Over 1150 Variant Counters Included!

First Wave at Omaha

Three 24" x 36" maps connect to form a 6' long by 3' deep battlefield!

8008

ASLComp Variant

Landing just east of Vierville, the survivors of B Company, 116th Infantry, struggled up the bluffs, then moved inland. The men had seen the carnage on the beach. Lieutenant Taylor said "I guess that makes me company commander." Sergeant Pearce said "This is probably all of Baker Company." Taylor and his men carefully picked their way inland. A burst of enemy fire from behind a hedgerow halted them just shy of a large farm complex. The American soldiers closed with their adversaries, engaging in a brisk firefight with rifles and grenades. One grenade, hurled a long distance, glanced off the helmet of an enemy soldier. The German leapt from his hide shouting, "kamerad!" In a matter of moments two dozen more Germans emerged from behind a hedgerow, hands in the air. The brief fight was over at the cost of three wounded Americans.

ASLComp FIRST WAVE AT OMAHA™ is a detailed new ASLComp variant that tells the story of the D-Day landing at Omaha Beach with incredible detail. The linking game maps stretch six feet across and depict Omaha Beach at a scale of 40-meters per hex. The detail is rich: every farmhouse, road and draw from Vierville to St. Laurent are provided as well as each German *Stuetzpunkt*.

The game cartography takes the American landing from Dog Green to Easy Green, with the Dog White and Dog Red landing beaches in between. As for depth, you will be battling almost a mile inland before **YOU**, the die-hard ASLer, can consider your lodgement in Normandy secure. German players will have something to say about all this as they attempt to coordinate fire from Strong Points Wn71 through Wn 66.

A complete beach-landing presentation is provided, taking the ASLer personally through a historical experience akin to the first 20-minutes of the seminal film *Saving Private Ryan* with the difference being their personal involvement in the action. Will YOUR leaders rally the men off the beach? There will only be two kinds of men on this beach, those that are dead and those that are going to be dead and you will need to summon all your personal willpower and intellect to see your men off the beach and into the hinterland of Normandy.

In keeping with the CH ASLComp variant approach, you will receive a stack of small, fast-playing scenarios to get you on the giant map right away. But this is also a monster game that will include a super-sized supply of over 1100 counters, all you need to play a giant, full-map landing scenario!

You will also receive a new variant Special Rules booklet, and four play aids that detail the location of every German soldier, weapon and casemate—using all new research. You also receive ten play aids providing an LC by LC presentation of the first wave as it appears in play.

ALL NEW MILITARY ART was created by a professional illustrator just for this game. Check out the samples (on right). We think you'll agree that the new generation of soldier art from CH holds up even when zoomed in on and there is PLENTY more where that came from in our catalog and upcoming games!

This is an ASLComp VARIANT game. For ages 13 and up. Manufactured by Critical Hit, Inc. This product is MADE IN THE USA. All photos: National Archives. Check it all out at www.CriticalHit.com.

BEGIN PLAY ALMOST IMMEDIATELY using the small, tournament-sized scenarios. Then move on to the medium sized battles, and build to the ultimate, thousand counter invasion. This product does not contain a combat-fatigue inducing mass of SSR verbiage, instead it's slam-bang action, on a massive scale and easy to dive right into.

IN EACH COPY OF FIRST WAVE AT OMAHA YOU GET:
- A set of over 1150 variant BONUS color-die cut counters needed to play the included scenarios. Just bring your own marker and emplacement counters and ASLRB.
- Three 24" x 36" linking mapsheets stretching SIX FEET long on heavyweight stock
- 16 action-packed scenarios.
- Scenario #16 is a monster invasion scenario that depicts the first wave landing with 14 play aids!
- 3 linking color maps
- 12 page variant Special Rules booklet
- 10 116th Regimental Combat Team Landing Play Aid Cards
- 4 German Resistance Nest Play Aid Cards
- 3 Destroyer Cards to trim out
- 6 sheets of color die cut counters (over 1150 counters!)
- Color cover sheet
- Backsheet

Part No. 8008

Lt Zorn
8-0

The 'looey', Zorn, in a realistic pose calling in some OBA on his handi-talkie. Fragile Fox 1, do you read me? Over!

Sgt Blau
8-1

A German 8-1 leader, SMG at the ready to 'convince' his comrades to rally. Raus!
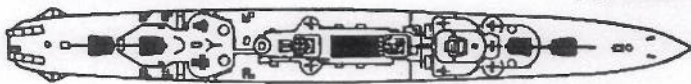
SFCP
2-2-7

A two man Shore Fire Control Party using their SCR 609 radio to call in naval artillery from destroyers just offshore.

FIRST WAVE AT OMAHA™ is a NOT complete game. You'll need the ASLRB and markers + emplacement counters + German and American '?' counters + an interest in the Battle of Normandy during World War II.

First Wave At Omaha™
The Invasion of Normandy: June 6, 1944

DD-496 USS McCook — 15 MP[1]

Gleaves Class Destroyer

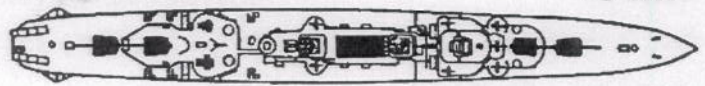| Single Aft Turret 1	Single Aft Turret 2	Single Fore Turret 1	Single Fore Turret 2	IFE[3] 12 FP	82 DP[4]	ML 8[4]
127L	127L	127L	127L	2		

Shipboard Observer = Level 1

Notes:

1. CA = hexside. Must exit map to change CA. 3 MP to stop/start. May move in MPh after firing in PFPh at cost of half (FRU) of its MP.

2. Twin turrets qualify for Multiple Hits (C3.8) (NA for this class). The AP TK# for the 127L is '25'.

3. IFE vs. armored target must first make TH DR. Make two TK DR if IFE ≤ 12 and four TK DR if base IFE > 12.

4. If hit by HE/HEAT, the DR is subtracted from the basic TK# vs. an armored target and the result is the amount of DP the destroyer suffers. For AP ammo the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a Destroyer receives, it must make a MC with a DRM = to each multiple of 10 DP the ship has suffered thus far, with a base ML 8.

DD-497 USS Frankford — 15 MP[1]

Gleaves Class Destroyer

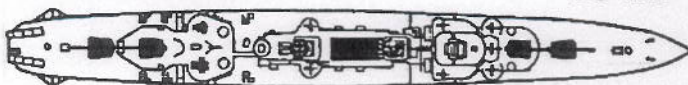| Single Aft Turret 1	Single Aft Turret 2	Single Fore Turret 1	Single Fore Turret 2	IFE[3] 12 FP	82 DP[4]	ML 8[4]
127L	127L	127L	127L	2		

Shipboard Observer = Level 1

Notes:

1. CA = hexside. Must exit map to change CA. 3 MP to stop/start. May move in MPh after firing in PFPh at cost of half (FRU) of its MP.

2. Twin turrets qualify for Multiple Hits (C3.8) (NA for this class). The AP TK# for the 127L is '25'.

3. IFE vs. armored target must first make TH DR. Make two TK DR if IFE ≤ 12 and four TK DR if base IFE > 12.

4. If hit by HE/HEAT, the DR is subtracted from the basic TK# vs. an armored target and the result is the amount of DP the destroyer suffers. For AP ammo the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a Destroyer receives, it must make a MC with a DRM = to each multiple of 10 DP the ship has suffered thus far, with a base ML 8.

✂ Trim out along dotted line
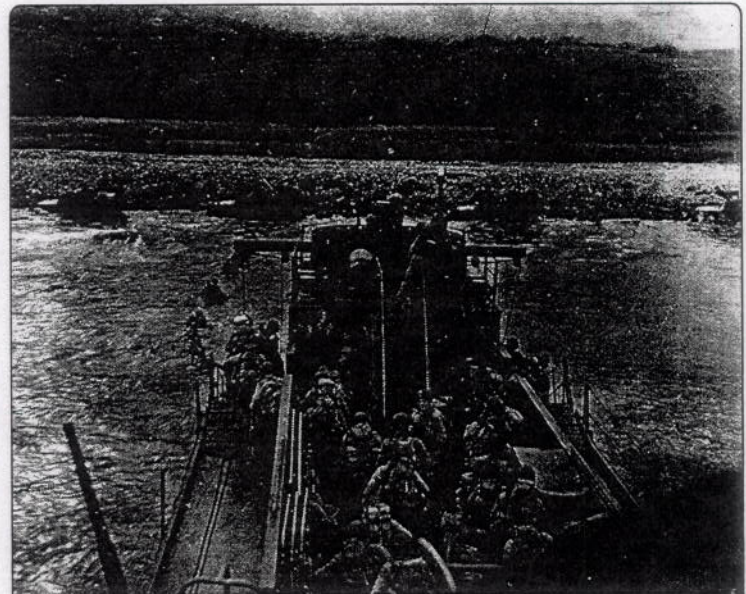
DD-493 USS Carmick — 15 MP[1]

Gleaves Class Destroyer

Single Aft Turret 1	Single Aft Turret 2	Single Fore Turret 1	Single Fore Turret 2	IFE[3] 12 FP	82 DP[4]	ML 8[4]
127L	127L	127L	127L	2		

Shipboard Observer = Level 1

Notes:

1. CA = hexside. Must exit map to change CA. 3 MP to stop/start. May move in MPh after firing in PFPh at cost of half (FRU) of its MP.

2. Twin turrets qualify for Multiple Hits (C3.8) (NA for this class). The AP TK# for the 127L is '25'.

3. IFE vs. armored target must first make TH DR. Make two TK DR if IFE ≤ 12 and four TK DR if base IFE > 12.

4. If hit by HE/HEAT, the DR is subtracted from the basic TK# vs. an armored target and the result is the amount of DP the destroyer suffers. For AP ammo the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a Destroyer receives, it must make a MC with a DRM = to each multiple of 10 DP the ship has suffered thus far, with a base ML 8.

USS LCI(L) 412 lands troops at Omaha Beach on D-Day.

Counter Sheet Manifest:

A complete copy of ASLComp FIRST WAVE AT OMAHA contains the following counter sheets:

- 2 x counter sheet 1 (280 x 1/2" counters)
- 2 x counter sheet 2 (50 x 1/2" + 112 5/8" = 212 counters)
- 1 x counter Pointe du Hoc Bonus sheet (50 x 1/2" + 112 5/8" = 212 counters)
- 1 x counter sheet 3 (140 x 1/2" counters)

TOTAL: 6 sheets of counters; 1336 die-cut counters

Please note, in the AH tradition, a counter is deemed usable if all data falls within the die cut. It will be necessary to return any counter sheets the customer seeks to obtain replacement for.

Thank you for your purchase of ASLComp FIRST WAVE AT OMAHA™. If any item listed on the back cover sheet of this product is missing we apologize and look forward to serving you promptly to rectify. Please contact Maureen@criticalhit.com for a prompt and courteous replacement. Do NOT return this item to your dealer if not purchased directly from CH. E-mail is the MOST effective way to get customer service needs filled quickly. If you do not have access to E-mail, please phone Maureen in Customer Service at 845-278-9125 during 9-5 E.S.T. office hours Monday - Friday.

⊙⊙⊙⊙⊙

PLEASE NOTE: SOME EXTRA COUNTERS ARE PROVIDED IN THIS GAME. THEY ARE INTENDED FOR USE IN LATER EXPANSIONS AND CRITICAL HIT MAGAZINE SCENARIOS

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FIRST WAVE AT OMAHA

INTRODUCTION[1]: While U.S. airborne troops dropped on the Cotentin peninsula and British paratroopers landed near Caen, the invasion fleet was bringing the main body of the Allied armies to the shores of Normandy. The assault convoys, after turning back for the day's postponement, reassembled during the morning of 5 June and sailed again for the transport areas 22,000 to 23,000 yards off the French coast in the Bay of the Seine. Behind minesweepers which cleared and marked ten lanes through old enemy mine fields in the Channel, the huge convoys, under a constant air umbrella of fighter squadrons flying at 3,000 to 5,000 feet, made an uneventful voyage unmolested by the enemy either by air or sea. H Hour for the U. S. beaches was 0630 hours.

Leading the attack of General Gerow's V Corps was the 1st Infantry Division (Major General Clarence R. Huebner) assaulting with two regiments abreast, the 116th Infantry (detached from the 29th Division) on the right, the 16th Infantry on the left. Each regiment was to land two battalion landing teams at H Hour with the initial missions to clear the beach defenses and seize and secure that portion of the beachhead maintenance line in their respective zones. This line roughly followed the ridge of high ground parallel to the main coastal road and was in most places from two to three miles inland. From this line the assault regi-

ments, supported by the 18th Infantry landing after H plus 3 hours and the 26th Infantry landing on order of the Commanding General, V Corps, would punch out toward the D-Day phase-line. Occupation of that phase-line would mean securing a coastal strip five or six miles deep astride the Bayeux highway.

The 116th Infantry was responsible for capturing the Pointe du Hoc coastal battery. On the assumption that the six partially casemated 155-mm. guns would not have been destroyed by pre-D-Day bombardment and the heavy naval fire directed on them just before H Hour, two Ranger battalions were attached to the 116th Infantry with the special H Hour mission of taking out the guns. Three companies of Rangers from the 2nd Ranger Battalion were to land at the foot of the cliff where the fortified battery was, scale the cliff by means of rope ladders, and attack the German positions. Another company, landing on the 116th Infantry main beaches to the east, would attack the fortifications at Pointe et Raz de la Percée and then continue westward to cover the flank of the Ranger force at Pointe du Hoc, provided the initial landings succeeded; otherwise they would come in on the 116th beaches and assist the right battalions of the 116th in attacking westward.

