, on either side, are removed from play permanently. They may not return to play as above. Note that this means the dummy counters are still available to be removed as losses normally during combat resolution, but once that battle is over, all participating dummies are lost.

If the Allied Player conducts an airborne drop, either as part of an invasion or separately, the drop may include dummy units. The number of dummy counters that may be dropped may be no more than half the number of actual airborne units dropped (round fractions up; so that two dummies may drop with three actual airborne units). Note that if not dropped during a First Invasion, in an invasion site with the plus sign (+), the dummies must be transported to the drop area by air units just as if they were actual airborne units.

### 4.3 Partisan Units

Partisans are the Allied equivalent of Agents, though they have real combat values and can mount attacks or conduct sabotage, once "Activated."

Partisans are created as noted in the rules for Air Units (6.7 d Partisan Support). No more Partisans than allowed for by the game counter mix can be created.

Partisans may scout during the Intelligence Segment of the Allied Player-Turn using the Agent Table. Until Activated, Partisans can only move and scout. On the other hand, the German Player may make no more than one attack per turn at this stage against Partisan units.

Partisans become partially Activated as the result of a Partisan Trigger Signal announced by the Allied Player in the Broadcast Segment of his Player-Turn. On the succeeding Game-Turn and subsequently throughout the game, Partisans may make up to one attack or conduct up to one sabotage effort per turn in addition to their Intelligence activities. Once any Partisan

unit attacks, or on any turn after the broadcast of the trigger phrase in which the German Player has identified the phrase through drawing its Intelligence chit, the German Player is free to attack Partisans as often as he is able.

Partisans are fully Activated as a result of the Invasion Warning Signal announced by the Allied Player. Partisans may make as many attacks or sabotage efforts as they wish beginning from the next Game-Turn. Partisan units are always considered to be in Supply, but regular units in an area with Partisans must trace a supply line in the normal fashion.

## 5.0 REINFORCEMENTS AND WITHDRAWALS

The Turn Record Track on the map lists each Player's Reinforcements and German Withdrawals. These note how many and which types of units arrive on the turn in play and any conditions affecting their arrival. Players may place their units on the board with their strengths face down, to keep the opponent uncertain about which units are where.

### 5.1 Allied Reinforcements

On the Allied side, British units must appear on any non-port area in Great Britain (always including Belfast). French units appear in the North Africa Holding Box except for one unit specifically listed to arrive at a British port. U.S. units may be listed to arrive in the North Africa Holding Box, but unless so designated they arrive at a British Port of Entry. The Allied Player rolls one ten-sided die for each such unit to determine its exact Port of Entry as shown in the Ports of Entry Table (the one French unit entering Britain also uses this procedure). Dummy units arrive in exactly the same manner as other units. Partisan units do not appear on the Reinforcement Schedule. Instead, the Partisan Availability Table on the map lists the maximum number of Partisan reinforcements available on a given turn. To create Partisans, the Allied Player must conduct Air Missions that drop advisers and equipment (See 6.7 d Partisan Support). Partisans are the only Reinforcements that appear after the player begins Movement Actions; they appear during the Allied Player's Intelligence and Sabotage segment.

### 5.2 German Reinforcements and Withdrawals.

German reinforcements must arrive in any area in Germany. (Any areas within the border on the mapboard labelled "Germany.") Units listed to Withdraw are simply selected and removed from play. If there are not enough units of the specified type currently available on the map, the German Player simply removes all such units and ignores the excess. (This is a very unlikely occurrence.)

## 6.0 MOVEMENT

Movement involves changing the physical location of units. This is not the kind of game where just one unit moves each turn (like chess) or every unit on a side gets to maneuver freely. Each side has a movement limit which permits only a certain number of its units to change location during a friendly Movement Segment. Only the active player's own units may move during its Player-Turn. Most combat units may only enter a certain number of areas on the map during a single segment, representing real-world transport limitations.

### 6.1 Units and Areas

Both players may have units in an area. Nothing about having units in an area precludes the opponent from also having his units in that area. The Allied Player may have both Partisans and other types of units in an area (although Partisans may not combine their strengths with those of non Partisan units in a single attack). Units may not move from an area with opposing units directly to another opponent-occupied area, except that an area

occupied solely by Partisans does not bar transit to German units. There is no limit to the number of units a player may have within a single area. Agents are the only type of playing unit that may ever be present in a neutral country Spy Box.

### 6.2 Movement Actions

There is a limit to the number of units players can move during their turn except during the maximum effort turn of the First Invasion. This limit is expressed as an allowable number of Movement Actions.

#### ALLIED MOVEMENT ACTIONS

A single Movement Action is defined as the movement of one unit up to its full movement capability. For the Allied Player this includes:

- Any overland move by a unit or Dummy.
- Any over-water movement of a unit or Dummy (for invasion, subsequent continental buildup, or reinforcement of North Africa from units currently in Britain).
- Any movement of a Partisan unit.
- Any movement of an Allied controlled German Agent.
- Any movement of air units to carry out an Air Mission.

Note that the Allied Player may use a movement action to transfer units from any Port of Entry in Great Britain to Belfast, or from Belfast to any other Port of Entry in Great Britain. The Allied Player may also transfer units from the North Africa Holding Box to Great Britain (including Belfast), and may send additional units from Great Britain (including Belfast) to North Africa. Such Sea Movement consumes all the movement ability of a unit for the turn the unit must begin movement in its port of departure and end movement in its destination area.

#### GERMAN MOVEMENT ACTIONS

For the German Player, Movement Actions include:

- Overland movement of any non-static unit or Dummy.
- Any over-water movement between Germany and Norway (such movement consumes all of the units movement ability, just as in Allied sea movement).
- Any movement of an Agent, including placing the Agent in play for the first time in the game.

Movement of German static units occurs only by Strategic Redeployment and is discussed below. (See 6.5 Static Units and Strategic Redeployment.)

### 6.3 Movement Limits

The Allied Player may conduct 15 Movement Actions during each Movement Segment. The German Player may conduct 10 Movement Actions during each Movement Segment. No more than one Movement Action may be used for any unit during any Player-Turn. Movement action limits are suspended during the turn of First Invasion. (See 6.8 Invasions.)

### 6.4 Movement of Combat Units and Partisans

The actual process of moving a combat unit or Partisan across the mapboard is simple. Units move from area to adjacent area, may not skip areas, and have a few restrictions on their movement ability. All regular combat units and Dummies have a movement ability of 4 Movement Points per turn. (German Static Divisions are subject to special restrictions covered separately below; see 6.5.) Special movement costs are as follows:

- Non-mountain areas cost one Movement Point to enter.
- Mountain areas cost two Movement Points to enter.
- It costs one additional Movement Point to cross a river.
- Units may not cross prohibited borders (in the mountains) or prohibited border junctures (where four areas meet).
- National Boundaries have no effect on movement.
- A unit may not enter an area if it does not have sufficient movement ability to pay the terrain costs for that area.
- Any sea movement consumes the entire movement ability

ty of a unit for that Player-Turn (that is, the unit must begin the Movement Segment in the appropriate port area and move directly to the destination coastal area.)

A Partisan unit may always move one area (only) regardless of terrain but has no additional movement ability. Partisan units may not move by sea. **Neither Combat units nor Partisans may enter the Neutral Country Spy Boxes (Madrid, Lisbon, Berne, and Tangiers).**

Combat units may not move directly from one area containing opposing non-Partisan units to another area containing opposing non-Partisan units (this restriction does **not** apply to Partisans). Combat units must halt their movement immediately upon entering an area containing opposing units. Furthermore, if combat units (**not** Partisans) enter an area containing only enemy combat units (not Partisans), they must engage in combat with those units during the subsequent combat phase.

### 6.5 Static Units and Strategic Redeployment

German Static units were created primarily for defense and garrison roles. Static units have only highly restricted movement ability. These units may move only by Strategic Redeployment. Static units set up at the beginning of the game remain in place unless moved by Strategic Redeployment. Static units that arrive as reinforcements may automatically move by Strategic Redeployment on their turn of arrival but thereafter are subject to this restriction: Over and above arriving units, the German Player may make only **one** Strategic Redeployment each Player-Turn. This move does **not** count against German Movement Actions, but **only** Static units may use this form of movement, and this is their only form of movement. The number of Movement Points is unlimited. EXCEPTIONS: Sea movement is permitted only to and from Norway, and only if there are no Allied units in any of the north German areas of Flensburg, Kiel, and Lubeck (the Allied Player must be present in all three areas to eliminate this capability). Static units moving by Strategic Redeployment may never enter an area containing only Allied combat units; furthermore, static units must halt as soon as they enter an area occupied by any non-Partisan Allied ground unit. They may not cross an area boundary interdicted by Allied Air units, nor may they leave an area interdicted by Allied Partisans (that is, marked with an Interdiction marker).

### 6.6 Agent Movements

The German Player has a certain number of units that represent spies, called "Agents." Unlike other units, Agents do not move through areas. To enter an Agent into play, the German Player expends a Movement Action to place the Agent anywhere on the mapboard, including the Neutral Country Spy Boxes. Once placed on the board, Agents may move to any other location by expending a Movement Action. Simply pick up the Agent unit and move it to its new location. Only German-controlled Agents may enter or leave a Neutral Country Spy Box. Agents attempting to enter Great Britain (including Belfast), or the North Africa Holding Box must pass an infiltration check to determine if they are successful in penetrating enemy-controlled territory.

