

Monty's D-Day



The companion game to Bradley's D-Day, Monty's D-Day will complete the Normandy Invasion vision.

Rating: Not Rated Yet

Price

Price £30.95

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Manufacturer [AGAINST THE ODDS MAGAZINE](#)

Description

British General Sir Miles Christopher Dempsey, GBE, KCB, DSO, MC, served on both world wars and with considerable competence as brigade, corps, and then army commander in the European theater. Liked and respected, he managed to get along with Montgomery and was highly regarded by him. In fact, it was DEMPSEY in command of the three Anglo-Canadian beaches at Normandy. Technically, all FIVE of the Normandy beaches were "Montgomery's," since he was the commander of the entire army group, with Omar Bradley commanding the American contingents on 2 beaches and Miles Dempsey commanding the three Anglo-Canadian beaches. But can anyone imagine calling this game "Dempsey's D-Day?"

Monty's D-Day was first published in 1985 and well received, but not widely distributed due to a production error that limited the number of salable copies. Four decades later, designer John Prados smoothed and polished the system, added solo rules, and ATQ published **Bradley's D-Day** as Campaign Study #3. Of course, everyone would like **Monty's D-Day** to get a similar upgrade. The wild blue yonder hope would be that the two games could combine.

Now it's happening.

The companion game to **Bradley's D-Day**, **Monty's D-Day** will complete the Normandy Invasion vision by adding the D-Day assault frontage that was targeted by the British Commonwealth forces under Miles Dempsey which -- likely -- got much more of overall commander General Bernard L. Montgomery's attention. Most certainly, the objectives for the Anglo-Canadian beaches sound like Montgomery talking. The city of Caen, nine miles inland, was targeted for capture on D-Day itself. It actually fell in late July, and only after the city had been leveled by bombing. Was it a "loty too far?"

But back to the game.

Monty's D-Day will bring the design fully in-sync and up to the standards set by **Bradley's D-Day**, including rules for parachute and amphibious landings and solitary rules, plus new German alternative responses. And the same wonderful Mark Mahaffey graphics.

And, **Monty's D-Day** will link to **Bradley's D-Day** to permit the player to investigate the possibilities of the full pancy of the D-Day invasion, but works as a stand-alone game on the D-Day landings and including a campaign format.

Monty's D-Day and issue #54 of ATQ:

Map - One full color 22" x 34" mapsheet
Counters - 280+ full color die-cut playing pieces

Rules length - 14 pages

Charts and tables - 2 pages

Complexity - Medium

Playing time - Up to 4 hours for the scenarios, 12 to 15 hours for the full campaign game

How challenging is it solitary? - Average

Design - John Prados

Development - Lemke Tohver

Graphic Design - Mark Mahaffey