The whole right flank of the V Corps assault forces would thus swing due west almost immediately on landing while the left battalion of the 116th and the 16th Infantry Regiments pushed south. It was hoped to
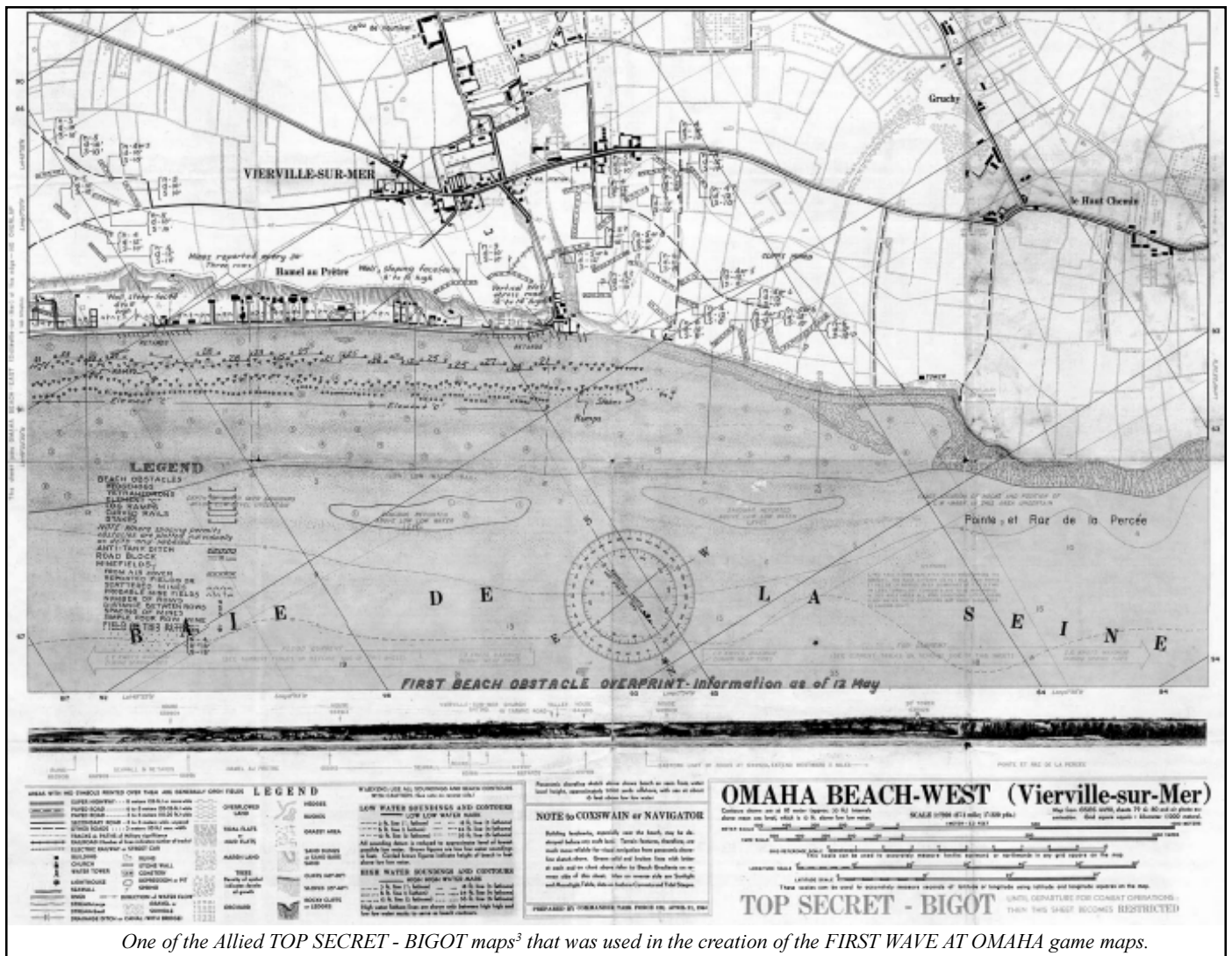
One of the Allied TOP SECRET - BIGOT maps[3] that was used in the creation of the FIRST WAVE AT OMAHA game maps.

clear the coast as far as Isigny by the end of D-Day. It even seemed possible that Isigny itself might fall either to the 116th or to the 115th Infantry. The latter regiment, landing on corps order, would initially leapfrog the 116th to capture the high ground around Longueville.

Perhaps the most important job assigned to the first assault waves was the reduction of enemy positions defending the roads leading inland from the beach. The gently sloping sand of OMAHA Beach was backed by an embankment of loose stones, or shingle, in places of as much as fifteen yards wide. In the Vierville sector the shingle piled up against a part-masonry, part-wood sea wall. On the rest of the beach there was no wall, but the shingle lay against a sand embankment or dune line. Both the shingle and the dune line were impassable for vehicles. Behind the beach rose scrub-covered bluffs 100 to 170 feet high of varying steepness and merging east with the cliffs, which at Pointe et Raz de la Percée and east of Colleville marked the extremities of the 7,000-yard crescent beach.

The bluffs were cut by five draws. Through four of these ran unimproved roads, one connecting with the main coastal highway at Vierville-sur-Mer, two at St. Laurent, and one at Colleville. The fifth draw northeast of Colleville was steep and contained only a trail, but it was considered capable of development as a vehicle exit. The plan assumed these exits would be open to traffic at least by H plus 2 hours when the heavy flow of vehicular reinforcements was scheduled to begin. The importance of the beach exits was, of course, as obvious to the Germans as to the Allies and local coastal defenses were grouped to deny their use to the attackers. On the other hand, the 1st Infantry Division had precise information on the location of these defenses and every provision was made to give the assaulting infantry the heavy fire support needed to knock them out.

Technically, the 116th Infantry of the 29th Division was attached to the 1st for the assault phase. Effectively, however, this was a two division assault, initially executed by a single regiment from each division.2 Operation Overlord has inspired some of the most famous war movies of all time, notably The Longest Day and Saving Private Ryan. Undoubtedly these films have created an indelible image of the Omaha Beach sector in the mind's eye of many ASLers. How much of that image will remain after playing FIRST WAVE AT OMAHA is impossible to say. What is certain is that Omaha Beach and the events that took place there on June 6, 1944, are shown in a never-before-attempted scale, and fashion. The focus of FIRST WAVE AT OMAHA is the fighting men of both sides and the myriad of weapon-systems created, by Nazi Germany for defending the 'Thousand Year Reich', and by the Allies for creating a lodgment on the soil of Hitler's Fortress Europe. Hardened Eastern Front veterans of the 352nd Infantry Division, commingled with lesser troops, awoke to the unprecedented scene of a vast armada. American soldiers ranging from Army Rangers to specially trained demolition teams, men from Brooklyn, New York, and country boys from Arkansas, vomited on the run-in and prepared for the defining moment of their young lives. For many it would be their last moments on earth.

OMAHA BEACH Special Rules (OBSR)

The following Omaha Beach Special Rules (OBSR) are in effect for all scenarios on the FIRST WAVE AT OMAHA map unless stated otherwise via scenario Special Rule.

1.1 DIRECTION: Note that the compass rose does not point directly north, toward hexrow WW. However, that edge will be referred to as the "north" edge for game purposes and convenience. Technically, it is northeast. Unless stated otherwise via SR, the friendly map edge for the Germans is the south edge (hexrow A); for the Americans it is the north edge (Ocean Water hexrow WW).

1.2 LAND FORMS: The Bloody Omaha mapsheets depict all of what is considered the Omaha West battlefield, with a small portion of what is considered Omaha East included. The game map consists of three overlapping sheets. Another portion of the battlefield, Wn 74 at Pointe et Raz de la Percée (off the west edge of the playing area), is depicted by a Play Aid (see 7.21).

The Omaha Beach battlefield is dominated by bluffs overlooking a long beach which forms a 'scallop' just off the west edge and at the end of what is Omaha East. The terrain that constitutes Beach (G13) and the 'Omaha Tide Line' (see 1.41) begins with hexes like NN9 and continues north in a series of different colored 'levels' that are provided solely to depict various levels of the incoming tide and to differentiate Beach/ Beach-OCEAN/Shallow OCEAN/Deep OCEAN/Shingle terrain.

All terrain north of Level 0 is considered at Level -1. Level 0 represents the 'promenade', the first land level above high tide and is considered Hinterland (G13.2) at all times. The bluffs overlooking the beach rise sharply from Level 1 to Level 5 heights. The highest point on the map is at Level 8 (e.g., hex A83). Note: The topographical levels are marked on the map as "Level +10", "Level +20", and so on. Remove the Zero for ASLComp purposes when reading level labels (EX: Hex AA15 "+50" equates to Level 5 in ASLComp terms). Abrupt Elevation Changes (B10.5) exist when exiting hexes like EE66 to enter DD65. Slope hexsides (P2; Q3) exist along hexsides like JJ4/KK5.

1.3 TERRAIN FORMS: Woods (B13) are found in hexes like M12. Hex K41 is a Pond (B21.13). Hexes like L34 are Brush (B12). LL3/MM4 is a Cliff (B11) hexside.

1.31 BUILDINGS: Two villages are found on map, Vierville-sur-Mer and St. Laurent-sur-Mer. Hex Q18 contains a Steeple (B31.2). Neither Cellars (B23.41) nor Rooftops (B23.8) exist.

1.311 RUBBLED BUILDINGS: Hexes like II28 contain buildings that are already destroyed, i.e., Rubble (B24). For LOS purposes, treat such printed Rubbled Building hexes as containing Rubble within the building outline ONLY. This does not apply to buildings rubbled during play.

1.3.12 Hexside Roads/Buildings with Roads: Hexside roads and road hexes containing buildings are treated as Village Terrain (B31.) (e.g., hexside X21/X22). Some Roads are in the same hex as a Building, but not directly along a hexside (e.g., hex S27). In such cases, normal vehicle movement and VBM are altered as follows. A unit may move along such Roads, moving from one Road hex to another, without entering other terrain in the hex. Place a one-lane counter (B31.11) OFF the unit, as a reminder of this in-hex Location status.

1.3.13 LOS: LOS is traced to non moving units normally. If the LOS hits any obstacle terrain in the hex shared by the hexside Road before it touches the Road art depiction in the hex, it is blocked. Treat a LOS directly along a hexside as touching a Road that crosses any part of a hexside it is connected to.

1.3.14 Entry and Exit: A unit entering by a Building with Road to enter a new hex (i.e., instead of entering the other terrain in the hex) may only enter a new hex across a hexside physically touched by the Road. A unit exiting a hex along a hexside Road may only enter new hexes connected to the Road.

1.3.15 Defensive Fire: When using Defensive Fire at a unit newly entering a hex along a hexside Road or Road + Building Road, a LOS is valid if any part of the Road art can be touched on a hexside the unit moved across to enter the hex before hitting any terrain that would block it.

1.3.16 Vehicle Movement: Vehicles pay ONE MP instead of HALF a MP for entering along a Building with Road hex. They make all VCA

changes normally when entering hexes with hexside Roads. They must pay to change VCA to follow the hexside Road. The facing hit when a vehicle is fired at is determined normally as if the hex contained no terrain. LOS may be blocked by terrain in the hex sharing the hexside, however, and is based on where the vehicle entered the hexside in relation to where the building is in the hex. Vehicles may end the MPh in Building with Road locations and may remain in Motion on them.

1.3.17 Vehicles Entering In-Hex Terrain: A vehicle may not enter in-hex terrain once it moves along a Building with Road Location of that hex. It must exit the hex first.

1.3.18 Limitations: No more than ONE vehicle may be in the Road Location of a Building with Road hex. Any vehicle with a Gun Size of 75mm or greater, and an 'LL' Gun Size may ONLY move along the hexside if its TCA is facing toward the FRONT or REAR VCA. All movement along a Building with Road hex is NA if another vehicle/wreck in the road portion of the hex. A Blaze counter and/or Rubble counter in the hex also prevents such movement along the road. No wreck (or Immobile vehicle) on such a road may be removed per D10.4.

1.3.19 Personnel Movement: Personnel units may move along the Building with Road portion of a hex that has NO enemy unit in its Ground level. A Personnel unit may not voluntarily END the MPh in the road portion of such a hex. A Personnel unit moving along a hexside Road may enter the terrain in the hex by paying the appropriate MF cost normally (unlike a vehicle). A Personnel unit that must end its movement involuntarily is considered IN the terrain.

1.32 OTHER MAN-MADE TERRAIN: Orchards (B14) are found in hexes like K76. Partial Orchards (Q2), i.e., those with less than four tree symbols, are found in hexes like F58. L76/M77 is a Hedge (B9); H71/I72 is a Bocage (B9.5). Bocage hexsides are distinguished from hedges by a brown 'earthen bank' under the hedge art. Many Paths (B13.6) interweave the map (e.g., hex BB34) as do Roads (B3), both paved (e.g., hex O34) and unpaved (e.g., hex W37). Walls (B9) are found along hexsides like X7/Y8. Hex Q19 is a Graveyard (B18) hex.