An Infiltration check is performed using a ten-sided die and the first column of the Agent Table. Simply roll the die and find the result on a line of the Infiltration column.

A **TB** result turns back the Agent, in which case the counter returns to its starting location or, if just entering play, remains off board.

A **D** result doubles the Agent, or puts it under Allied control. Flip the Agent counter to its reverse side that shows the Double Cross and an Agent name. The Agent moves to the original destination.

A **P** result indicates that the Agent has successfully penetrated the target area.

If there is at least one German-controlled Agent already inside the target area the player may add one (+1) (maximum) to his Infiltration die roll.

Only the German Player may move a German-controlled

Agent. Allied-controlled Agents operate under additional restrictions. Allied-controlled German Agents may be moved within Great Britain by either player. Neither Player may ever move an Allied-controlled Agent outside of Great Britain. An Allied-controlled Agent in the North Africa Holding Box may never leave.

Agents in an area may be used to scout during the Intelligence Segment of a Game-Turn, or their presence may enable the player to learn things by drawing Intelligence Chits or meeting conditions posed by the draw of an Intelligence Card.

### 6.7 Air Units and Missions

The Allied Player has a number of Air Units that may be used for a variety of missions as described below. The German Player has no Air Units, but may be permitted to scout one area in a turn according to the rule for Reconnaissance below if the Player draws the appropriate Intelligence Card. Each use of an Allied Air Unit consumes one Movement Action regardless of its mission. The Air Unit may then simply be placed on an area to execute its mission. Air Missions are:

(a) Reconnaissance: Air Units may be used to scout an area using the Reconnaissance Table. During the Movement Segment, the Allied Player simply places the Air Unit (or units) in the area to be scouted. During the Intelligence Segment, the Allied Player finds the column of the table corresponding to the number of air units participating in the mission, and rolls a ten-sided die. Cross-index the die roll with the column on the table to find the number of the opponent's units in the affected area the Allied Player may choose to examine. The Allied Player determines which units to look at. A "-" result signifies that the scouting attempt is not successful. If the German Player draws the appropriate Intelligence Card, the German Player may scout one area using the "1" column of the Reconnaissance Table. This is the German Player's only air capability. The mechanics of the German reconnaissance attempt are the same as those for the Allied Player. EXCEPTION: The Allied Player determines which Allied units to reveal to the German Player.

(b) Interdiction: An air unit may be used to affect movement into or out of an area on the mapboard. Simply place the Air Unit directly upon the area boundary to be interdicted.

Interdiction adds one (+1) to the movement cost to cross into that area, in identical fashion, for example, to the presence of a river along an area boundary. (Note that interdicting a river boundary makes the cost of crossing that boundary +2; +1 for the river and +1 for the interdiction.)

There is no additional effect if more than one Air Unit is committed to Interdict a given area boundary.

Interdiction applies to specific boundaries only; that is, only the boundary section actually under the Air Unit is affected. Interdiction stops at the next intersection of an area boundary.

EXAMPLE: An Air Unit interdicting the boundary between Rennes and Normandy in France would not affect movement between Normandy and Argentan, or Normandy and Calvados.

(c) Air Attack: Air Units may move to an area to strike directly at ground units therein. Any such air attack is resolved during the Combat Segment of the Player-Turn, as discussed in 7.2 Air Attack.

(d) Partisan Support: Air Units may fly to an area to drop weapons and equipment to Partisan forces. Successful air drops create new Partisan units to reinforce the Partisan effort. The Turn Record Chart indicates for each turn the potential maximum number of Partisan units that may be created. To actually form one of these potential units, an Air Unit must fly to an area (of the Allied Player's choice) and roll one ten-sided die.

## PARTISAN SUPPORT TABLE

Die Roll	Result
0 - 4	The attempt is not successful.
5 - 8	One Partisan is formed.
9	Two Partisans are created, provided that number is within the potential set by the Reinforcement Schedule.

Partisans can be created even in areas occupied by German units, though no Partisan can ever be created in Germany or Italy. More than one Air Unit may fly to an area to enhance the player's chance for successful Partisan formation.

(e) Airborne Operations: Air Units may be used to fly Parachute Units for air drop behind German lines. One Air Unit may carry one parachute unit in this fashion. The air drop consumes two Movement Actions, one for the Air Unit, one for the Parachute Unit.

The area selected for an air drop must not be more than three areas away from the nearest area on the Continent occupied by Allied combat (not Partisan) units.

On the First Invasion turn, the only air drops allowed are into invasion sites marked with a + sign. Such air drops do not require the use of air units.

Air drops may be made in support of a Second Invasion only if the Invasion Site is marked with a + sign or if the site is within the three-area range of an Allied combat unit already on the Continent. To reach Norway with such an air drop, the Allied Player must have a unit in at least one of the following areas: Flensburg, Oldenburg, or Denmark. Such Air Drops in support of a Second Invasion must use an air unit to carry each airborne unit or dummy. That is, there are **no free** air drops in support of a Second Invasion, even if the Invasion Site contains a + sign.

### 6.8 Invasions

An invasion involves movement of Allied ground combat units from Great Britain, Belfast, or the North Africa Holding Box to coastal areas in continental Europe. The Allied Player may conduct up to two Invasions during the course of a game. Each invading unit must begin in an area containing a Port of Embarkation and land on a specially marked Coastal area known as an Invasion Site.

(a) Ports of Embarkation: All units participating in an Invasion (including any Parachute, Commando, Ranger, or Dummy units) must be physically present in an area containing a Port-of-Embarkation (or the North Africa Holding Box) at the start of the Invasion Movement segment.

The various Ports-of-Embarkation are oriented toward particular Coastal Areas. The Coastal Areas covered by given Ports-of-Embarkation are listed on the mapboard.

(b) Coastal Areas: Mapboard areas that front on the sea are termed Coastal Areas. Except for Bremen (in Germany) and Alpes Maritimes (in southern France), every coastal area is a possible invasion site. Each potential invasion site is marked with a pair of numbers separated by a slash. The number to the left of the slash represents the number of Allied units that may participate in a sea landing in that area. The presence of a plus sign (+) next to the number indicates that Parachute units may land in addition to that number of units (Parachute units may land, by sea, at invasion sites not marked with a plus sign (+), but they count against the invasion total just like any other seaborne invading unit.) Allied Commando and Ranger units may also land in addition to the marked limit. The number to the right of the slash (the Build-up Rating) indicates the maximum number of units the Allied Player may land in that area on a Game-Turn subsequent to an invasion. Example: Normandy is rated at 3+/7. The Allied Player may invade Normandy with three units plus airborne (and commando/rangers). Subsequent to the invasion

turn, the Allied Player may reinforce the Normandy area with seven additional units per turn.

(c) First Invasion: Unless directed otherwise by an Intelligence Card, or unless the Allied Player chooses to abort the invasion (see 6.7 f Aborting an Invasion), the Allied Player must execute his First Invasion on the Game-Turn he plotted in his Pre-game Strategic Phase and in the invasion site then noted. **THE ALLIED PLAYER MAY NOT CONDUCT AN INVASION BEFORE THE MARCH, 1944 GAME-TURN!** By definition, the First Invasion Game-Turn is the turn recorded by the Allied Player at the start of the game. It must be the first turn following the one in which the Allied Player broadcasts the Invasion Warning Signal. On the turn **following** the Invasion Warning Signal (only), limits on number of Movement Actions are **suspended** for both players. In addition, Partisan units are freed to make as many attacks as they want. Also, the First Invasion turn activates a special German Invasion Reaction Reinforcement Schedule (see g below). Except that the Allied Player must invade with at least one actual combat unit (not a Dummy), there is no set requirement for the Allied Player's forces committed to the First Invasion, which can indeed be a deception operation if the Allied Player wishes it to be. The Allied Player should mark the invasion area with an invasion marker.

(d) Second Invasion: The Allied Player may make up to two Invasions in the course of the game. The second Invasion is carried out during the normal course of action in a Player-Turn. Movement Action limits apply. The Allied Player should mark the second invasion area with an invasion marker.

No special additional capabilities are given to either player during the Second Invasion. The Second Invasion cannot be made on the same Game-Turn as the first, nor may it be made before the First Invasion. As a matter of Allied Player strategy, however, the threat of a Second Invasion and the question of which of these is to be the major and which the minor invasion can be used to mislead German intelligence.

The Allied Player must make the decision of where and when to attempt a second invasion after he places his units for the First Invasion, but before resolving combat. To do so, the Allied Player records the information on paper and then selects the chits corresponding to the area and date selected. These chits are immediately added to the Eyes Only Cup. (If there will be no second invasion, the Allied Player may add no chits to the cup, taking care to prevent the German Player from realizing it, or, if the Allied Player has any Bodyguard chits available, two of those may be added to the cup to deceive the German Player.)

(e) Reinforcing an Invasion: On turns subsequent to an invasion, the Build-up Rating of the invasion area(s) equals the maximum number of units (including Dummy units) that the Allied Player may bring ashore in that area(s). The Allied Player may only reinforce an invaded coastal area using normal (i.e., not invasion) sea movement if that area contains an Invasion Site marker at the beginning of the Allied Player's Deployment Segment. The actual number of units that come ashore depends on a weather die roll. For each unit the Allied Player attempts to bring ashore, the Allied Player rolls the die and consults the Weather Table listed on the Mapboard for each month. If the die roll falls outside the indicated range, the unit fails to arrive and is returned to its port of embarkation.