1.33 ON MAP TRENCHES: The 'slit trench' artwork found in hexes like HH18 represents Trenches (B27.5, F8.6). They are treated normally except where noted below. Ignore paved portion of any road in the same hex as an on map trench. Placement of any supplemental OB trenches must still conform to standard placement rules.

1.331 UNIT PLACEMENT: Any unit in an on-map Trench hex is considered to be UNDER a Trench counter. Any unit that would otherwise be considered ON TOP of a Trench counter is placed on one, in the on-map Trench hex. Players may feel free to place units UNDER a Trench counter in such hexes to avoid inspection by the opponent.

1.332 ADJACENT TRENCHES: On map Trenches ONLY connect across hexsides crossed by the 'trench-line' artwork. Example: The Trench in hex HH18 connects to the one in HH19; it does not connect to GG19.

1.333 CONNECTING: On Map Trenches (and A-T Ditches) are considered to "connect" (as per B30.8) to (but not through) all ADJACENT building/rubble Locations [EXC: not to a Location that is rubbled during play of that scenario] if the printed artwork of an ADJACENT Trench enters the hex of a building on map. Infantry entering such a building/rubble Location need not pay an extra MF to leave the trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a "connecting" trench. Infantry may not enter such a trench while using Bypass Movement; nor may they use Bypass Movement while in such a trench; nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a "con-

necting" trench is not subject to a Snap Shot as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a Trench/A-T Ditch that is 'connected' to that building Location.
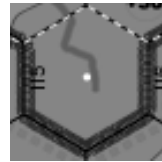
1.34 PERIMETER WIRE: Wire (B26) is printed on the map along some hexsides (e.g., hex KK38/LL38). All Wire printed on-map is considered Perimeter Wire. Perimeter Wire is not as effective as regular Wire, therefore the rules for Barbed Wire Fences (P3) apply instead [EXC: Infantry pay 2MF + COT to cross perimeter wire]. The use of Armored Assault negates this penalty; this cost is doubled at night. Perimeter wire has no effect on MP costs but any vehicle crossing such a hexside must first pass a Bog Check (P3.3; the only applicable DRM is +1 for all non-fully tracked vehicles). A successful Clearance (B24.7) removes Wire in ALL hexsides of the hex. A Trail Break (B13.421) is created across one hexside ONLY by a fully-tracked vehicle that successfully crosses a Perimeter Wire hexside.
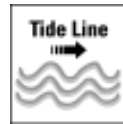
1.4 OMAHA TIDE LINE/BEACH: The invasion occurred while the tide was coming in. All FIRST WAVE AT OMAHA scenarios that involve Seaborne Assaults (G14) specify the time of day by scenario Special Rule. Based on the listed time in 'hours' of the scenario, determine the 'Tide Line', according to the historical tide data. Hexes SS1, RR1, QQ1, PP1, OO1, NN1, QQ87, PP87, OO87, NN87, MM87, and LL87 contain Tide Line 'times', denoting the 'level' that is treated as Beach. If a scenario falls BETWEEN tidal 'times', use the EARLIER time/level.

1.41 TIME/LEVEL: Match the 'time' provided with the 'level' color (and all similar hexes of an identical color) and treat that hex as the first Beach hex (G13.2). All hexes north of the first level of Beach hexes are OCEAN (B21.14; G13.4) terrain. All non-Shingle/Hinterland hexes south of the first level of Beach hexes are also treated as Beach (see also OBSR 7 for scenario #16).

EXAMPLE 1: The Tide Line on the scenario card is given as '0630'. Hex RR10 is the first beach hex in contact with the ocean. Hexes SS10, TT9,
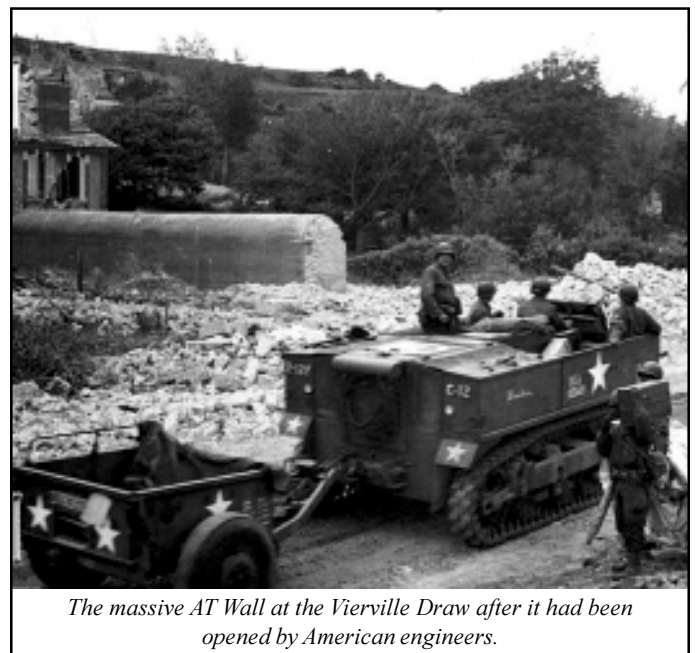
The massive AT Wall at the Vierville Draw after it had been opened by American engineers.

and UU9 are considered Shallow Ocean. All hexes from hexgrain QQ11 - NN12 are also beach hexes and hard sand.

EXAMPLE 2: The Tide Line on the scenario card is given as '0830'. Hex NN3 is the first beach hex in contact with the ocean. Hexes OO3, PP2, and QQ2 are considered Shallow Ocean. Hexes RR1 and SS1 are Deep Ocean.

EXAMPLE 3: If a scenario takes place at '0715 hours' use 0700 hours and hex SS1 as Beach level. At 0900 hours and later, the Shingle level is treated as Beach-OCEAN (noting Shingle terrain rules still apply but use it as the level that defines that used as Heavy Surf, Shallow-OCEAN, and Deep OCEAN).

1.42 BEACH ELEVATION and SLOPE/SAND (G13.2-3): Omaha Beach Slope is always Slight (G13.21). Beach hexes are always considered Hard Sand (G13.3; F7), except for the first level of Beach hexes containing Beach-OCEAN hexsides (i.e., the Tide Line, defined by the scenarios time in hours), which are considered Soft Sand (G13.3); and Shingle, which may be defined as the first level of Beach but uses its own terrain rules (1.45).

1.43 HEAVY SURF: Heavy Surf (G13.44) always exists in the FIRST level of Shallow OCEAN hexes (i.e., the level adjacent to Beach terrain) [EXC: Heavy Winds are NA (G13.448)].

1.44 SHALLOW/DEEP OCEAN (G13.4): The first three hexes north of Beach-OCEAN hexsides are treated as shallow-OCEAN. The Ocean hexes ≥ 4 hexes north of Beach-OCEAN hexsides are treated as deep OCEAN.

1.45 SHINGLE: Hexes like MM24 represent 'Shingle', loose round stones that made for difficult footing. Shingle hexes are Hinterland for purposes of G14.32 (i.e., Fanaticism and Casualty Reduction are NA). Infantry units in a Shingle hex that has a Seawall hexside are ALWAYS treated as if UNDER an entrenchment counter for LOS purposes only (see B9.21). See also Seawall Cover (1.51). Treat Shingle as Soft Sand (F7, G13.3) for movement purposes only, including Hammada Immobilization (F3.31) [EXC: Infantry expend 1.5 MF to enter a Shingle hex]. Air Burst (B13.3) applies in Shingle hexes. Shingle hexes are Rally Terrain (A10.61) for American units. Treat Shingle as Beach terrain (1.42) for all other purposes.

1.46 REEF: The terrain depicted along hexsides like NN1/OO2 is Exposed Reef (G13.43) terrain at all times.

1.47 CURRENT and DRIFT: In an exception to G13.444, all Drift (G13.444) occurs to the SOUTHEAST on Omaha Beach maps. [EXC: moving Destroyers drift east, see 4.33].

EXAMPLE: An LC drifts toward land AND to the east.
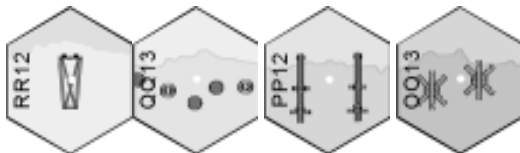
1.48 BEACH OBSTACLES: The map depicts each type of Beach Obstacle found along Omaha Beach. Treat all obstacles as Tetrahedrons (G14.51), NOT Tetrahedron-Wire, noting any exceptions in the rules for each type [EXC to G14.56: FIRST WAVE AT OMAHA beach obstacles are NOT eliminated by Deep Ocean water]. In addition to the methods listed in G14.56, Dozers/Tank-Dozers (G15) and Tetryl Charges (2.2) may attempt Clearance/ Elimination. See play aids for specific MF/MP costs and effects of each.

1.481 BELGIAN GATES: Known as "Element C", "Carries Belgian", and "Cointet obstacles" (the latter named after the creator), these are large steel gates rejected for use in the Maginot Line but produced in large quantities for Belgium. These are found in hexes like RR12. Treat Belgian Gate hexes as Tetrahedrons with the possibility of detonating an inherent A-B Mine (G14.53) on a subsequent dr of '1' (i.e., make another dr AFTER a result of ≤ 1 would normally result in detonation).

1.482 HIGH STAKES: Known as Holzpfahlen, these are telegraph poles mounted in the sand quickly by using high pressure hoses. These were often armed with one Teller mine, and were of limited use against Landing Craft. High Stakes are found in hexes like QQ13. Treat High Stakes hexes as Tetrahedrons with the possibility of detonating an inherent A-B Mine (G14.53) on a subsequent die roll of < 2 (i.e., make another dr AFTER a result of ≤ 1 would normally result in detonation.

1.483 BEAM OBSTACLES: Known as Hemmbalken, these are more extensive beam obstructions based on a tripod design and often lashed with mines. They are found in hexes like PP12. Treat Beam Obstacles as Tetrahedrons (G14.51) with NO possibility of A-B Mine detonation, but with a result of ≤ 3 resulting in LC Destruction (G12.69).

1.484 CZECH HEDGEHOGS: Known as Tschechen-Igel, these are steel anti-tank obstacles collected from Czechoslovakia and found in hexes like OO13. Treat Czech Hedgehogs as Tetrahedrons with NO possibility of A-B Mine detonation.
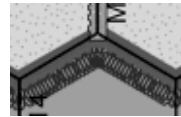
 1.5 LOW SEAWALL: Hexsides like LL30/KK30 depict a Low Seawall (G13.62) that ran along almost the entire length of Omaha Beach. They have the following exceptions to cover and movement.

1.51 SEAWALL COVER: Units adjacent to and behind the Seawall (i.e., in Shingle terrain) are considered OUT of LOS for the purposes of ALL Direct Fire from non-adjacent Level 0 and higher Locations that crosses a Seawall hexside.

1.52 MOVEMENT: Movement across a Seawall hexside is not allowed by any unit unless a Trail Break, Breach, or Cleared Obstacle counter has been placed along that hexside [EXC: Personnel using Minimum Move (A4.134), Low Crawl (A10.52), or Advance vs. Difficult Terrain (A4.72) may also cross an Unbreached Seawall]. Demolition of a Seawall hexside removes BOTH Wire and Seawall.
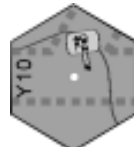
 1.6 KNOWN MINEFIELDS: Each hex on the map with an Achtung Minen sign (EX: hex Y10) and/or within the red-dotted minefield perimeter contains a Known Minefield (F.7). Known minefields are AP only, and have a strength factor of two (this is an exception to B28.1).

 1.7 PRINTED A-T DITCHES: There are A-T Ditches in hexes like II83. These are treated as per B27.56, with the following exceptions.

1.71 GULLY: Infantry (only) units treat them as a Gully (B19).

1.72 CLEARANCE: A-T Ditches may be Cleared in the same manner as Rubble (B24.71) [EXC: all such Clearance DR suffer a +5 DRM]. For Clearance purposes, Dozers/Tank Dozers may enter such hexes but may never exit an Uncleared A-T Ditch. Any A-T Ditch hex that is Cleared has a Cleared Obstacle counter placed in it. Infantry may then enter/exit as if at a Ford (B20.8) in a Shallow Stream, and for Vehicles per B20.46.
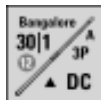
 1.8 A-T WALL: Hexsides like JJ12/KK13 contain an A-T Wall. Treat these as Roadblocks (B29) that are Level 1 in height with the following exception: No Clearance attempts/removal by any means are allowed, and no Personnel may cross an A-T Wall hexside.

2. BREACHING THE ATLANTIC WALL

2.1 BANGALORE TORPEDOES (BT): Bangalore Torpedoes are represented by new SW counters that function in the same manner as DC with the following exceptions and additions. Bangalores are 3PP, may only be used against a Seawall hexside/Wire/Known AP minefields, and receive a -3 DRM to any Clearance (B24.7) DR (which is not modified for Mud, ignore E3.62). Non-American users apply Non-Qualified Use (A23.2) penalties.