(f) Aborting an Invasion: The Allied Player may choose to abort either the First or the Second Invasion (note that if both are aborted, the Allies automatically lose, not a good strategy). At the end of the Allied Player's Deployment Segment of the scheduled Game-Turn of an invasion, the Allied Player may declare that the invasion is aborted. If the Second Invasion is aborted, there is no additional effect, except that there can be no further Allied invasions. If, however, the Allied Player aborts the First Invasion, then the Allied Player loses the advantage of the normal



First Invasion provision for unlimited movement actions. When the Allied Player makes the Second Invasion, it must be done within the normal action limits (i.e., 15 actions per turn) and does not add a special Game-Turn. (That is, if the First Invasion is aborted, it will never take place. Any subsequent invasion is a Second Invasion.) Nor is it possible to conduct two Second Invasions. On the Game-Turn of the Allied Second Invasion following an aborted First Invasion, the German Player (only) does benefit from the provision for unlimited movement actions of the First Invasion.

(g) German Invasion Reaction Reinforcement Schedule: The Monthly Turn following the First Invasion is considered D+1. All units arrive in Germany and may move from there:

D+1	2x Panzer	1x Panzer Grenadier	
D+2			1x Infantry
D+3		2x Panzer Grenadier	2x Infantry
D+4*	2x Panzer		3x Infantry
D+5*		1x Panzer Grenadier	1x Infantry

\*These units enter play only when using the Extended Game.

## 7.0 COMBAT AND SUPPLY

All Combat between the sides occurs at the initiation of the active player during the Combat Segment. All Combat takes place within areas, never from one area to another. Units making an Invasion are required to attack opposing units in the area being invaded. Combat units that move from one area into an area containing only enemy units at the beginning of the Friendly Movement Segment must attack in the subsequent Combat Segment. All other Combat is voluntary. Except as noted in 7.1 there are no terrain effects on Combat.

### 7.1 Invasion Combat and Mountain Combat

During the turn of Invasion, units among the landing force use their normal combat value. Defending units, however, may have their combat values increased. During the Allied Player's Combat Segment, German Static units (only) defending in the Invasion area **double** their printed strength. This reflects the fixed coastal defenses of the German Atlantic Wall. Note that this doubling does not apply to German infantry, panzer, or panzer-grenadier units.

Partisan units (only) attacking or defending in mountainous areas have their effective combat strength **doubled**.

### 7.2 Air Attack

Air Attacks, if any, are resolved in a very simple fashion. Count the number of Air Units participating and roll one ten-sided die. If the die roll is less than (**not** Equal to) the number of Air Units making the attack, one opposing ground unit may be selected as a loss, chosen by the method described in 7.4 Extraction of Losses. Players who want to try to inflict more than one loss may make separate attacks with different Air Units in their attempt to do so. All Air Attacks in an area are resolved before any ground attacks in that area. Air Units operate independently and may attack with or without friendly ground units in the area in which they are flying.

### 7.3 Combat Resolution

Each player adds up the values of all his units in an area, including any fractional strengths, and modifies as described above for Invasion and mountain combat, to derive an overall resolution value. EXCEPTION: The Allied Player may never combine Partisan units and non-Partisan units in a combat. The Allied Player must choose which force to attack with, and may make only a single attack in a given area per Player-Turn. Partisan units do not contribute to the defensive strength of Allied forces when attacked by German units. The German Player may not

attack Partisan units in an area containing non-Partisan Allied units.

Each player declares this overall value to the opponent. Players may (but do not have to) demand that the opponent exhibit the unit strengths to demonstrate the overall value, but only after all combat in the area is concluded.

If the winning player's total strength is at least three times that of the loser's, the winner may remove three of the loser's units as a mandatory loss. If the winner's total combat strength is at least twice that of the loser, but not three times or more, then the winner may remove two of the loser's units. If the winner's total exceeds the loser's but is not twice the loser's total, the winner may remove only one unit as a mandatory loss. If both have the same strength, they each lose a unit and the battle ends.

### COMBAT LOSS TABLE

Ratio of Strength Winner: Loser	Nr. of loser's units lost
3:1 or more	three
2:1 but less than 3:1	two
more than 1:1, less than 2:1	one
exactly 1:1	one and winner also loses one

If the winner of the battle is the Active Player (only), the winner may then declare the intention to select any number of opposing units as additional losses, but at the cost of one friendly unit for each additional loss selected. The losing player (who must be the non-Active player for this to apply) must then decide whether to stand or retreat. If the loser chooses to stand, both sides must remove the number of units previously stated by the winner. The units removed to make up such additional losses are selected by the opponent (for both players).

If the loser chooses to retreat, all losing units must retreat to a single adjacent area containing no enemy combat units, and that can trace a valid supply line. The player then marks all such units with a Retreated Immobile counter. Such units may not move or attack during the subsequent friendly Player-Turn. In addition, if the Phasing Player was the winner of the combat in which the non-Active player chose to retreat, the Active player may move any number of the victorious units into any adjacent area or areas that contain no enemy combat units.

If both sides have equal combat strength, in a combat, each side loses one unit and no additional losses may be extracted. If Partisan units (only) attack German units in normal combat and win, the Allied Player may only remove a single German unit. The Allied Player may not choose to eliminate attacking Partisan units to increase the German losses.

After all losses have been extracted and retreats carried out, players may demand that their opponent reveal the strengths of all units in the combat (including those removed as losses). If either player is found to have misrepresented the strength of the friendly force, the opponent may call for the immediate elimination of all participating friendly units.

If Partisan units conduct a normal attack against German units in an area and win, they can never remove more than one German combat unit as a combat loss, regardless of the size of the Partisan force relative to that of the Germans. In addition to eliminating one defending German unit, however, the Allied Player may place an Interdiction +2 marker in the area. It costs German units two extra Movement Points to enter or leave that area during the subsequent Player-Turn. The marker is removed at the end of that subsequent German Movement Segment.

### 7.4 Extraction of Losses

In all cases specific units taken for losses are to be chosen by the opponent. After determination of the winner of a Combat, players take their units involved and lay them out in a line, hidden face down so that players do not see their values. Should the opponent have the misfortune to select a Dummy unit as a loss this is the fog of war in operation. The winner of a battle must

declare the number of additional losses he will extract before selecting any opposing unit to extract; he may not change this declaration once made regardless of how good or poor were his actual choices for units to be lost. The opponent may select for loss only that number of units declared by the winner as additional losses.

### 7.5 Supply

Units must have access to supplies and materiel in order to be in play. After completing his Combat Segment, the player must check the Supply status of his forces. Units that are not in Supply at the instant the player makes this check are eliminated and removed from play. The Allied Player must trace a line of supply from his units on the European continent to a coastal area (which is supplied by sea from Great Britain or North Africa). Units in Great Britain or North Africa, and Partisan units, are always considered to be in supply. The German Player must trace his line of supply to any area in Germany or Italy (the Italian border is dark green). A line of supply is a continuous path of adjacent areas that are either unoccupied or occupied by friendly forces between the unit being supplied and the Supply Source. It may not cross prohibited boundaries/areas. Presence of opposing units in an area does not block a supply line if friendly forces are also present, but if the opponent completely eliminates the enemy forces occupying an area he breaks any supply line that relies upon that area.

## 8.0 INTELLIGENCE AND SABOTAGE OPERATIONS

During the Intelligence and Sabotage Segment the Active Player draws an Intelligence Card, may draw Intelligence Chits, and may try to identify (scout) opposing forces in certain areas. In addition, the Allied Player may conduct Partisan Sabotage efforts as described below.

### 8.1 Intelligence Cards

Bodyguard-Overlord includes a deck of Intelligence cards which provide events or set conditions that change the play of the game. The effects of many of these cards depend upon where the player has deployed Partisans or Agents. The deck should be shuffled and placed in the North Sea as part of setting up the game. Each card contains an entry that affects the Allied Player as well as one that affects the German Player. The player who draws a card applies only that event on the card affecting that particular side. The card is then moved to a discard pile, or retained to remind players of special conditions applying to the following turn.

### 8.2 Intelligence Chits

In addition to the Intelligence Cards, Bodyguard-Overlord includes a set of Intelligence Chits. During the Pre-game Strategic Phase, the Allied Player places some of these chits into the Eyes Only Cup, as described earlier. During the Intelligence and Sabotage Segment, Players may draw chits from the cup depending on the German Agents in play:

- For each German-controlled Agent in Great Britain (including Belfast), or the North Africa Holding Box the German Player may draw two chits.
- If there are any other German Agents in play, the German Player may draw one more chit (total).
- If there are any Allied-controlled Agents in play, the German Player may draw one further chit (total). (This represents the Allied provision of valid intelligence information to the Germans to maintain the credibility of doubled Agents.)
- If there are any Allied-controlled Agents in play, the Allied Player may draw one chit (total).

Note that by drawing matching chits the German Player can learn the date and/or location of an Invasion. On the other hand, if the Allied Player is able to draw one of the chits for the date or place of the invasion, the German Player is denied that information. If the Allied Player draws a Bodyguard chit, he may

retain it, or he may draw another chit and return the Bodyguard chit to the cup.