Bangalores may never be Thrown (A23.6) or Set (A23.7). They have no effect whatsoever on units in the Location. A KIA result (after modification) will clear any Wire in the hex and/or create a Trail Break (B13.421) through any AP (only) minefield from the hexside they were placed through, to the directly opposite hexside. Unlike DCs they may be placed during the PFPh as well as during the MPh. If placed during the PFPh, they are resolved as the last act in the phase [EXC: A Bangalore Torpedo may not be placed during the Prep Fire Phase across an Abrupt Elevation Change (B10.5), in either direction (up/down)]. If the placing unit is Pinned or Broken before the BT attack is resolved, the BT is not successfully placed but is retained by the placing unit. If the placing unit is eliminated before resolving the BT attack, the BT is not successfully placed, but is returned to the placing unit's Location where it is subject to normal Random SW Destruction (A9.74) and SW Recovery (A4.44).

Use of a BT is treated as SW Usage (A7.35) during Prep Fire, for all fire capability purposes, and exactly as a Placed DC (A23.3) if placed during the MPh. A unit may place a Bangalore Torpedo in its own Location. In this case, the owning player declares which two directly opposite hexsides of the hex the Trail Break (B13.421) will connect, prior to resolving the BT attack.
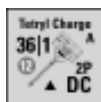
2.2 TETRYL (TNT) CHARGES: Tetryl Charges are represented by new SW counters. They function exactly as a DC except as stated below. Tetryl Charges are 2PP and have a strength of 36 FP. When Set (A23.7), they receive a -2 DRM to any IFT DR. They may only be Placed/Set (never Thrown), and only Engineer MMCs and any SMC are Qualified to use them (A23.2).

2.21 BANGALORE/TETRYL HEROES: Any U.S. MMC possessing a Bangalore Torpedo (BT) or Tetryl Charge (TC) may generate a Bangalore/Tetryl Hero (BT Hero) in the same manner as a Japanese DC Hero (G1.421) [EXC: a BT Hero may carry a 3PP BT despite exceeding PP capacity]. However, the Designated Target of a BT Hero may only be a Fortification type which they are capable of Clearing. If a BT Hero is eliminated prior to detonation of his Bangalore/Tetryl Charge vs. the Designated Target, the BT/Tetryl Charge is subject to Random SW Destruction (A9.74), but otherwise is left Unpossessed (A4.43) in the eliminated BT Hero's hex.

2.3 'CLEARED OBSTACLE' COUNTERS: New counters are provided to depict Clearance (B24.7) across Wire hexes, Seawall hexsides, A-T Ditches, and beach obstacles (1.48). A-T Walls (1.8) may NOT be cleared.

2.4 ELITE STATUS: American units are always considered Elite (C8.3) for Ammunition Depletion purposes.

3. DEFENDING THE ATLANTIC WALL

The German defenses on Omaha Beach were concentrated around Widerstandsnestern (Wn), or resistance points. On the map these are labeled as Wn 65 through Wn 73. Wn 74 (Pointe et Raz de la Percée) is represented by an off-map Play Aid (see 7.21). For scenario #16 only, refer to German Wn Contents Play Aids 1-4 for OB and set up limitations. Each Wn has a dotted line printed to mark its perimeter. Any unit setting up "within" a particular Wn must set up inside this perimeter.

3.1 NEW PILLBOX TYPES: New Pillbox (B30) counters are provided in FIRST WAVE AT OMAHA to represent the different fortifications found along Hitler's 'Atlantic Wall'. These are referred to as 'Casemates' and are treated as normal Pillboxes with the following additional rules and exceptions. The term 'casemate' has been chosen to replace 'gun bunker', previously used in POINTE DU HOC™, because some casemates allow machine-guns ONLY to set up IN them.

3.11 CA AND FACING: Align each Casemate within a hex to match the counter. The CA LOS from units IN the Casemate only exists across arrow hexsides and hexspines. All other LOS to/from the Casemate applies the NCA Defense Modification (B30.113). See play aids for specific examples of CA/LOS of each. A Gun in a Casemate cannot fire Within Hex (B30.1, B30.2, C5.5).

3.12 HILLSIDE CASEMATE: If a Casemate is defined by SSR as a hillside Casemate, it must be set up in a Hill hex that has a contour to a lower level (NOT a Slope hexside). No attack may be made across the NON CA hexsides of a hillside Casemate.

3.13 INFANTRY/SW STACKING LIMITS: An asterisk before the Stacking Capacity (B30.111) of a Casemate indicates that a Gun may NOT set up beneath it. If the Stacking Capacity of a Casemate is '1/2', it may only contain a HS.
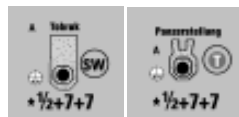
3.2 TOBRUK/PANZERSTELLUNG: Two additional type of new Pillbox counters have been provided, to represent 'Tobruk' and 'Panzerstellung' emplacements. Both of these Pillbox types have a HS stacking limit.

3.21 TARGET SIZE: To simulate the difficulty in picking out units in Tobruk and Panzerstellung Pillboxes, a Target Size (C6.7) DRM of +2 is applied in addition to any Cupola or 5/8" MTR Target Size DRM.

3.22 COUNTER LIMITS: A Tobruk may only contain SW, as signified by the 'SW' notation on the counter, with one exception: 5/8" MTR counters may also set up within. The solid ring around the 'SW' notation indicates that the LOS of SW beneath the Tobruk is not restricted in any portion of their CA (i.e., their Field-of-Fire is 360°).
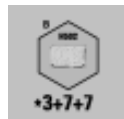
3.3 BLOCKHOUSE: A Blockhouse is a new Pillbox type representing both observation posts and shelter bunkers. All Pillbox (B30) rules apply to Blockhouses except as modified below. Place the units IN a Blockhouse in the corresponding boxes on the German WN Contents Play Aid cards or use Cloaking display boxes.

3.31 INHERENT TUNNELS: Blockhouses automatically receive two inherent tunnels (B8.6). A Blockhouse may be entered through one of its inherent tunnels, as per B8.6 (note that such a tunnel entrance may exist in an Open Ground hex), or from an ADJACENT Trench at a cost of one MF. If a tunnel entrance is in open ground and does not connect to a Trench/Casemate/Weapons Pit/Pillbox and is in the LOS of an Good Order enemy unit at the time it is used, it is automatically revealed. This tunnel may be destroyed by any ground unit that ends its MPh in the hex, or during the PFPh at no cost to the unit that destroys the entrance (i.e., unit may fire inheent/SW normally). Note: Destroying a tunnel is a Concealment Loss activity (see Note C of the A12.121 divider).

3.32 STACKING: A Blockhouse is a separate in-hex location and has a stacking capacity of 3 squads/equivalents, 4 SMC and 15 PP.

3.33 CA/NCA TEM AND LOS: A Blockhouse has a CA/NCA TEM of +7. All attacks (EXC: CC) are treated as a Pillbox being attacked outside its CA. Units inside a Blockhouse may not attack in any manner and have no effect on routing units. A unit IN a Blockhouse does have an LOS outside when Possessing a radio/phone and may function as a normal Observer (C1.6) with a 360 degree LOS.

3.34 BLOCKHOUSE ELIMINATION: A Set DC (A23.7) attacks the Blockhouse and the units IN it with 36 FP and no TEM/DRM (including any for Set DC). A KIA result eliminates the Blockhouse, all units/SW within, and any connected tunnels. Stone Rubble is placed in the hex. Any HE/OBA/NOBA/Bomb attack eliminates a Blockhouse on an original DR resulting in a 5KIA and replaces it with Shellholes/Craters (5.6) if applicable (i.e., ≥ 150mm causes Shellholes (B2.1); 200mm causes Craters on a 5KIA). Heavy Payload (C.7) is the only DRM that applies to this DR.

3.35 UNIT PLACEMENT: All units in a Blockhouse are placed on the Wn Contents Play Aid and may remain off map. Place a concealment counter from a nationality not in play in the hex to signify that non-HIP units are set up within. A Blockhouse is Rally Terrain (A10.61). Units exiting a blockhouse are placed under a concealment counter when they exit, unless they are entering an Open Ground Location that does not contain a Trench/Casemate/Weapons Pit/Pillbox not occupied by an enemy unit. Exiting units may Assault Move/Advance directly into an Adjacent fortification.

3.36 CLOSE COMBAT: A unit attacking the contents of a Blockhouse may attack each MMC as if it was the only unit in the hex. Each MMC in a Blockhouse is considered to have a FP of 2 for the purposes of CC odds determination and the defender must identify the entire contents of the Blockhouse to the opponent during CC. SMC may be stacked with any MMC desired and add one to its CC value. Only one MMC may attack the contents of a Blockhouse during the CC phase and only if there are no enemy MMC in the hex outside the blockhouse. Units inside a Blockhouse may never attack in CC unless attacked. Units in a Blockhouse are not held in melee if they can leave the Blockhouse and enter an ADJACENT Location that is not occupied by an enemy unit. Units in a Blockhouse do not hold enemy units in Melee.

3.4 PILLBOX CUPOLA: Any pillbox with a 'T' notation, surrounded by a partial or complete ring, may mount an Armored Cupola (D9.5). All attacks against the Armored Cupola are treated as if under the pillbox counter and receive the NCA Defense Modification.

3.41 VF01 PILLBOX CUPOLA: The 75* cupola on this pillbox has a restricted CA consisting of the three contiguous hexsides that do NOT contain CA arrows. The cupola may not fire/be fired upon from outside its CA.

3.42 5CM KWK: This weapon is treated as a normal PaK 38 (Chapter H German Ordnance Listing 8) except as follows. The 5cm KwK may not be moved (as signified by the notation "No Move"). The 5cm KwK Gunshield (C11.5) provides a +3 IFT DRM [EXC: NOBA, see below]. The 5cm KwK has a 360 degree CA.

3.43 H677/H667 RESTRICTED PILLBOX CA: Pillboxes like the H677 have a restricted CA. Refer to the H677 Pillbox Diagram for hexes that lie within the hexspine portion of the CA. The restricted CA depicted applies to H677 and H667 Pillboxes, noting that two versions of these Pillbox counters are provided to cover both sides of the CA; either may be included in the OB of a scenario at the owning player's choice.

3.44 ARMORED GUNSHIELD: By scenario Special Rule a Pillbox may be equipped with an Armored Gunshield over the main compartment CA. An Armored Gunshield makes the pillbox immune to Small Arms Fire and Thrown DC (A23.6). Other IFT attacks affect an Armored Gunshield as if attacking a pillbox CA. Ordnance may attack an armored gunshield by making a TH attempt vs. an Infantry target type, with no DRM for the pillbox, and using the size DRM for the gun inside.

A Hit allows a TK attempt vs. the AF of the Armored Gunshield. A final DR ≤ its AF allows an IFT DR vs. the contents of the pillbox as if the hit was vs. a pillbox without an Armored Gunshield, and removes the Armored Gunshield permanently. A final DR ≤ 1/2 the final TK [FRD] DR needed results in a CH vs. the contents of the pillbox with a DRM of -4. The DRM for NOBA fire vs. the CA of a pillbox equipped with an Armored Gunshield is +7. Placing a DC versus an Armored Gunshield requires a roll on the following placement table:

≤ 5   30 FP no DRM;

6-8   30 FP +4 DRM;

9-1   30 FP +7 DRM;

12+   12 FP +7 DRM.

A Set DC (A23.7) attacks an Armored Gunshield at 36 FP with no DRM. A DC used against an Armored Gunshield cannot eliminate the pillbox and a Thrown DC adds an additional +2 DRM on the above placement table.

3.5 KETTLE WEAPONS PITS: These represent open concrete gun emplacements that were used in fortified areas in lieu of casemates or pillboxes along the Atlantic Wall. Weapons Pit counters are included in the FIRST WAVE AT OMAHA counter-mix. A Weapons Pit is a separate Location within a hex. A Weapons Pit may be located in any terrain that can accommodate a pillbox, but may not be placed in a hex that contains any other fortifications (EXC: wire, mines).

3.51 ORIENTATION: A Weapons Pit counter is oriented with an entry hexside (thick black bar on the counter) aligned with a particular hexside. This hexside has no bearing on CA, and only affects entry.

3.52 STACKING: A Weapons Pit has a stacking capacity of one Gun and its crew and one additional squad/equivalent and 10 PP [EXC: another Gun and crew are NA].

3.53 INFANTRY ENTRY: If adjacent to a trench counter, infantry may enter a Weapons Pit as per B27.54. Otherwise, infantry enter/exit a Weapons Pit as per B27.4. B27.41 and B27.42 also apply. Infantry units entering a Weapons Pit from a trench or tunnel are considered connected as per B27.54 and so are not attacked by any wire/ mines.

3.54 VEHICULAR ENTRY: The entry hexside is the only hexside which a vehicle may cross to enter a Weapons Pit Location. Vehicles entering a Weapons Pit hex other than via the entry hexside do so as per B27.55. A vehicle may not change VCA while within a Weapons Pit, i.e. to exit, the vehicle must use reverse movement, unless it used reverse movement to enter.

3.55 TEM: A Weapons Pit has a TEM of +2 vs. direct fire and +3 vs. NOBA/OBA/Overrun. A vehicle IN a Weapons Pit is HD to all fire (including across the entry hexside), but D4.2 applies.

3.56 RALLY BONUS: A Weapons Pit is Rally terrain (A10.61).

3.57 GUNS: A Gun in a Weapons Pit may change its covered arc in any direction even if it is restricted by RFNM or NM. Guns that are normally allowed to pivot, have a maximum pivot DRM of +2 for the first hexspine (EXC: if they are RFNM or NM the maximum DRM is +3).