### 8.3 Scouting

The Allied Player uses Partisan units to Scout; the German uses Agents. Both players use the Agent Table to resolve any Scouting attempts. Partisans and Agents may only Scout areas in which they are physically located. Only one attempt to Scout may be made during any given Player-Turn, regardless of the number of Agents or Partisans in play.

Choose the area to be scouted, add up the number of Partisan or Agent units in that area, and find the corresponding column on the Agent Table. The German Player may use both German-controlled and Allied-controlled Agents in his attempts to Scout, but each Allied-controlled Agent who participates adds one (+1) to the die roll used to resolve the attempt. Roll one ten-sided die and apply any necessary modifiers. Read that line on the column of the Agent Table. The result is the number of units in the scouted area which the player may examine. The scouting player chooses which units to examine. EXCEPTION: If the German Player's scouting attempt includes more Allied-controlled Agents than German-controlled ones, the Allied Player chooses which units to reveal to the German.

### 8.4 Sabotage

Instead of scouting with Partisans, the Allied Player may choose to conduct a sabotage effort. He may do so only after the Partisans have been activated by the Partisan Trigger Signal or Invasion Warning Signal (See 9.0 Broadcast). To conduct a sabotage attack, the Allied Player totals the number of Partisan strength points in the area. Roll one die. If the die roll is less than or equal to the number of strength points, the Allied Player may place an Interdiction +1 marker in the area. It costs German units one extra Movement Point to leave that area during the subsequent Player-Turn. The marker is removed at the end of that subsequent German deployment segment.

## 9.0 BROADCAST

The Broadcast Segment of the Player-Turn tries to make use of diplomatic, propaganda, and communications methods. In much the same way as wartime broadcasts of the BBC, or Axis Sally and Lord Haw Haw, the players can use Broadcast to try to confuse and demoralize the opponent. Also, just as the BBC broadcast messages to the Partisans over its regular programs, the Broadcast Segment of the game allows the Allied Player the opportunity to partially or fully activate his Partisans, and to set the following Game-Turn as the turn of First Invasion. The latter actions are accomplished by Broadcast of the Partisan Trigger Signal or Invasion Warning Signal Phrase that the Allied Player has secretly recorded on a sheet of paper (the "Invasion Planning Schedule") prior to the start of the game.

### 9.1 Possible Phrases

The Allied Player must choose Broadcast Phrases from the list below. There are a total of 15 phrases, each of which is identified by a Key Word printed in CAPS. The Allied Player must broadcast one of these 15 phrases each turn, with no repetition.

### 9.2 Phrase Intelligence Chits

During the pre-game Strategic Planning and Deployment Phase (3.1), the Allied Player must record the key words of the phrases used as the Partisan Trigger and Invasion Warning. The Allied Player must choose the key word Intelligence chits corresponding to the selected phrases and place them in the Eyes Only Cup. During subsequent intelligence phases, players may draw these chits from the cup. Thus, as the German Player draws chits, it is possible for him to draw one of the Allied chits. If that occurs, and the Allied Player broadcasts the phrase on the chit the German Player has drawn, the German Player may initiate unlim-

ited attacks against Partisan units immediately.

## ALLIED BROADCAST PHRASES

The following is the list of phrases the Allied Player must use in the Broadcast Segment of the turn. The key word for each phrase, which appears on the Intelligence Chit, is printed in capital letters.

I come on behalf of CELESTIN.

ITALY is a bottle.

That is the SERGEANT smoking his pipe in the middle of the field.

CORSICA resembles a peppercorn.

The COUNTRY is full of death.

The long sobs of autumn VIOLINS soothe my heart with dull languor.

NAPOLEON's hat, is it still at Perros Guirec?

It is hot in SUEZ.

The TOMATOES should be picked.

The CROCODILE is thirsty.

The DOCTOR buries all his patients.

The Oleander is gorgeous in the MIDI.

The CENTIPEDE is a mammal.

FLORA has a red neck.

You may now shake the tree and gather the PEARS.

## 10.0 VICTORY IN EUROPE

When the Allied Player announces the First Invasion, place the "Game Ends" marker on the Turn Record Track on the second succeeding monthly turn. (For example, if the Allied First Invasion takes place in June, place the marker on the August Game-Turn.) At the conclusion of the German Player-Turn of that month, players determine who has won (unless one or the other player has achieved a sudden death victory, as described later).

### 10.1 Basic Victory Conditions

To win, the Allies must occupy two **adjacent** areas, at least one of which is the site either of the first or second invasion, free of enemy combat units. **EXCEPTION:** If Norway was an Invasion Site, no adjacent area need be occupied to fulfill this requirement.

Besides the adjacent areas, the Allies must occupy a number of **additional** areas free of enemy combat units. The actual number of additional areas required depends on where the Allied invasions take place:

If the Allies invade Rennes, Brittany, Vendée, Charente, Gascony, Toulouse, Nîmes, Vaucluse, Genoa, or Tuscany they must occupy **four** additional areas (in excess of the two adjacent coastal areas noted above)

If the Allies invade Normandy, Calvados, Dieppe, Pas de Calais, or any area of Belgium, the Netherlands, Germany, Denmark, or Norway, they must occupy **three** additional areas. In either case, if the Allies occupy Norway and Norway is **not** an invasion site, it counts as **two** of the required areas.

Note that if the Allies conducted two invasions, **both** invasion areas must be occupied as part of the total required areas. If the Allied Player fails to occupy the areas required, the German Player wins.

### 10.2 Sudden Death Victory

The Allies achieve an immediate victory at the end of any German Player-Turn in which a supplied Allied corps-level unit is present in any area inside Germany (excluding Flensburg and Oldenburg).

The Germans achieve an immediate victory at the end of any Player-Turn (of either side) in which all Allied units are eliminated from the continent, or in which the Germans occupy one of the Allied invasion areas (either first or second) free of Allied combat units (regardless of the presence of Partisans).

### 10.3 Extended Game Victory Conditions

Players who wish to play the campaign out to the end of 1944 may ignore the basic victory conditions of 10.1. Instead, the game is played until the end of 1944. The Allied Player wins either by achieving the Sudden Death Victory Conditions of 10.2, or by eliminating all German units outside Germany and Italy **and** occupying Norway with at least one Allied unit. The German Player wins by achieving a Sudden Death Victory or by avoiding the Allied Victory Conditions.

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## ALLIED BROADCAST PHRASES

The following is the list of phrases the Allied Player must use in the Broadcast Segment of the turn. The key word for each phrase, which appears on the Intelligence Chit that corresponds to that phrase, is printed in bold capital letters.

<b>CELESTIN:</b>	"I come on behalf of Celestin."
<b>ITALY:</b>	"Italy is a bottle."
<b>SERGEANT:</b>	"That is the sergeant smoking his pipe in the middle of the field."
<b>CORSICA:</b>	"Corsica resembles a peppercorn."
<b>COUNTRY:</b>	"The country is full of death."
<b>VIOLINS:</b>	"The long sobs of autumn violins soothe my heart with dull languor."
<b>NAPOLEON:</b>	"Napoleon's hat, is it still at Perros Guirec?"
<b>SUEZ:</b>	"It is hot in Suez."
<b>TOMATOES:</b>	"The tomatoes should be picked."
<b>CROCODILE:</b>	"The crocodile is thirsty."
<b>DOCTOR:</b>	"The doctor buries all his patients."
<b>MIDI:</b>	"The oleander is gorgeous in the Midi."
<b>CENTIPEDE:</b>	"The centipede is a mammal."
<b>FLORA:</b>	"Flora has a red neck."
<b>PEARS:</b>	"You may now shake the tree and gather the pears."



**Reconnaissance Table**

Air Points

<b>Die Roll</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
0	—	—	—	—	—	—	—
1	—	—	—	—	—	—	—
2	—	—	—	1	1	1	1
3	—	—	1	1	1	2	2
4	—	1	1	2	2	2	3
5	1	1	2	2	2	3	3
6	1	2	2	2	3	3	3
7	2	2	3	3	3	3	4
8	2	3	3	3	3	4	4
9	3	3	3	3	4	4	5

KEY: Result is number of units that searching player may turn over.

EXCEPTION: The Allied Player chooses which units to reveal to German air searches.

**Agent Table**

Number of Agents / Partisans

<b>Die Roll</b>	<b>To Infiltrate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7+</b>
0	D	2	3	3	4	4	4	4
1	D	2	3	3	3	4	4	4
2	D	2	3	3	3	3	4	4
3	D	2	2	3	3	3	3	4
4	D	2	2	2	3	3	3	3
5	TB	1	2	2	2	3	3	3
6	TB	1	2	2	2	2	3	3
7	TB	1	1	2	2	2	2	3
8	P	1	1	2	2	2	2	2
9	P	—	1	1	2	2	2	2
10	P	—	—	1	1	2	2	2
11	—	—	—	—	1	1	2	2
12	—	—	—	—	—	1	1	2

**Infiltration**

+1 Die Roll Modifier if there are any German-controlled Agents in the target country.

D = Agent Doubled (Flip over to show Allied Control).

TB = Agent Turned Back (Agent is removed from map but still available for movement on subsequent turns).

P = Agent penetrates. German player may place the Agent in any area of Britain or Ireland (or the North Africa Box if attempting to penetrate there). German retains control of the Agent.

**Scouting**

+1 to scouting die roll for each Allied-controlled Agent in Britain/Ireland or North Africa (applies only to German scouting attempts in the corresponding area).