4. OMAHA WATER CRAFT

FIRST WAVE AT OMAHA uses the following LC: LCVP, LCA, LCM 3, LCT mk5, LCT mk6, and the LCI(L). These counters are treated as LC

(G12) normally with the following exceptions and rules below. The game also provides M4 DD AFVs, DUKWs, and a new ship type, the Gleaves Class destroyer.

4.1 LCI(L): The Landing Craft, Infantry (Large) is treated as per Landing Craft Note 5 (LCI(S)), noting the additional PP Capacity of 142PP and its better armor.

4.11 LCA/LCVP: All such LC included with FIRST WAVE AT OMAHA are treated as Large Targets and are an exception to standard ASL® counters as well as Chapter's G and H references.
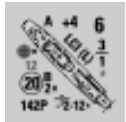
4.2 DD GLEAVES CLASS AND ON BOARD NAVAL DIRECT FIRE: This counter represents the Frankford, a Gleaves Class destroyer. The existing NOBA rules were primarily designed to portray the heavy firepower provided by battleships and cruisers off shore supporting amphibious landings. What was not included were rules governing the supporting fire delivered by the patrolling destroyers that ventured close to the shoreline. Destroyers risked running aground in order to provide the attackers direct fire-support, often engaging enemy fortifications, guns, AFVs and infantry concentrations. All NOBA rules (G14.6) apply normally with the following modifications.

4.21 ON BOARD NAVAL DIRECT FIRE (OBNDF): A destroyer may use OBNDF, or it may remain off map and use standard NOBA. A destroyer may move on map to use OBNDF, or move back off map to utilize NOBA any number of times (see also 4.34).

4.211 OBNDF may be utilized during any CG firefight or by SR.

4.212 A Destroyer Reference Chart (DRC) is included which lists the number of guns each destroyer may fire per turn (EX: The USS Gleaves Class has four single turrets which house one 120L gun per turret). Each turret may fire on different targets. In addition, each destroyer has an IFE which represents on board AA guns that may also fire at on board targets in addition to the Turreted MA, see 4.271.

4.213 Each OBNDF gun uses the C3 TH Table with the following exceptions: Case I of C5 (BU/CE) status never applies; ROF is NA to all OBNDF [EXC: IFE; see 4.5]; Intensive Fire is NA; Turreted MA may fire in the AFPh as per C5.35; and a destroyer may not use Case N (Acquisition) unless anchored.

4.214 MULTIPLE HITS: Any dual turret gun that achieves a hit qualifies for Multiple Hits as per C3.8.

4.215 AP AMMUNITION: Destroyer Turrets may opt to fire at Pillboxes/ Blockhouses/ Casemates using AP ammo as per B30.35. The HE equivalent (C8.31) of Destroyer AP ammo is 4.

4.3 MOVEMENT: A Destroyer may NOT carry Passengers, may only enter Deep Water hexes, and spends one MP per on-map water hex. Destroyers have a special CA, defined by a hexside. A destroyer moving on-map cannot change its CA (see 4.34) at any time. A destroyer is either moving or anchored, which is signified by either having the counter front or back displayed. Reverse Movement is allowed as per LC (G12.22).

4.31 The USS Frankford may enter from off map on either the east or west edge, but may only move in hexrow WW. All direct fire to/from the USS Frankford must add 10 hexes when tracing range.

4.32 ANCHORED: A Stopped destroyer is considered anchored. An anchored Destroyer is treated as non-moving target, and may gain/use Acquisition (Case N, C6.5).

4.321 STARTING/STOPPING: D2.12 applies to an anchored Destroyer (EXC: It requires three MP to start). D2.13 applies to a moving destroyer (EXC: It requires three MP to stop).

4.33 DRIFT: A moving destroyer is subject to Drift (1.47, G13.444) but only to the east (not southeast).

4.34 CA CHANGE: A Destroyer may only enter a hex that lies within the counter's CA. In order to change CA, the Destroyer must first exit the playing area. The Destroyer may re-enter the playing area two MPhs later along its new CA from the same edge (i.e., east or west) it exited from. While off-board, Destroyers may use normal NOBA rules.

4.35 MOVE AFTER FIRE: A destroyer may move in the MPh after firing in the PFPh at a cost of half (FRU) of its MP allowance, plus the additional three MPs to start. It may not fire again in the subsequent AFPh.

4.4 SIDE CA: In order to fire an OBNDF mission, the target must lie within the destroyer's side CA as listed on the Destroyer Reference Chart and be within LOS of the destroyer's Shipboard Observer (G14.68).

4.5 IFE ATTACK: Each Destroyer has an IFE attack that represents its light AA guns used in direct fire. The ship's movement does not affect this fire. Determine LOS as for a Shipboard Observer (G14.68). The IFE strength of each destroyer is listed on the Destroyer Reference Chart. Destroyer IFE has a normal range of 16 hexes and is halved for fire at ranges greater than 16 hexes. The IFE attack has a ROF of 2. If used against an armored target , it must first make a TH DR. Once a hit has been achieved, make two TK DR, if the base IFE is ≤ 12, and four TK DR if the IFE is > 12. For TH and TK purposes, treat these guns as 40L which use red TH numbers.

4.6 COUNTERBATTERY FIRE: On board ordnance may attack an off-board ship which is using a NOBA module only if the gun size of the ordnance firing is ≥ to the gun size of the NOBA module. Guns using the same IFT column to resolve an HE hit are considered to be the same size. If the firing gun is an LL gun then its IFT table is increased by one; if it is an L gun there is no column shift; if the gun has no length modifier the column is reduced by one; if the gun is a * gun than it suffers a two column shift. This column shift is only used to determine the ability of an on board gun to attack a NOBA module and has no further effect on its fire. A gun firing at an offboard ship has a base TH of 6, and all applicable modifiers, including the targeted ship's size, moving/anchored status, and the firing gun's length, are applied. Treat the range as 36 hexes for Counterbattery Fire.

4.61 NOBA BATTERY ACCESS: Any NOBA attacked by on board ordnance has the option to automatically receive Battery Access and place a FFE:1 counter on that firing gun's location, with a -1 drm to the accuracy dr. A NOBA FFE:1 may also be placed on the firing unit from another available ship (also automatically receiving Battery Access). This other ship may not currently have a FFE:1 on any other location, and Battery Access is required as per G14.63.

4.7 ON BOARD DESTROYERS AS TARGETS: An on board Destroyer may only be affected by Ordnance and OBA.

4.71 ORDNANCE VS. ON BOARD DESTROYERS: An on board Destroyer is considered to be an extra large target with a target size modifier of +5 for non-MTR attacks. Per 4.3 a Destroyer is always considered a moving target for purposes of C.8 unless Anchored.

4.72 OBA/MTR FIRE VS. ONBOARD DESTROYER: When a destroyer is attacked by an OBA FFE/enters an FFE Blast Area, an effects DR is made for every FFE Blast Area hex entered. A KIA results in a hit and a damage DR is made using the HE TK number for the size of the battery firing. Mortars attack the destroyer using the base Area TH number with no modifiers for ship size or movement.

4.73 DAMAGE: Once a hit is achieved against a destroyer, a damage DR is made. If hit by HE/HEAT, the DR is subtracted from the basic TK# vs.

an armored target and the result is the amount of DP the destroyer suffers. For AP ammo the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a Destroyer receives, it must make a MC with a base ML 8. There is a +1 DRM to this MC for every 10 DP that the ship has already suffered (FRD). Failure of this MC subjects the destroyer to the effects of Recall and it must exit the board. It may then remain in play, but only as an off board NOBA battery. When a ship has suffered DP ≥ 1/2 its DP allowance, its OBNDF attack is halved and it may no longer use its IFE. When the total DP suffered is > its DP allowance, the ship is considered sunk and removed from play.

4.731 CRITICAL HIT VS. DESTROYER: A CH doubles the number of DP received by a Destroyer. This is an exception to G12.64, which states a CH adds +1 to the DP inflicted.

4.732 CASUALTY VICTORY POINTS: Sunk destroyers earn the opponent CVPs equal to one quarter (FRD) of the ship's initial DP allowance.

5. ON BOARD ROCKETS
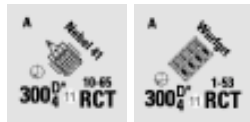
These rules are used for a new ordnance type, on board Rockets (RCT). Two types of RCT are provided, the Nebelwerfer 41 and the Wurfgerat.

5.1 DIRECT FIRE: RCT ordnance uses direct fire rules except where modified below. Treat RCT ordnance as a RCL Gun in all other respects. All rocket launchers are considered to have all tubes loaded at the scenario start unless otherwise noted via scenario Special Rules.

5.2 ROF/ROCKET TUBES: The ROF on a RCT counter represents the number of tubes the rocket launcher has available. During the PFPh/ DFPh a RCT may fire in one of two ways. It may launch a Salvo equal to the total number of tubes it contains. When firing a Salvo, a RCT uses its entire ROF to fire on the same target. If the ROF is followed by an '*' the RCT counter is alternately able to fire one rocket at a time. It may fire individual rockets up to its ROF. A side record must be kept for each RCT that has launched one or more of its rockets individually. Once a RCT has fired all of its rockets it is marked with a No Ammo marker.

5.3 FIRING: A RCT attack may use any target type on the TH Table. Add a +2 Rocket TH DRM for any non-Area Target Type attack. RCT may use spotted fire (C9.31) but only on the Area Target Type. Add a +2 TH DRM and increase the range group by one for Extent of Error distance DR. An attack that does NOT use the Area Target Type and misses, but would have hit the hex using the Area Target Type, is considered to still land in the hex. It is resolved as if an Area Target Type attack had been made instead. A missed rocket TH attempt that would ALSO miss if it was using the Area Target Type will still land, but in another hex. A Random Location DR is made for direction and extent of error. The maximum extent of error may only be one hex for every range group on the TH Table or the amount by which the TH roll exceeded the Area Target Type final TH number (whichever is less). If the direction of error DR results in the rocket landing in a hex that is out of LOS of the launcher the rocket lands in the hex that contains the obstacle to the LOS unless the distance from the obstacle to the final landing hex is greater than the height of the obstacle. If the obstacle is Woods/Orchard the attack is resolved against the hex containing the obstacle (Air Bursts are applied). If the obstacle is a building the attack is resolved against an upper level of the building. Attack the level that is equal to the distance from the ob-

stacle to the hex that the rocket would have landed in if the building was not there. If the obstacle is a hill the rocket lands at the level of the hill of the obstacle hex. A rocket that lands in a hex other than its target attacks all occupants of the hex it lands in as Area fire. EX: A rocket is fired at target hex 14 hexes away and has a final Area Target Type To Hit number of 6. If the final TH DR is an 8 the final target hex may be up to two hexes away since the DR is two greater than the DR needed to hit. If the final TH DR is a 10 then the maximum extent of error is 3 hexes since a range of 14 hexes is in the third range category.

5.31 RANGE LIMITS: RCT artillery has a minimum and maximum range printed on the counter. Any off-target rockets whose landing hex would exceed the maximum/minimum range have their error DR re-rolled until the resulting hex is within the printed range.

5.32 BACKBLAST: When a rocket fires Backblast is created as if it was a RCL (C12.3-4) . RCT may not be fired from a building. RCT artillery may be set up using HIP but loses all concealment if it fires. During the next enemy fire phase after a RCT fires the crew receives no protection from the gun's emplacement (they may use a foxhole/trench in the hex as long as overstacking does not occur). In addition to backblast, when a RCT fires, a Dispersed +2 ordnance Smoke counter (A24.5) is placed in the RCT hex and in each hex opposite its LOF after ALL tubes have fired in the current phase. Only one Smoke counter is placed in each hex regardless of the number of rockets fired.

5.33 BREAKDOWN: A rocket that is fired and malfunctions does not launch. If the RCT has a RED B# (which all in FIRST WAVE AT OMAHA do), a TH attempt that results in malfunction eliminates the RCT counter (and any rockets remaining in it, i.e., no others that remain may fire). The crew is unaffected.

5.4 RELOADING: Towed RCT artillery (and vehicles equipped with RCT capabilities if they have been assigned ammo vehicles; the Wurfgerat is not capable of being reloaded; the Nebelwerfer 41 is) may be reloaded. A crew may reload a RCT artillery counter by declaring that it is doing so and being marked with a TI marker. A reloading crew may not perform any other actions during that game turn and is considered to be using Hazardous Movement while reloading. The PP cost for each rocket is equal to 1PP for each ROF available to the RCT. A crew may load 1PP of rockets per turn for each MF spent reloading. Leader MF bonus may be added to the number of MF available to the crew but a crew may not be CX, or go CX, to reload. Up to two HS may assist a single crew in reloading one RCT artillery piece but there must be at least one crew involved in the reloading effort. In order to reload from an ammo vehicle, the ammo vehicle and the RCT armed vehicle must be in the same or ADJACENT hexes.

5.41 LESS THAN FULL RELOAD: The MF costs for reloading are spent during the MF and if the entire ROF of the RCT cannot be reloaded a side record must be kept for the number of tubes reloaded. All units involved in the reloading process are considered to be moving as a stack and are subject to First Fire as they spend MF to reload. The rockets are considered to be reloaded only if the unit(s) loading them remain in Good Order throughout the turn of reloading.