# is the number of enemy units in the area the scouting player may examine. Scouting player chooses which units to reveal, except that if there are more Allied-controlled agents in the scouted area than German-controlled ones, the Allied Player chooses which units to reveal to the German.

# BODYGUARD-OVERLORD

## STUDY FOLDER

This Folder contains background material explaining the design process.  
It is not required to play or enjoy the game. Contents include:

### **I. Historical Notes, a narrative of the campaign focused on intelligence.**

I envisioned a game of Operation Overlord which would explicitly incorporate, for the first time, the vast intelligence and deception efforts which played such a large part in the ultimate success of the D-Day invasion. I phoned John Prados to persuade him to design the game. John, no stranger to either aspect of the game, can claim among his design credits both "Spies," published by SPI, and "Monty's D-Day," which appeared in S&T magazine. By the end of the conversation, John had already formulated a conceptual outline for the design. I knew I had a debut release. The Historical Notes present John's unique perspective on the campaign.

### **II. Designer's Notes on converting history into rules and charts.**

Less than two months later, Bodyguard-Overlord was going through its Preliminary Design Review. John brought the prototype to my home for a demo. He had crafted a system without parallel in our pantheon of wargames. It was simple, but not simplistic, and incorporated all the salient aspects of intelligence warfare. The Allied and German players found themselves fretting over the same types of information and decisions as their real-life counterparts. Hidden unit identities, event cards, agents and partisans came together in a remarkable system.

### **III. Developer's Notes on polishing the design.**

After making a few last-minute refinements, John handed his design off to Peter Perla for development. Peter did what I thought was impossible, implementing subtle changes to the game which vastly improved its historicity and playability, all the while preserving the designer's original intent. The chit draw system, for example, creates an enormous variability from game to game, so that no two games will ever play exactly the same.



Spearhead Games, Inc. plans to be around for the long haul. Our corporate vision is to publish games in the low- to middle-complexity range, appealing with our historicity to veteran gamers, and to novice gamers with our easy-to-assimilate game systems and rules.

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Your feedback cards are an important link in our product development process.

John Vanore

## Historical Notes

by John Prados

By any standards, the invasion of Europe at Normandy was a tremendous undertaking. Code-named Overlord, it involved over 5,000 ships, more than 11,000 aircraft sorties on D-Day alone, and upwards of 150,000 troops, including 23,000 airborne troops arriving by parachute or on gliders. This Allied juggernaut seems at first glance invincible, and indeed in the event won through, but it need not have. At Omaha Beach on D-Day the American 1st and 29th Infantry Divisions established themselves only with great difficulty. Like Dieppe in 1942, where a large landing force had been completely routed, we see the potential for a much different outcome.

Given the Allied advantages in the air and with the Resistance, the rigidity of the German high command, and the existing German force dispositions on D-Day, the historical result of the invasion was entirely understandable. But D-Day represents not the beginning of a struggle, but the outcome of a pre-invasion race between the two sides to prepare for, and control the secret of, D-Day.

This struggle can be highlighted by secret Allied estimates of German reinforcement capabilities for the invasion sector. According to the British senior estimative body, the Joint Intelligence Committee in April 1944, the Germans would have three static divisions in the area on the morning of D-Day, but would be able to add two panzer (armored), one static, and one regular infantry division that same day, and the following two days (D+1 and D+2), could bring two more panzer and five infantry divisions. Furthermore, in the period D+3 to D+7, the German reinforcement capability was estimated at an additional five panzer divisions. Since the original Allied plan called for just three infantry plus two airborne divisions in the first wave, Overlord's success was no foregone conclusion.

There were two possible ways to change the Overlord equation. The first was to increase the scale of the planned operation. This in fact happened after British General Bernard Law Montgomery was given overall command of the

invasion land forces in the spring of 1944. Under Monty's aegis, the first wave of the invasion plan would be revised and upped to five divisions in the amphibious assault, plus three airborne divisions. This pretty much represented the limit of Allied air transport and landing craft capacity. For all the controversy that has surrounded other facets of Montgomery's career, he deserves credit for his role in modifying the invasion plan.

Still, even with a larger first wave, the German build-up might very well outscale the landing of Allied follow-on forces, changing the balance of strength on D+1 or D+2. Everything depended upon the flexibility of the German high command and its determination to throw all its strength against the invasion. This brings into play the second element of change in the Overlord equation, Allied measures to isolate the invasion area. These measures took several forms, from the physical effort by air strikes and blockade mounted by the Resistance, to the psychological strategy of deceiving the Germans as to the time and location of the invasion. This was the intelligence battle.

Deception became the key to the intelligence battle, both in convincing the Germans that the invasion would be something other than what it was and, within that effort, trying to make them think that the invasion, even after it had occurred, was merely a prelude to the real thing. The deception plan took the code-name "Bodyguard" in succession to "Jael," the name for a plan considered before Overlord preparations had entered their final phase (the claim that Jael was the overall intelligence plan against Germany, which figures in some previously-published accounts, is inaccurate). The Bodyguard plan was completed in December 1943 and presented to the British Chiefs of Staff Committee on Christmas Eve. According to the project directive, the aim of Bodyguard was to convince Germany that the Allies's intention would be to bring about the collapse of Germany through strategic bombing, making bomber build-up such a high priority that ground force build-up in

Britain had been delayed. The continuing ground build-up was to be justified as a preparation to exploit any German weakening, with Berlin receiving evidence of a Norway invasion project as the outer limit of Allied capabilities. The Norway option, which had previously been featured in a deception plan code-named "Tindall," took advantage of Hitler's concerns known as a result of code-breaking under the Ultra program. The object of a Norway operation was supposed to be to open a direct route to Sweden, from where subsequent operations could be launched against Denmark and perhaps even against the German Baltic coast. Signs of preparations to invade northwestern Italy were also revealed to German intelligence, who were given to understand that the ground forces necessary for a cross-channel attack would not be available before the Fall of 1944 at the earliest.

As a result of previous experiences working with deception, the British already had a working mechanism for conducting Operation Bodyguard. At the topmost level was a unit known as the London Controlling Section (LCS), on which the various military services and intelligence organizations all had representation. Like the conductor of a symphony orchestra, the LCS served up directions on how to mix and match the use of several favorite deception techniques. Principal among these were the creation of false troop units and misleading military preparations, the dissemination of misleading intelligence information through ostensible German spies (actually controlled by the British), and the careful management of British air defenses, permitting German aerial reconnaissance to gather its own data, but only in selected areas.

The creation of false military forces and plans had previously been tried, mostly in the case of the subordinate deception plans, "Fortitude North" and "Fortitude South." The former posited the projected Norway operation, the latter a cross-channel threat supposedly greater than Overlord, something perhaps aimed at the Pas de Calais or Brittany. For these deceptions, the Allies stockpiled supplies and equipment in northern British ports, which the Germans were then allowed to photograph, and

formed false army and corps headquarters in the same area, attaching the real U.S. XV Corps, then on Northern Ireland, to lend a true element. It was also for this deception that the Allies assigned the swashbuckling General George S. Patton to command the fictitious First United States Army Group (FUSAG).

The fictitious unit program was much more extensive than generally known. As with the fictitious British Fourth Army in northern England, real combat divisions were shuttled in and out of Patton's FUSAG. On the British side, half a dozen divisions that existed only as cadre were made out to be full-size units and, in at least one case, the fictitious 55th Infantry was ultimately filled-out to become a real combat division. Armored divisions which were disbanded, including the 9th and 42nd, reappeared on the roster of fictitious units, and there were Greek and Polish dummy units as well. As a result of the war in North Africa, for which the British had manufactured large numbers of dummy tanks, they were able to establish as many as three fictitious armored and one motorized division in England before Overlord. The Americans got a late start on the dummy division operation because U.S. staffs initially refused to believe in the Bodyguard plan and only approved participation in the early Spring of 1944. With a limited supply of dummy equipment, the U.S. formed only one dummy armored division. However, they made up for this with as many as six fictitious airborne divisions, which could be established with relatively little expenditure of true resources but which had an elite status sure to attract German attention. In addition, the U.S. formed 23 and the British 17 fictitious infantry divisions.

German intelligence played into the hands of this Allied deception. Order of battle analysis was the responsibility of Foreign Armies West ("Fremde Heeres West," FHW), headed by Colonel Alexis Baron von Roenne, and under him Group England, a desk under Lieutenant Colonel Roger Michel. In early 1944, von Roenne and Michel discovered that the Sicherheitsdienst (SD, the Nazi intelligence service subordinate to the Gestapo) was stopping the FHW analyses on



their way to Hitler and slicing them in half, merely to assert that Nazi Party data was better than that of military intelligence. To counteract this dangerous tendency and to ensure that a reasonably accurate order of battle reached headquarters, FWH radically increased its estimate of the Allied Order of Battle even though, it is reported, von Roenne was personally convinced that much of the radio traffic generated by the fake Allied divisions was a deception. At this point, the SD suddenly stopped tampering with the FHW estimates and huge order of battle figures, 85 to 90 Allied divisions, were accepted as the official view. The Germans began to believe there were enough troops in Britain to do more than make the Normandy invasion. The Allies substantiated this threat of something more with their "Anvil-Dragoon" invasion of Southern France. In the meantime, the threat served as an important deterrent against sending many reserves into Normandy. When the Allies permitted German aerial photography of some of Patton's fake FUSAG bases, FHW itself came to believe its own exaggerated order of battle estimates. This put the seal on the Bodyguard deception. Thus, Overlord was well on its way to victory before the first soldier set foot on the beach on D-Day.

One key to deceiving the Germans was allowing them to gather corroborating evidence through sources they thought were their own. In this connection, the British made brilliant use of a network of double agents. Under the London Controlling Section was another inter-agency group code-named the XX Committee (sometimes called the "Double-Cross" or "Twenty" Committee) which controlled in detail the activities of spies the Germans had sent to the West who had been captured and turned, or had in effect agreed to work for the British. For various reasons of inadequate preparation, British popular mistrust of strangers, lack of knowledge of local conditions and the like, the Germans had never infiltrated very many bona fide agents. Even those Germans inserted into the refugee stream had mostly been tripped-up and caught. As a result, almost all of those sources reporting intelligence to Germany from England were in fact controlled by the XX Committee. Under LCS

direction, the XX Committee used these agents to reinforce the Bodyguard deceptions. For example, Agent "Tricycle," the Yugoslav spy Dusko Popov (whose career would become so central for Pearl Harbor historians) went to Lisbon in February 1944 with a large number of observation reports confirming fictitious units for Fortitude South. Similarly, the Polish double agent "Brutus" told German intelligence in April 1944 about his visit to the fictitious Polish 7th Infantry Division in Scotland, helping to build the legend of the Norway invasion offered by Fortitude North. Juan Pujol, another double agent code-named "Garbo," who managed an extensive (fake) network in England from his base in London, was even permitted (at the last minute) to transmit the absolutely-accurate intelligence that the invasion was about to hit Normandy. Touches like this were a measure of the sophistication of the deception scheme.

Security efforts went hand-in-hand with the deception operation. The Allies instituted a special secrecy category for all documents that bore on the invasion and all persons authorized to see them. This was called "Bigot," an inversion of the slug "To Gib" (meaning Gibraltar), that had adorned the orders of all officers sent out from England to participate in the North African landings of November 1942. American security officials today would call Bigot a category of "Special Compartmented Information," a means of restricting access to information beyond the classification of Secret or Top Secret.

Immense efforts were made to secure Bigot information and monitor persons with access to it. In one case, an American general was cashiered and sent home merely for mentioning the word in a public venue. Security officers virtually had heart attacks in May 1944 when code-names for the American landing beaches, Utah and Omaha, appeared in a newspaper crossword puzzle in the Daily Telegram. In another, somewhat notorious breach of security on April 28, several LSTs (Landing Ship, Tank) were caught while on a rehearsal off Slapton Sands on the Devonshire coast by German fast patrol craft. Two of the LSTs sank and others were damaged, with casualties of almost 800

dead and 100 wounded. Security officers were left to wonder whether the engagement represented a chance encounter or some deeper German knowledge.

In fact, the secret of D-Day was safe, although nothing so huge as that operation could possibly be completely secure. As early as the Fall of 1943, when the Allied leaders at the Teheran Conference affirmed the Overlord project, the code-word itself leaked to a real German spy. This was "Cicero," one Elyesa Bazna, valet to the British Ambassador in Ankara, who was paid £300,000 for photographs of secret messages in the ambassador's private safe. The Germans pieced together other bits from military and personnel movements and from supply stockpiling. The basic secret, that an invasion loomed for 1944, was so obvious that Hitler himself made its defeat the subject of one of his Fuehrer Directives at the very beginning of that year. The Germans culled additional data from the Resistance.

Naturally, the Resistance was central to Allied plans to isolate the invasion area, because partisan fighters furnished by the Resistance would be able to blow-up railroad and bridge targets and ambush critical troop movements as the Germans strove to respond to the invasion. For that, however, the Allies needed a mechanism to tell the Resistance when to act, and they had to prepare to reinforce the Resistance with shipments of weapons, explosives, and specialist advisors. The latter took the form of the so-called "Jedburgh teams," each one made up of one British and one American officer along with a Frenchman as an interpreter; other inter-Allied missions of two to twenty-five men; four American OSS Operational Groups of 34 men each; and a total of about 2,200 specialists of the British Special Air Service (SAS). All of these constituted an enormous accretion to Resistance strength. The Resistance itself, considered to be of operational value, was estimated to have 10,000 fighters equipped well enough to go on fighting for more than a day, although estimates of the total number ranged from 85,000 to 125,000. In general, there were wide disparities throughout the continent. In Denmark, for example, where literally tens of thousands of Danes

professed ties to the Resistance, the number of fighters armed before the Danes were mobilized on 14 June amounted to no more than 600 to 700 from internal sources, and another 1,000 from Allied arms deliveries by 15 May. Despite every obstacle, and such celebrated Resistance battles as that around Ouradeur, where Maquisards fought pitched battles with the 2nd SS Panzer Division, Resistance achievements began at a rather low level, though they afterwards became quite significant. In France, by 3 July (D+27), Maquisards had by themselves liberated all or part of five departments in the south or south-east, rising to 50,000 square miles by 20 August, shortly after the Anvil-Dragon landings.

Not all developments favored the Allies, however. In Holland, the Germans penetrated agents into the Resistance, doubling whole networks in Operation "Northpole" in exactly the same fashion as the British XX Committee. In France, the Germans were able to discover the exact phrases the Allies intended to use, transmitted on BBC nightly radio broadcasts, to activate the Maquis'. The particular phrases the Germans knew about were lines from a Paul Verlaine poem, according to M. R. D. Foote, author of the official history of the British Special Operations Executive (S.O.E.), intended to alert sabotage parties from a single Resistance group, "Ventriloquist." The Germans, however, interpreted these phrases as general mobilization orders for the entire Resistance movement. In effect they were correct, for the invasion followed immediately after the broadcast of the second Verlaine couplet.

The war diary of the German Fifteenth Army records overhearing the first Verlaine couplet on 1, 2, and 3 June, followed by the second couplet on 5 June. The Fifteenth Army alerted the German high command. A short time later, orders went down the German chain of command to put combat forces in a state of readiness to meet the invasion. By that time, Allied paratroopers were already beginning to descend on Normandy. The Allied juggernaut was on its way. The German re-deployments that might have countered Overlord had never been made.

D-Day was upon them.

## Designer's Notes

by John Prados

Sometimes a game design is a hard-wrought thing, sweated out hour upon mind-bending hour. Bodyguard-Overlord is an example of the opposite kind of design. From the history of the 1944-45 Campaign in Northwest Europe and the accounts of the Normandy invasion Operation Overlord, it was clear that Germany's best chance of defeating the invasion lay in anticipating where and when it might come. Conversely, it was apparent that a key Allied activity had to be "misleading" the Germans (or as we would say now "perception management") regarding invasion preparations and objectives. It was also clear the design would have to include spies, code-breaking, aerial reconnaissance, and the European Resistance movements. These elements were present in my thoughts from the very first discussions. The intent has been to create a system to portray the intelligence activity surrounding the invasion and the deployment preparations on both sides, either to support the invasion or to counter it. A parallel intention was to make the game simple enough to be playable by a novice gamer, and playable to completion in one sitting. This meant making an effort not to encumber the game (or the gamer) with excessively-detailed subsystems. In particular, given our focus on intelligence play, it meant resisting the temptation to insert complex combat mechanics. I believe we have succeeded in attaining our overall objectives.

Bodyguard-Overlord models a major campaign and associated activities in a straight-forward fashion, with interesting play action and a very fast pace. Moreover, this game creates, for the first time, a coherent set of mechanics to incorporate campaign-level intelligence play into a traditional wargame environment.

A key feature of the scenario that permits deception action lies in the fact that the Allied forces in Great Britain were not fully-organized for the invasion at the outset of the game (the month when General Eisenhower assumed duties as Supreme Commander of Allied Forces in Europe). The Allies had to bring troops north

from the Mediterranean along with new units arriving from the United States. Since the ports of arrival lay on the western coasts of Britain, while the invasion ports were on the southern and eastern coasts, the allies would necessarily have to concentrate and redeploy their forces prior to an invasion. Dummy units could be fed into this troop flow to mislead the other side. The relationship between the ports of embarkation and the invasion areas threatened contains another potential for deceptive deployment.

A second important aspect of the design is the mechanism, however tenuous, by which the German player may discover the actual invasion target. In this regard, the game benefits from the realities of conducting an enterprise as ambitious as the Normandy invasion, an endeavor so enormous that its planning required a target area and date selected long in advance. Thus, the Allied player must choose his invasion site and time and note them before play begins. Without forcing the player to plan the actual execution of the invasion project, this mechanism creates a secret which can then be the focus of intelligence activities. The tension between preserving the secret of the invasion while marshaling the forces to conduct it recreates the dilemma faced by the Allies in 1944, while the desperate desire to unlock that secret confronts the German player.

The combat system merits a few words. Given the goal of seeking a simple combat system, we have avoided the temptation to simulate warfare with extensive results table-based mechanics, keeping the focus instead on the intelligence play and campaign preparation activity. The simple comparison system used here radically shortens playing time. The mechanic for blind choice of losses also extends limited intelligence play into the combat sequence, while preventing optimization of losses; in the real world, a general can neither control precisely when, where and how he inflicts losses on the opponent, nor indeed how he suffers losses himself, other than by refusing to commit forces to battle.