6. VARIANT COUNTERS

A complete set of VARIANT counters is provided in the popular style that made its debut in BERLIN: FALL OF THE 3rd REICH. For those not familiar with the now longstanding layout, a VARIANT PLAY AID is available to download using the following link: http:// www.criticalhit.com/VARCrd.pdf (which can be pasted into your browser). You'll need the Adobe Acrobat Reader, available free from Adobe.com, to use the document.

6.1 M4 DD: The 'Duplex Drive' Sherman was designed to be launched further out to sea and arrive at the beach under its own power. Because of a fortuitous order by a low-level naval officer, all of the DD tanks intended for Omaha West were landed directly on the beach aboard their LCTs. Further east, a disaster occurred as the DD Shermans foundered, taking almost all of the tanks, and their crews, to watery graves. Treat the M4 as a DD Tank (D16) for all purposes.

6.2 U.S. ARMY RANGERS: U.S. Army Ranger squads have a 6-6-8 strength factor; Ranger HS have a strength factor of 3-4-8. Ranger HS may Recombine as per A1.32 to form a U.S. Ranger 6-6-8 squad. Rangers are Commandos (H1.24) and may declare Hand-to-Hand CC (J2.31). Their Morale Level is followed by an asterisk to denote their ELR of 5 (A19.13). Rangers may Deploy (A1.31) and Recombine (A10.63) without a Leader as per the rules for Finnish troops (A25.7) [EXC: to Deploy, Rangers must pass a NTC, not a +1 Deployment TC; they may not Self Rally].

6.3 U.S. ARMY ENGINEERS: U.S. Army Engineer squads have a 5-5-7 strength factor. Engineer Half Squads have a strength factor of 2-3-7. Engineers are always treated as Assault Engineers (H1.22) and Sappers (H1.23). Their Morale Level is follow by an asterisk to denote their ELR of 5 (A19.13). U.S. Army Engineers squads (not HS) always have a final Smoke Exponent of '5'. Engineer squads may Deploy (A1.31) and Recombine without a Leader as per the rules for Finnish troops (A25.7) [EXC: Engineers must pass a NTC, not a +1 TC].

6.4 SHORE FIRE CONTROL PARTIES (SFCP): Counters representing 2-2-7 American Shore Fire Control Parties are provided. All rules for SFCP (G14.61) apply normally.

6.5 GENERAL COTA: General Norman 'Dutch' Cota was a unique individual that stands out beyond the usual rules. He is an 10(-3) leader who is always Heroic (A15.2). He may only use his Leadership modifier to assist in MC/NTC/PTC. He may only use his Leadership modifier to assist in Fire Direction (A7.53) and MC/NTC/PTC. He acts as a Commissar, but as per G18.31 failure to rally an American unit the latter is NOT Replaced/eliminated and the presence of General Cota increases the Morale Level of all friendly Infantry units in the same and all adjacent Locations by +2 (instead of the +1 specified by A25.221).

6.6 CRATERS: Craters represent large shell holes caused by the Allied pre D-Day bombardment. They were a great obstacle to movement and are deep enough to protect infantry from direct fire. (EX: Hex DD8 is a crater hex). Craters are NOT created during play [EXC: 3.34].

6.61: A crater location is considered to be one level below the base level of the hex. Treat the crater as a one hex gully for LOS purposes. It is not a separate Location for stacking purposes.

6.62 INFANTRY ENTRY/EXIT: Infantry spend one MF to enter a crater. Infantry exit a crater hex by spending the MF cost of entering higher terrain (B10.4).

6.63 CREST STATUS: Infantry may gain Crest status as per B20.9. All rules for Crest apply normally.

6.631 Infantry in Crest status exiting the Crater through a crest hexside are considered at the base level of the hex being exited into. To exit from a non-Crest hexside they must spend one additional MF in the Crater and are subject to FFMO in that crater hex. These units are only subject to fire while IN the crater hex by units that have a LOS into the crater (EXC: FFE; already acquired MTR fire may continue to fire into a Crater hex even if no enemy units remain in LOS).

6.64 VEHICLE ENTRY/EXIT: Only fully-tracked AFVs may ENTER a crater at a cost of 3 MP. Make a Bog check upon entering. AFVs may exit a crater by paying the cost of the hex entered plus the cost of entering higher terrain and passing another Bog check. AFVs failing a bog check while exiting/entering a crater are considered to be IN the crater (i.e., at Level -1). Exiting AFVs are subject to Underbelly hits (D4.3). Non fullytracked vehicles may only enter a crater hex using VBM and are considered to be on a Crater Bank (6.65, PdH 2.15).

6.641 HULL DOWN: AFVs may make a HD maneuver attempt in a crater hex as per F5.42 (EXC: AFVs may only attempt a HD maneuver while either IN that Crater, or when entering via an adjacent hex/Crater Bank. AFVs exit from a HD position as per F5.422.
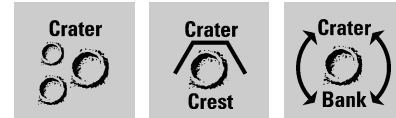
6.65 CRATER BANKS: Units in a Crater hex but not IN the crater are considered to be on a Crater Bank. Place them on a Crater Bank counter to signify this status. Infantry on a Crater Bank are considered to be in open ground and FFMO and FFNAM apply normally. AFVs and non fully-tracked vehicles may only move along a Crater Bank by utilizing VBM (D2.3). All VBM rules apply normally.
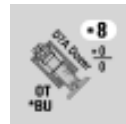
6.7 D7A BULLDOZER: Counters depicting the D7A bulldozer are provided for use in upcoming scenarios in CRITICAL HIT TACTICAL LEVEL MAGAZINE and beyond. The D7A is an unarmored bulldozer (G15.11) and is fully tracked and unarmed. Treat these vehicles as per B24.7-.71 and G15.1-.12.

7. BLACK DAY FOR THE 116 SCENARIO #16

"Black Day For The 116" is designed to provide players the ultimate 'Bloody Omaha' experience. The scenario card presentation is used normally for Objectives, historical summary, etc. However, additional play aids are provided for the OB for this scenario. Unless stated otherwise by scenario Special Rule, all scenarios/turns in scenario #16 that take place later than 0900 hours use the 0900 hours Tide Line.

7.1 ASSAULT LANDING PLAN 116TH RCT: This is a set of play aid cards providing the entire American order of battle. The cards include entry limitations and turn of entry for all units, along with additional historical summaries[1]. For convenience, it is suggested all counters stay off-map, and the play aids be used to set up the infantry and vehicle stacks for each LC (G12.151).

7.2 WN CONTENTS: This is a set of play aid cards providing the entire German order of battle for each Wn, plus German reinforcements, and a quantity of mines that may be set up anywhere in Hinterland hexes by the German player. Note that each Wn has a garrison that may set up anywhere within its perimeter.

7.21 POINTE ET RAZ DE LA PERCEE PLAY AID (PRP): German defensive positions at Wn 74, located at Pointe et Raz de la Percée, are depicted using a Play Aid Card. The weapons represented are two FK 97(f) 75 ART Guns with ROF 1, with unlimited HE and AP ammo available, and two GrW 34 81mm MTRs. The weapons shown on the card never take counter form - simply mark the units on the card as appropriate for having Prep/Def. Fired. The units within are immune to all enemy fire [EXC: See 7.213].

7.211 LOCATION AND CA: The PRP Guns are located off the west edge of the map through hex OO1 and are at Level 8. The range is TWENTY hexes from the west edge of the map. RANGE EXAMPLES: LOS to hex PP27 would be traced from Hex OO1 with a range of 48 hexes; LOS to hex QQ40 would be traced with a range of 62 hexes; and

LOS to hex RR6 would be traced with a range of 28 hexes.

7.212 DIRECT FIRE: EACH of the PRP Guns may engage separate targets and the entire map area is considered within the CA of each gun. All other direct fire rules apply.

7.213 NOBA vs. Pointe et Raz de la Percée: Destroyers and the USS Texas may be used to fire counterbattery fire vs. the Wn 74. See the PRP play aid for all possible results.

7.3 SOLITAIRE PLAY: This product is expressly intended to augment solitaire play via the provision of set up hexes for most of the German OB. Check the Critical Hit website (www.CriticalHit.com) for a download document providing suggested set up hexes for the ENTIRE German OB, creating the optimal solo experience or to allow a gaming group to utilize their members and their energies together to invade Hitler's Fortress Europa by collectively playing the American side.

8. ADVANCED CLIMBING RULES
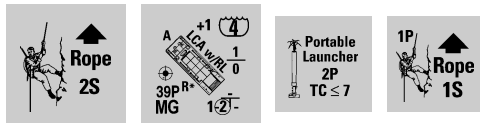
These rules are not used in FIRST WAVE AT OMAHA and have been included for the sake of completeness. The Rangers were specially equipped and trained to climb the cliffs at Pointe du Hoc using toggle ropes, grappling lines, rope ladders and specially equipped landing craft. All climbing rules (B11.4) apply with the following exceptions and additions.

8.1 FREE CLIMBING: Units that attempt to climb without using Rope counters (8.2), Scaling Ladders (8.5), and DUKW Extension Ladders (8.6) use the Climbing (B11.4) and Scaling (B23.424) rules normally.

8.2 ROPE COUNTERS: Rope Counters (RC) are new 1/2" and 5/8" counters provided to represent rope ladders, "toggle" ropes, and grappling lines fired up the cliffs at Pointe du Hoc by mortars mounted on LC (Portable Launchers (8.3) or Rope Launchers mounted on LCAs (8.4)) or carried by hand to the bottom of the cliffs (or dropped from the top). RC may support up to 3S for stacking purposes. Only ½" RC may be portaged. More than one RC may be placed across the same hexside.

8.21 USE: Units that attempt to climb via a RC must pass a Falling DR (B11.41). If successful, they may then attempt to gain an additional level (B11.43 does not apply) by passing an additional DR (Leadership modifiers DO apply). A DR ≥ 7 allows that unit to ascend the extra level. Failure may result in Falling (B11.41) EX: A unit on NN1 is attempting to climb via a RC. The DR is an 8, and that unit is placed on top of a 1st level Climb counter. This unit then rolls an additional DR of 6, and is now placed on top of a 2nd Level Climb counter. This unit then advances to Hex MM1 during the APh.

8.22 LOWERING ROPES DOWN: Ranger units that Possess a 1/2" 1S RC in a Level 2 hex with a cliff hexside may attempt to place a RC across a cliff hexside, down to adjacent beach hexes. Each unit attempting to place a RC must pass a NTC. Once successful, place a RC along any eligible cliff hexside.

8.23 ROPE CUTTING: Units in a Level 2 location of a hex containing a cliff hexside may attempt to remove a RC by expending two MF and passing a NTC. These units are subject to Hazardous Movement (A4.62) penalties. A successful removal attempt eliminates the RC and any climbing units using the RC are immediately eliminated.

8.3 PORTABLE LAUNCHERS (PL): Each LCA in First Wave at Omaha contains two inherent PL that may be Removed (D6.631; G12.83) by any Unloading (D6.5; G14.231) infantry unit. Each PL costs 2PP to portage.

8.31 SUCCESSFUL FIRE: A PL may only have one attempt made to fire it. A PL is successfully fired at an adjacent Cliff hexside on a DR of ≤ 7. If successfully fired, place a 5/8" 1S RC in any hex adjacent to the cliff hexside, pointing to the placement hexside. If adjacent to two cliff hexsides (EX: from beach hex OO12 to NN12/OO13), the firing unit may place a RC across either hexside (firing player's choice). Each subsequent PL that successfully places a new RC may choose the other accessible cliff hexside with a 1S RC or increase the existing RC to a 2S (or 3S if already at 2S) capacity.

8.32 UNSUCCESSFUL FIRE: An unsuccessful DR flips the PL to its 1S RC side. It may no longer fire but may be portaged normally by an infantry unit and later used to attempt to lower a rope down from Level 2 (see 8.22).

8.4 LCA MOUNTED LAUNCHERS: Each LCA is equipped with six Rope Launchers (RL). These Rope Launchers may not be removed from the LCA at any time. To place a RC from an LCA, the LCA must be Beached (G13.442). Each LCA may make three attempts per turn to fire their Rope Launchers in the same manner as 8.31. For every successful attempt, place a 1S RC across the adjacent cliff hexside. There is no penalty for failure besides the inability to place an RC.

8.5 SCALING LADDERS (SL): In addition to the mounted rope launchers, each LCA carried scaling ladders in 4 foot sections. Once assembled, these ladders reached a height of 112 feet, enough to enable the Rangers to surmount the cliffs. Special 5/8" counters and rules apply.