## Developer's Notes

by Peter Perla

When John Prados first showed us the prototype for Bodyguard-Overlord, the general reaction was, "Hey, this is pretty neat!" It was unusual. It was easy to grasp. And it was fast playing. The goals of the entire development process were to keep these essential characteristics of the game while adding a bit more spice. The three major contributions made during development were the use of Intelligence chits, the unit scale, and the victory conditions.

By adding the Intelligence chits, we were able to increase the game's emphasis on intelligence operations without over-complicating the mechanics. This approach allowed the German Player to acquire information about the invasion without the Allied Player being aware of just what the Germans knew. In combination with the Intelligence cards, this gave us a broader view of the intelligence operations.

John's original design had all units at the divisional level and below. This worked well during our initial experience with the prototype because he did not have a complete order of battle and the unit count was relatively low. Once the full orders of battle were created for both sides, repeated playtesting revealed that there were simply too many units to keep track of and move. One of the testers, Ed McGrady, summed things up by saying that the "Fuss-to-Fun ratio"

was too high. After further tweaking and testing we ended up with the mix as we see it in the final version, armored and panzer divisions and infantry corps. This seemed to achieve a good balance between flavor and playability.

The victory conditions in the original design were quite straightforward. If the Allies could maintain 25 combat units on the continent at the end of the game, they won. Unfortunately, this led to some bizarre situations, in which the Allied Player simply hunkered down in his invasion area and defied the Germans to mass enough combat strength to destroy him. The current victory conditions try to force the Allied Player to both establish a lodgement on the continent and begin to liberate the German-occupied areas. This change introduced a sense of movement and dynamism to the operational side of the game. Hopefully, the players will find these new requirements realistic and challenging without being too complicated.

Finally, I would like to thank all those involved in this project. It was a pleasure working with such a professional group of people. I hope all our hard work has produced a game that you, the players, find to be worthy of your efforts to learn and play it; that rewards you with some historical insight and many hours of fun!



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Interdict	Interdict	Interdict	Interdict	2	1	0	0
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CANADIAN

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2	2	2	1	1	1/2	B17	B26	P47	
2	1	1	1/2	1/2	1/2	B24	B25		

1	1	1	1	1	1	1	1	BC
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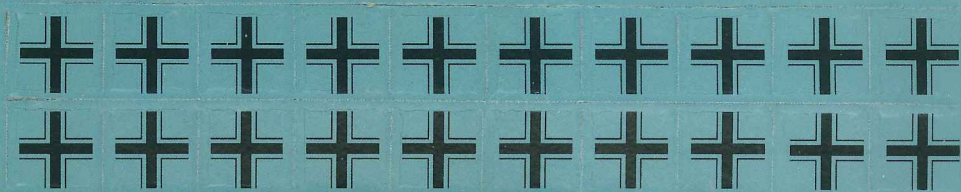
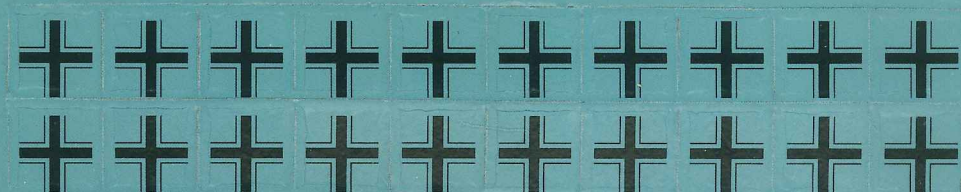
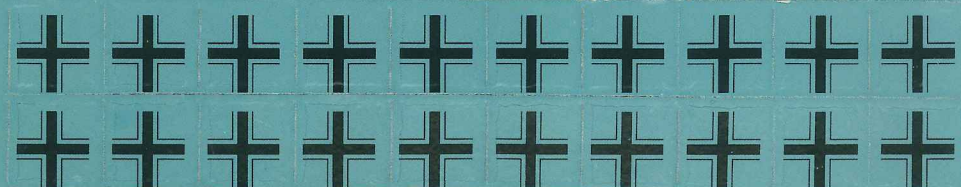
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BODYGUARD-OVERLORD

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# ALLIES



**XX**

Garbo

**XX**

Brutus

**XX**

Beetle

**XX**

Cobweb

**XX**

Mutt

**XX**

Tate

**XX**

Gilbert

**XX**

Cheese

**XX**

Whiskers

**XX**

Treasure

# PARTISANS



Interdict



Interdict



Interdict



Interdict



Interdict



Interdict



Interdict



Interdict





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BODYGUARD-OVERLORD

# SHEET 2 100 COUNTERS BACK

MARKERS

Gascony Ga	Charante Cha	Vendee Ve	Britany Br	Rennes Re	Tuscany Tu	Genoa Ge	Vaucluse Va	Nimes Ni	Toulous To	Gascony Ga	Charante Cha	Vendee Ve	Britany Br	Rennes Re
Scheidt Sch	Rotterdam Ro	Amsterdam Am	Groningen Gr	Ostend Os	Scheidt Sch	Rotterdam Ro	Amsterdam Am	Groningen Gr	Ostend Os	Scheidt Sch	Rotterdam Ro	Amsterdam Am	Groningen Gr	Ostend Os
May 6	June 7	July 8	August 9	September 10	March 4	April 5	May 6	June 7	July 8	August 9	September 10	March 4	April 5	May 6
September 10	August 9	July 8	June 7	May 6	April 5	March 4	February 3	January 2	December 1	November 1	October 1	September 1	August 1	July 1

October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11	October 11
Suez	Tomatoes	Crocodile	Doctor	Napoleon	Allied 1ST Invasion	Retreated Immobile	Retreated Immobile	Retreated Immobile	Area Impassible	GAME TURN	Suez	Tomatoes	Crocodile	Doctor
Centipede	Flora	Pears	Midi	Allied 2ND Invasion	Retreated Immobile	Retreated Immobile	Retreated Immobile	Area Impassible	GAME ENDS	Centipede	Flora	Pears	Midi	Allied 2ND Invasion

BRITTANY LEMANS LYONS  
TANGIERS ARNHEM BERNE  
AMSTERDAM PARIS LISBON  
MADRID TROYES DENMARK  
LYONS TORQUAY LEMANS  
TANGIERS ARNHEM  
PARIS ROTTERDAM LISBON  
TROYES DENMARK  
BRITTANY ARNHEM LYONS  
TANGIERS ARNHEM BERNE  
AMSTERDAM PARIS LISBON  
MADRID TROYES DENMARK  
LYONS TORQUAY LEMANS  
TANGIERS ARNHEM  
PARIS ROTTERDAM LISBON  
TROYES DENMARK  
BRITTANY ARNHEM LYONS  
TANGIERS ARNHEM BERNE  
AMSTERDAM PARIS LISBON  
MADRID TROYES DENMARK  
LYONS TORQUAY LEMANS  
TANGIERS ARNHEM  
PARIS ROTTERDAM LISBON  
TROYES MADRID DENMARK





## RESISTANCE

### **Sabotage.**

The Allied Player chooses one area where Resistance is present. No German movement out of or through that area this turn.

## INTELLIGENCE

### **Coup.**

If the German Player has an Agent in **Berne**, reveal the values of Resistance units **adjacent to Switzerland**.

No effect.

SPECIAL EFFORT by the **Luftwaffe**.

German player may make **one extra** aerial recce this turn (against England only).

Allies FEED Germans

### **Misinformation**

If there are any German Agents in play, the Allied Player adds two **Bodyguard** chits to the Eyes Only cup.

## INTELLIGENCE

### **Coup.**

If there is a German-controlled Agent in **England**, the Allied Player must reveal his **Invasion Warning Phrase**.

### **Mistaken orders**

CONFUSE Resistance networks. No Resistance attacks permitted next turn.

### **Hitler's Intuition**

CONVINCES him the invasion will occur at **Pas de Calais**. No German movement allowed out of that area for the next full turn.

Pick another card.

### **Hitler's Intuition**

CONVINCES him the invasion will occur at **Pas de Calais**. No German movement allowed out of that area for the next full turn.

### **ACCIDENTAL Battle.**

Networks inadvertently initiate combat. Pick one area with Resistance and Germans and resolve **combat** immediately.

## INTELLIGENCE

### **Coup.**

If there is an Agent in **Berne**, the Allied Player must divulge, to within one turn before or after, the correct date of the First Invasion.



EXTRA RADIO  
**Deception**

next turn. Allied Player may move two additional **FUSAG** units in addition to regular movement actions.

Resistance focuses on  
**BLOCKING**

**Rail lines.**

No German Strategic Redeployment this turn.

EXTRA RADIO  
**Deception**

next turn. Allied Player may move two additional **FUSAG** units in addition to regular movement actions.

INTELLIGENCE  
**Coup.**

If there is a German Agent in **Lisbon**, the Allied Player must reveal the correct area for the First Invasion.

RESISTANCE  
**Sabotage.**

The Allied Player chooses one area where Resistance is present. A penalty of **+1** will apply to German movement this turn.

AGENT **Bonafides**

If there is a German Agent in **Madrid**, the German Player must reveal the combat values of all units in his most heavily-stacked area.

MAJOR Resistance  
**Sabotage.**

Allied Player chooses one area where Resistance is present. A penalty of **+2** will apply to German movement this turn.

If there is a German-controlled Agent in **Madrid**, the Allied Player must identify, within one area to either side, the correct area for the First Invasion.

OVERSEAS  
**Counter-Intelligence.**

Any German Agent in **Lisbon** is captured and removed from play.