8.51 INHERENT SL: Each LCA contains an inherent 5/8" SL counter which may reach as high as two levels. Each SL costs 2 PP to portage and are at either level one (gray side) or level two (yellow side). In order to assemble a level one SL, two MMC in the hex must each pass a NTC. To assemble a Level 2 SL a third NTC (i.e., by another MMC in the same hex and during the same turn, or the same, or a different MMC during a different turn) is needed. Leadership modifiers apply to these NTC, Labor counters may be placed. Any MMC(s) which attempts a SL TC become TI. Place a Level 1 or 2 SL counter under the units passing the SL TC to signify the height assembled (i.e., either level one or two) and place part of the SL counter across the adjacent cliff hexside. Enemy units may attempt to destroy already placed SL as per 8.23. EX: Two HS are on a cliff hexside with a SL counter in hex NN1; one HS rolls a 7 NTC. A one level SL counter may be placed across cliff hexside MM1. If the second HS rolls a 7, a two level SL may be placed instead).
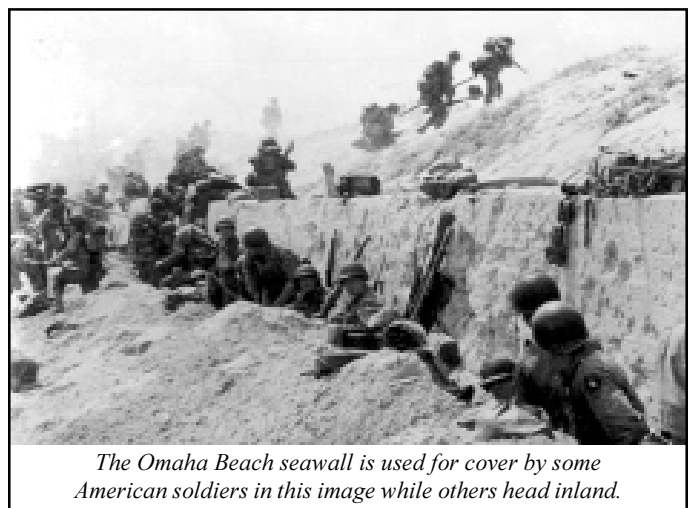
The Omaha Beach seawall is used for cover by some American soldiers in this image while others head inland.

8.52 CLIMBING SL: Units may climb a SL one level per 3MF expended. No falling DR is necessary. Units climbing SL are using Hazardous Movement (A4.62). Normal portage costs apply when climbing a SL but units may not exceed their IPC (EXC: if accompanied by a Leader as per A4.42).

8.6 DUKW EXTENSION LADDERS (EL): To further facilitate the cliff climbing at Omaha, four DUKWs were specially equipped with extension ladders donated by the London Fire Department. New counters are provided for these special DUKWs. These are treated as regular DUKWs with the following changes.

8.61 INHERENT EL: Each such DUKW has an inherent two level EL built into it. Due to the size of the EL, each DUKW so equipped has a reduced 10PP capacity.

8.62 RAISE/LOWER EL: Once a DUKW is adjacent to a cliff hexside, the vehicle may raise the EL by expending half (FRD) of the DUKW's MP, and making an extension DR for each level extended. A DR ≤ 7 enables the vehicle to place a Level 1 EL across any adjacent cliff hexside (or to raise a Level 1 EL to Level 2 height). To place a Level 2 EL the vehicle must expend its entire MP allotment and make two extension DR, or half its MPs and one extension DR if the EL is already at Level 1. To retract a raised EL, the DUKW must expend either half (FRD) of its MP to lower the ladder one level, or expend all of its MP to completely retract a two level EL. An extension DR is made for each level retracted. There is a +1 DRM modifier to any extension DR for each +1 Stun counter placed on the DUKW. A DUKW with its inherent EL retracted may then move normally. Once a DUKW has raised its EL, place an EL counter on top of the DUKW, with its Level 1 or 2 side up.

8.621 MALFUNCTION: An extension DR of ≥ 8 will cause an EL to malfunction. A malfunctioned EL may be repaired on a dr = 1, and will be disabled on a repair dr of ≥ 4.

8.622 RECALL: Any DUKW with a disabled EL is automatically Recalled once all Passengers have unloaded. A DUKW with a level one or two EL successfully raised/retracted is Retained and may remain on board in its hex during subsequent CG firefights until the EL is retracted or disabled.

8.63 INFANTRY USE: Infantry may scale an EL as per 8.52. Note that units that move into, or begin their MPh in the DUKW hex do not pay additional MF to load into the DUKW. Passengers may only begin their climb after either step of 8.62 has been completed and an EL may not be raised or lowered while an infantry unit is scaling it. Any scaling units are eliminated if the DUKW is eliminated (i.e., CS is NA for scaling units).

8.64 MACHINE GUNS: Each DUKW has two Lewis LMG mounted at the top of the EL (where the fire hose originally was placed). These are represented by the 2 x 2 factor AAMG on the DUKW counters. Any squad/Hero/HS scaling the EL and at its highest level may fire both of these LMGs while forfeiting its inherent FP. These LMGs may be voluntarily removed as per KGP CG.9 or via Scrounging (use British LMG counters) and have no ROF (when fired from EL).

8.7 CLIFF RUBBLE: Any HE attack against a hex containing a cliff hexside and resulting in an original KIA places a stone rubble counter at the base level of an adjacent beach hexside in a similar manner to B24.12, with the following changes: if more than one hex is adjacent, determine the hex randomly, but re-roll for any non-beach hexside. Cliff rubble is not Inherent terrain (B.6). LOS traced along a Cliff Rubble hexside is considered to cross a crest line. Units on top of a cliff rubble hexside need only a one level SL counter to reach the top of the cliffs (i.e., level two) and after passing two NTC may place a level one SL across any adjacent cliff hexside EX: A NOBA attack on Hex MM1 results in a 1 KIA. Make a dr; a dr of 1-2 places a stone rubble counter on Hex MM2; 3-4 places a stone rubble counter in Hex NN0; and a dr of 5-6 places a stone rubble on Hex NN1.

Footnotes:

1. The historical citation is from Cross Channel Attack; Gordon A. Harrison; Office of the Chief of Military History; Department of the Army; Washington, D.C. 1951; CMH Publication 7-4.

2. A Brief Survey of Mine Breaching Capabilities.

3. TOP SECRET BIGOT map sheet set; University of Texas Library.

H677 Pillbox CA Diagram

Vf01 Pillbox CA Diagram
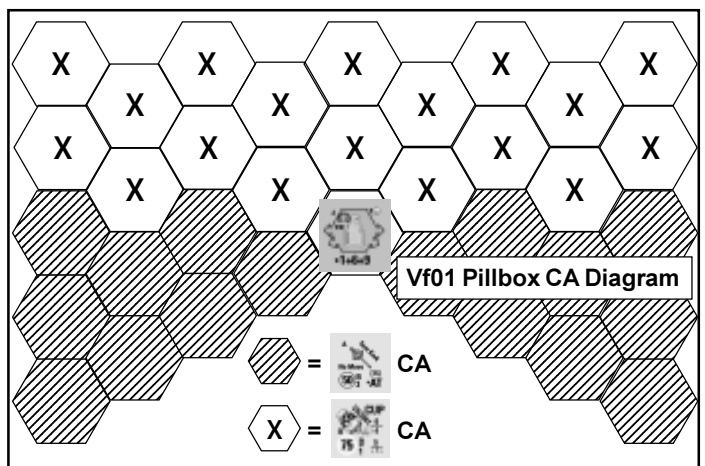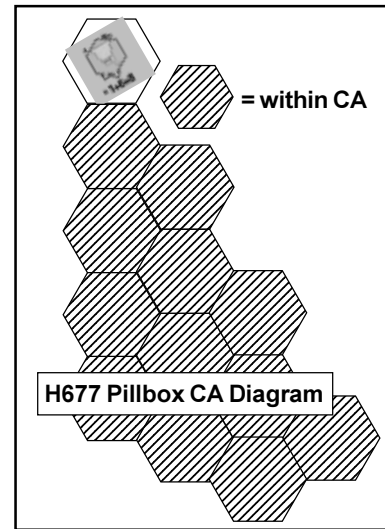
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OMAHA BEACH OBSTACLES CHART

OBSTACLE TYPE	MP/MF Cost					A/B Mine detonation dr # **	Notes
	INFANTRY	FULLY TRACKED	HALF TRACK	TRUCK	Tetrahedron dr # *		
BELGIAN GATES (1.481)	COT	1+COT	1+COT	1+COT	2 (3)	1 (1) [0]	See G14.56, B26.52, & 2.1-2.3
HIGH STAKES (1.482)	COT	1+COT	1+COT	1+COT	2 (3)	1 (2) [1]	See G14.56, B26.52, & 2.1-2.3
BEAM OBSTACLES (1.483)	COT	1+COT	1+COT	1+COT	3 (4)	-	See G14.56, B26.52, & 2.1-2.3
CZECH HEDGEHOG (1.484)	COT	1+COT	1+COT	1+COT	2 (3)	-	See G14.56, B26.52, & 2.1-2.3

* IF DR IS > THE NUMBER GIVEN LC IS DESTROYED PER G12.691. PARENTHESES INCLUDES -1DRM FOR HEAVY SURF (G13.445 & G14.51).
** Parenthesis number requires subsequent dr of number listed. Bracketed number is detonation number including +1 drm for Locations affected by Heavy Surf (See G13.445 & G14.51).

OMAHA TERRAIN CHART

TERRAIN	LOS OBSTACLE/ HINDRANCE/ LVL	MF/MP Cost				Bog	'?'	Notes
		INFANTRY	FULLY TRACKED	HALF-TRAC-KED	TRUCK			
Beach	-1	COT	1+COT	2+COT	3+COT	Yes (F7.31)	-	See 1.4 & G13.2-3. Treat as Hard Sand.
Beach-OCEAN	-1	1+COT	2+COT	3+COT	4+COT	Yes (F7.31)	-	See 1.4 & G13.2-33. Treat as Soft Sand.
Shallow Ocean	-1	3	2+COT (COT=1MP if Waterproofed)	3+COT (COT=1MP if Waterproofed)	6+COT (COT=1MP if Waterproofed)	Yes (F7.31)	-	See 1.4 & G13.4-.42. COT=Stream.
Deep Ocean	-1	-	-	-	-	-	-	See B21.14
Seawall Hexside	0.5, Cover for units in Shingles (see Notes)	See Notes	Breach Only	Breach Only	Breach Only	No	Yes (in Shingle)	Minimum Move or Advance vs. Difficult Terrain to cross UnBreached hexside. See 1.4.62. No LOS to Personnel behind Seawall AND in Shingles.
Shingle	-1	1.5	2+COT	3+COT	4+COT	Yes (F7.31)	-	See 1.45.
Reef Hexside	-0.5	1	2	3	4	Yes (F3.31)	-	See 1.46.
Reef - NN21	-0.5	1	2	3	4	Yes (F3.31)	-	See 1.46.

OMAHA WATER CRAFT LISTING (provides notes for new counters)

Name	Type	Size	AF	TA	OT	CS	MP	DP	GT	MA	ROF	IFE	B#	BMG	CMG	AAMG	PP	GP	Notes
LCT mk5	LC	-4	1/0	-	●	9	5	10	T	20L	2	12	12	-	-	-	550	-	See LOS diagram
LCT mk6	LC	-4	1/0	-	●	9	5	10	T	20L	2	12	12	-	-	-	565	-	See LOS diagram
LCI (L)	LC	-5	3/1	-	●	10	6	14	T	20L	2	12	12	-	-	12 (2)	142	-	See LOS diagram
Gleaves Class	DD	-5	-	-	-	-	15	82	T	127L	4*	12 (2)	12	-	-	-	-	-	*See Destroyer Card

OMAHA GUN LISTING (provides notes for new counters)

Name	Type	C size	Tube/-Rld	ROF	IFE	B#	Range	M#	T size	Special	Notes
5cm Kwk	AT	50L	-	3	-	B12	[75]	No Move	-	A4⁴, No Move	+3 IFT DRM for Gunshield
Pak 178(f)	AT	47L	-	3	-	B11	-	10	+1	APCR only, Q	See French Ordnance Note 6.
FL 97(f)	ART	75C	-	1	-	B12	-	8	-	s7, Q,	See French Ordnance Note 11.
Nebel 41	RCT	300*	4/0	1	-	B11	110	-	+1	+1 TH, Q	See Omaha SR 5.1-5.41
Wurfgerat	RCT	300*	4/0	1	-	B11	160	-	+1	+1 TH, Q	See Omaha SR 5.1-5.41

NOBA FIRE VS. POINT PERCÉE TABLE

Assigned Unit	FK 97(f) x2	GrW 34 x2
Destroyer	DR < 4 X / 5-10 N / > 11 NE	DR < 4 X / 5-10 N / > 11 NE
USS Texas	DR < 6 X / 6-11 N / > 12 NE	DR < 6 X / 6-11 N / > 12 NE

Results: X= Target Destroyed; N= Target Neutralized for that Game Turn; NE= No Effect on Target.

PLAN TWO

#1

1	**2**	**3**	**4**	**5**	**6**

✠ **GERMANS Set Up First**

★ **AMERICANS Move First**

Elements of 11/III/726 Infantry Regiment set up in any hex numbered ≥ 4 in trenches of Wn 73 (see SR #3):

1 4-6-7	8-1	8-0	2-2-8	HMG MG 42 7|16 3 3P	LMG MG 42 3|8 1 1P	5P GrW 36 HE 50 D 3 2-13 MTR	G/W 34 HE 81 D 3 2-60 MTR	Tobruk ★½ +7+7 SW
2			3					2

Local reinforcements enter ≤ 1 MMC per turn on turns 3-5 in hex FF2 OR JJ8 (i..e, all reinforcements must enter from one hex):

2 4-4-7	7-0
3	

{SAN: 3}
[ELR: 3]

Elements of Company C, 2nd Ranger Battalion set up in hex MM1 and/or LL1:

E 6-6-8	E 3-4-8	9-2	8-1	BAZ 44 8|4 ⑪ 1P
5				

Lt. Pingenot's Boat Section, Company B, 116th RCT enter on hex MM1 on turn three:

E 6-6-7	9-1
3	

{SAN: 2}
[ELR: 4]

MAP LAYOUT:
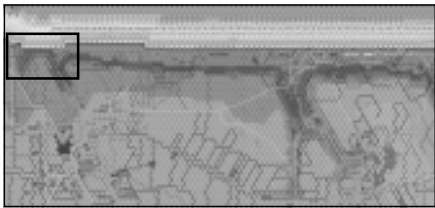
(only hexes numbered ≤ 8 on/between hexrows FF-MM are in play)

OBJECTIVES: The Americans win at Game End if there are no Good Order German crews in play.