INTELLIGENCE  
**Coup.**

If there is a German Agent in **Berne**, one Resistance in an area adjacent to Switzerland is betrayed and selected for elimination by the German Player.

EXTRA RADIO  
**Deception**

next turn. Allied Player may move two additional **FUSAG** units in addition to regular movement.

INTELLIGENCE  
**Coup.**

If there is an Agent in **Tangiers**, the Allied Player must reveal total combat strength of all units in **North Africa**.



## Special Operations

EXECUTIVE ERRS in Resistance orders. One Resistance unit is selected by German Player and eliminated.

## INTELLIGENCE Coup.

If there is an Agent in **Tangiers**, the Allied Player must reveal the combat strengths of all units in the **Plymouth** area.

## Resistance Sabotage.

The Allied Player chooses one area where Resistance is present. A penalty of +1 will apply to German movement this turn.

If there is a German-controlled Agent in **England**, the German Player may draw up to **four** chits. If **ONLY** Allied-controlled Agents in England, Allied Player may draw up to **six**.

## Conflicts

WITHIN Resistance Command. No attacks permitted by Resistance units next turn.

## INTELLIGENCE Coup.

If there is a German Agent in **Tangiers**, the Allied Player must reveal the correct date for the First Invasion.

## Resistance BLOCKS POL Shipments.

Panzer and Panzer Grenadier movement allowance reduced to three (3) this turn.

No effect.

## Strong RESISTANCE ATTACKS in Denmark.

No German troop movements out of that area for this turn.

## INTELLIGENCE Coup.

If there are any German Agents in play, the Allied player must reveal his Partisan **Trigger Phrase**.

## ACCIDENTAL Resistance Battle.

Networks inadvertently initiate combat with Germans. Pick one area with both Resistance and German units present and resolve **combat** there immediately.

No effect.



## **Counter-Intelligence**

If there is a German Agent in **Lisbon**, he is captured by Portuguese cooperating with the Allies and is removed.

## **INTELLIGENCE Coup.**

If there is an Agent in **Lisbon**, the Allied Player must make a statement ruling out two areas as targets for the First Invasion.

## **Allies FEED Germans Misinformation**

If there are any German-controlled Agents in play, the Allied Player adds two **Bodyguard** chits to Eyes Only cup.

## **Germans PENETRATE RESISTANCE in Holland.**

German may eliminate one Resistance unit if any are present in **Arnhem, Amsterdam, or Rotterdam** areas.

## **RESISTANCE Sabotage Effort.**

The Allied Player chooses one area where Resistance is present a penalty of **+1** will apply to German movement into or through that area this turn.

## **Any German AGENTS IN BERNE Defect**

to the Allies and are removed from play.

## **Resistance steals Atlantic Wall Plans**

in Caen. German Player must reveal combat values of all units in **Calvados** area.

If there is a German-controlled Agent in **England**, Resistance is **Betrayed** at HEADQUARTERS. One Resistance unit may be eliminated by the German Player.

## **OVERSEAS Counter-Intelligence.**

Any German Agent in **Madrid** is converted to Allied control.

## **Resistance Betrayed**

If there is a German-controlled Agent in **England**, two Resistance units are betrayed and selected for elimination by the German Player.

## **Counter-Intelligence**

One German-controlled Agent in **England**, if any, is captured and removed from play.

## **Gestapo makes MAXIMUM effort in Lyons.**

Eliminate one Resistance unit in that area.



Networks mount  
WATCH on routes out  
of **Germany**.

German Player must  
disclose total combat  
value of all units that  
cross border this turn.

Gestapo makes  
MAXIMUM  
**Effort in Paris.**

German Player may  
select and eliminate one  
Resistance unit if any  
are located there.

Resistance  
NETWORK ACTIVE  
in **Brittany**.

If a Resistance unit is  
present in the area,  
German Player must  
disclose total combat  
strengths of all units.

SPECIAL EFFORT by  
the **Luftwaffe**.

German player may  
make one extra aerial  
recce this turn (against  
England only).

ESPIONAGE  
**Blunder.**

The German Player  
must select one Agent in  
**England** who is turned  
to Allied control.

Pick another card.

**Counter-  
Intelligence**  
SUCCESS.

One German-controlled  
Agent in England, if  
any, is captured and  
removed from play.

**Bad weather**  
SHORTENS the game  
by one turn.

Resistance  
CUTS RAIL LINES in  
**Lemans.**

No German movement  
into or out of the area  
this turn.

INTELLIGENCE  
**Coup.**

If there are any German  
Agents in play, the  
Allied player must  
reveal his Partisan  
**Trigger Phrase.**

ULTRA  
**Codebreaking.**

The Allied Player  
chooses three areas in  
which German Player  
must reveal all unit  
combat values.

INTELLIGENCE  
**Coup.**

If there is a German  
Agent in **Lisbon**, the  
Allied Player must  
disclose the combat  
values of all units in  
Portsmouth.

## RESISTANCE

### Uprising.

Active fighting prevents any German movement out of or through **Troyes** if Resistance unit is present.

## INTELLIGENCE

### Coup.

If there is a German-controlled Agent in **England**, the Allied Player must disclose the correct area for the First Invasion.

### Counter-Intelligence

Two German-controlled Agents in England (or one if there is only one) are removed from play.

Pick another card.

Networks mount **WATCH** on routes out of **Germany**.

German Player must disclose total combat value of all units that cross border this turn.

Gestapo makes **MAXIMUM** effort in **Troyes**.

Eliminate one Resistance unit if any are located in that area.

## ULTRA Codebreaking.

The Allied Player chooses three areas in which the German Player must reveal all unit **combat** values.

## RESISTANCE PENETRATION.

German counter-intelligence requests supply drop to fake Resistance group. Allied Player may not use one aircraft next turn.

No effect.

The German Player may draw **one** chit for each **German-controlled** Agent in play. Following those draws, the Allied Player may draw **one** chit per two **Allied-controlled** Agents in play (round down).

Resistance focuses on **BLOCKING Rail lines**. No German Strategic Redeployment this turn.

## INTELLIGENCE Coup.

If there is a German Agent in **England**, the Allied Player must reveal the correct area and date for the First Invasion.



North

Ports of Entry

Die	Port
0	Bristol
1	Bristol
2	Cardiff
3	Liverpool
4	Liverpool
5	Liverpool
6	Blackpool
7	Glasgow
8	Glasgow
9	Belfast

TURN RECORD TRACK

Turn Nr.	Month	Weather/Partisan	Ger. Reint.	Brit. Reint.	U.S. Reint.	N. Africa Reint.
1943 Turn 1	December	No Invasion -/2	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 2	January	No Invasion -/2	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 3	February	No Invasion -/2	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 4	March	6/3	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 5	April	7/3	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 6	May	8/3	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 7	June	8/3	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 8	July	8/1	to React	to React	2-FUSAG	2-FUSAG
1944 Turn 9	August	8/1	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 10	September	7/1	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 11	October	6/1	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 12	November	No Invasion 6/1	to React	to React	1-FUSAG	1-FUSAG
1944 Turn 13	December	No Invasion 6/1	to React	to React	1-FUSAG	1-FUSAG

**Partisans**  
Roll one die for each reinforcing unit and consult Part of Entry Table. That unit arrives at the indicated port.  
**Weather**  
Roll one die for each unit attempting to land on the continent. If the die roll is less than or equal to the number in this table, the unit arrives safely. If not, the unit returns to its port of embarkation. Add +1 to the die roll for units attempting to land north of Rotterdam (exclusive) or on the Bleary coast (Vendée, Charente, Gascogne).  
**US Entry**  
Roll one die for each reinforcing unit and consult Part of Entry Table. That unit arrives at the indicated port.  
**Partisan Creation**  
Roll one die for each reinforcing unit and consult Part of Entry Table. That unit arrives at the indicated port.

Die Roll	# of Partisans
0 - 4	None
5 - 8	1
9	2

LISBON

Portugal  
Spy Box

MADRID

Spain  
Spy Box

TANGIER

Morocco  
Spy Box

NORTH AFRICA HOLDING BOX

TERRAIN KEY

	Land Area		River		Invasion Port
	Mountain Area		Urban Zone		Port of Entry
	Prohibited Area		National Boundary		Prohibited Border
	Invasion Area				

First Nr.=Maximum invasion force (excluding rangers and commandos).  
+ = Airborne units in addition land freely. Second Nr.=Number of units per turn after invasion.

BRITTANY LEMANS LYONS  
TANGIERS ARNHEM BERNE  
AMSTERDAM PARIS LISBON  
MADRID TROYES DENMARK  
LYONS TORQUAY LEMANS  
TANGIERS BERNE ARNHEM  
PARIS ROTTERDAM LISBON  
TROYES MADRID DENMARK  
BRITTANY LEMANS LYONS  
TANGIERS ARNHEM BERNE  
AMSTERDAM PARIS LISBON  
MADRID TROYES DENMARK  
LYONS TORQUAY LEMANS  
TANGIERS BERNE ARNHEM  
PARIS ROTTERDAM LISBON  
TROYES MADRID DENMARK

North Sea

Only from Rosyth, Hartlepool,  
Tynemouth, Edinburgh, Aberdeen,  
Inverness. Belfast to Norway only.

CHANNEL EAST  
Only from Dover,  
London.

CHANNEL WEST  
Only from Portsmouth,  
Bournemouth.

Mediterranean Sea

Only from North Africa Holding Box