VARIATIONS:

✠ Replace the German 7-0 leader with an 8-1.

★ American reinforcements enter on turn 2.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.

2. Each German 2-2-8 must set up manning a SW/MTR.

3. The German player may set up no more than THREE counters of any type in each hex.

4. No German unit may move/Advance during turn one.

VIERVILLE, FRANCE, 0630 Hours, 6 June 1944: Task Force B consisted only of Capt. Ralph Goranson's Company C, 2nd Ranger Battalion, supported by a platoon of DD tanks from Company B, 743rd Tank Battalion. Of the nine Ranger companies assaulting Omaha Beach on D-Day, Goranson's outfit would be the first ashore - its mission was to secure the beachhead's west flank at Pointe de la Percée. Landing at approximately 0645 hours, LCAs 1038 and 418 were raked with gun, mortar, and artillery fire after lowering their ramps; LCA 418 was wrecked shortly afterwards by three hits from an 88. The DD tanks never made it to shore. Captain Goranson and only half of his men made it unwounded to the shelter of the 90-foot cliffs. Lt. Moody looked at Goranson and said simply "Plan Two?" This meant the Rangers would ignore the guns on Pointe de la Percée, far to the right, and instead start their war by climbing the cliffs right in front of them. Moody led two other men to a crevice and the three climbed with their bayonets, Ranger-style. They attached toggle ropes to stakes and the rest of the Rangers monkey-walked them to the top. Below them, Lt. Pingenot's single LCVP of Company B, 116th RCT, dropped its ramp fifty yards out in a peaceful-looking cove. Moving through a curtain of smoke, they lost five men before gaining the shelter of the cliff.

Meanwhile, Captain Goranson made a critical decision - he decided to go left toward the fortified house and knock out any enemy positions there before proceeding on his mission toward Pointe de la Percee. The Rangers found that just beyond the house lay a strongpoint consisting of a maze of dugouts and trenches, including machine-gun emplacements and a mortar position. Goranson started to feel out the enemy positions on the other side. This began a series of small attacks that continued for hours without any decisive result. Moody was killed right away. Then Pingenot's men joined in. Three times attacking parties got around the house and into the German positions, destroying the mortar post and inflicting heavy losses. But enemy reinforcements kept filtering forward to drive them back. Toward the end of the afternoon, the Rangers and the Company B boat team drove forward a fourth time and wiped out the last defenders, using white phosporus grenades to take out the deadly MG post enfilading the Vierville draw, saving countless American lives. Amazingly, the Rangers had suffered only two casualties once off the beach, while a later count revealed 69 enemy dead in Wn 73.

BUYING THE FARM

#2

1	2	3	4	5	6

AMERICANS Set Up First

GERMANS Move First
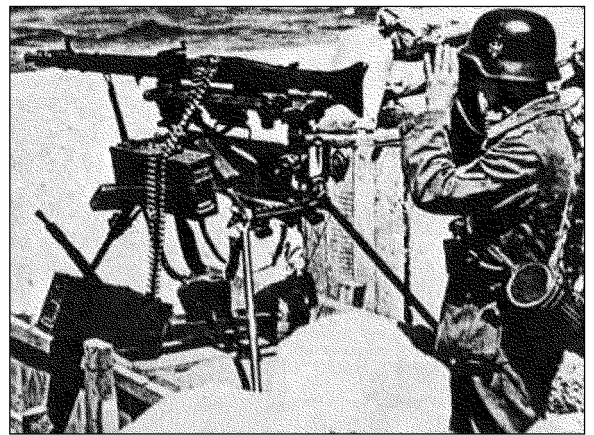
Elements of II/726 Infantry Regiment set up ≤ 2 hexes from hex N23:

1 4-6-7   **2 4-4-7**
2

Reinforcements from I/352 Infantry Regiment enter on hex A9 on turn two on a die roll of ≤ 4; turn three otherwise:

2 4-4-7 **8-0** LMG MG 42 3|8 1 1P 5P GrW 36 HE 50 3 D 2-13 MTR 28 Opel Blitz UA 21P/7T
3   **3**

{SAN: 3}
[ELR: 3]

Elements of Company B, 1st Battalion, 116th Infantry set up with one MMC per hex in/adjacent to hex S26:

E 6-6-7 **1 6-6-6** **9-1** **8-0** BAZ 44 8|4 ⑪ 1P
2

{SAN: 3}
[ELR: 4]

Elements of Company A, 5th Ranger Battalion enter along the north edge on turn two on a die roll of ≤ 5; turn three otherwise:

E 6-6-8 **8-1** BAZ 44 8|4 ⑪ 1P
2

MAPLAYOUT:

(only hexes numbered ≤ 30 on/between hexrows A-S are in play)

VARIATIONS:

German reinforcements enter on turn 3 automatically.

American reinforcements enter on turn 3 automatically.

OBJECTIVES: The Americans win at Game End if there are no Good Order German units in/adjacent to hex F23.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.

VIERVILLE, FRANCE, 0930 Hours, 6 June 1944: Landing just east of Vierville, the survivors of B Company, 116th Infantry, struggled up the bluffs and moved inland. Sergeant Pearce, a BAR gunner who had seen his company commander lying wounded on the beach, informed Lt. Walter Taylor that the commander was down. Taylor said, "I guess that makes me company commander." This group of twenty-eight, including Taylor, was far less than half the company. After counting heads, Pearce replied "This is probably all of Baker Company." Taylor was ready: "That ought to be enough. Follow me!" Taylor and his men moved out and soon arrived at the Ormel Farm, imposing in its rock-walled massiveness, large interior courtyard, and hedgerow-bordered fields. A burst of gunfire stopped them one hundred yards short of the farm. The Germans fired from behind a hedgerow at mid-distance. Taylor's men took cover, opened fire with rifles, and hurled a few grenades at long range. By great chance, one grenade glanced off the helmet of a German squatting in a foxhole. He jumped up, shouting: "Kamerad!" Twenty-four more Germans emerged from behind the hedgerow with their hands in the air. The brief fight cost the Americans three wounded. Taylor started the platoon toward the first crossroads beyond the farm. Suddenly three trucks roared up and German infantry tumbled out into the fields on both flanks of the Americans. The Germans moved to envelop Taylor's force. A rifleman lying beside Taylor was killed, three others were wounded, and Pearce's BAR was shot from his hands. That left twenty men and no automatic weapons. Taylor yelled: "Back to the farm!" The Americans crawled as far as the first hedgerow, then rose and trotted along, supporting their wounded. Taylor was the last man out, having stayed behind to cover the withdrawal with his carbine. The Americans made it back to the farm just before the Germans, who formed up and attacked again. But the thick stone walls were perfect for defense, with slots for rifles, and the Germans had no heavy weapons. Just as the American ammunition ran out, a platoon of twenty-three Rangers arrived and the Germans faded away. But Taylor wasn't satisfied. The battalion's D-Day objective was still more than one half mile away. Leading off as first scout, Taylor headed west as darkness fell. Near the village of Louvieres—nearly half a mile deeper into France than anyone else who had come ashore at Omaha Beach—a runner caught up with them to deliver the news that the remnants of the battalion were assembling seven hundred yards closer to the sea.

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ACE
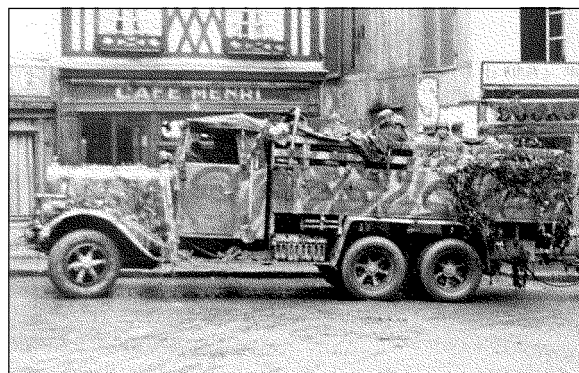
⭐ **AMERICANS Set Up First**

✠ **GERMANS Move First**

1	2	3	4	5	6	7	8

✠

Elements of 5/II/916 Infantry Regiment set up ≥ 6 hexes from the nearest American unit and with each German MMC ≥ 6 hexes from another German MMC:

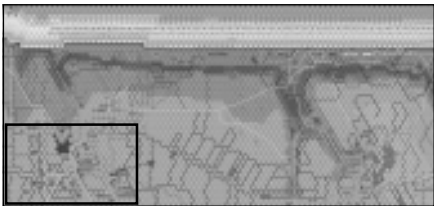| E 5-4-8	1 4-6-7	2 4-4-7	2 2-3-7	8-1	8-0	LMG MG 42 3|8 1 1P	GrW 36 5P HE 50 D 3 2-13 MTR
	3	2					2

{SAN: 3}
[ELR: 3]

⭐

Elements of Company A, 5th Ranger Battalion set up within one hex of hex M27:

E 6-6-8	E 3-4-8	9-2	8-1	BAZ 44 8|4 ⑪ 1P	MMG 3P 4|10 2
4	3				

{SAN: 2}
[ELR: 4]

MAPLAYOUT:

(only hexes numbered ≤ 30 on/between hexrows A-T are in play)

VARIATIONS:

✠ Replace the German 7-0 leader with an 8-1.

⭐ American reinforcements enter on turn 2.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.

2. On turn one, until a Known American unit MOVES while in LOS German all German units must pass an NTC in order to move. The only effect of failure is the inability to move during the Movement Phase. German units may fire/Advance normally and the NTC may only be taken once per unit.

OBJECTIVES: The Americans win immediately if they Exit ≥ 4 VP off the west edge on/between hexrows I-T.

VIERVILLE, FRANCE, 1230 Hours, 6 June 1944: One of the few American units that accomplished their D-Day missions was a single platoon from the 5th Ranger Battalion. When the 5th Rangers approached the beach, it looked like their day would be a very long one indeed. Landing just east of the kill zone in front of Vierville, Lt. Charles Parker's platoon of Company A Rangers quickly dashed to the edge of the bluffs, climbed them, and then helped take out Wn 71. In a hurry to get to the Rangers' rally point 400 yards south of Vierville, Parker led his 1st Platoon inland so fast that he missed an order to hold up and reorganize near the crest. Moving through fields and orchards infested with Germans, 'Ace' Parker pushed hard. When one of the other officers was wounded, the thin line of Rangers was broken. At the next head count, Ace was down to just 23 men. They pressed on, but took several hours to reach the Ormel Farm, where they found Lt. Taylor's 116th Infantry boat team hanging on. Assuming that the balance of the 5th Rangers must have already passed through, Parker's men moved on to the assembly area, taking 12 prisoners on the way. Finding no one there, Ace kept moving, the Rangers growing increasingly apprehensive as they marched mile after mile through the claustrophobic bocage country. Suddenly German weapons opened up from every direction. Now the Rangers had to fight just to get out alive. Sgt. Kalar was wounded in the jaw and went crazy, killing Germans and screaming. Leaving their prisoners behind, the Rangers escaped by looping around and hustling north cross-country. Dog-tired, they finally entered Rudder's lines at Pointe du Hoc before dark—just in time to help their brothers in arms in a two-day struggle to hold the Pointe. But Ace had accomplished all of his orders.

TRAPPED LIKE RATS

#4

| 1 | 2 | 3 | 4 | 5 |

✠ GERMANS Set Up First

★ AMERICANS Move First

Elements of 916 Infantry Regiment set up anywhere in Wn 71, Wn 72 and/or Wn 73:

		CUP								Wpns Pit	
2-2-8	9-1	VK3001 75 6/4 D 5/1	5cm KwK No Move 50 B/3 [75] *AT	FK 97(f) 75 C/1 ART	PaK 181(f) APCR *47 B/3 (11)* AT	PaK 43/41 88 A/2 AT	*1+6+9	*1+6+9	OBA/OVR: +3 Other: +2	*1+6+8	
6					2					2	

{SAN: 3}
[ELR: 3]

Elements of B Company, 743rd Tank Battalion set up on/between hexes TT10-TT22:

M4 DD (13 2) 8 4 A 75 C/1 4/14	9-1
8	

{SAN: NA}
[ELR: NA]

MAPLAYOUT:
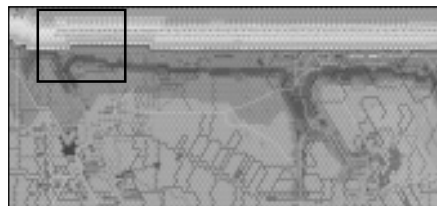
(only hexes numbered 7-22 in hexrows FF-UU are in play)

OBJECTIVES: The Germans win immediately if they eliminate all American AFVs.

VARIATIONS:

✠ The Germans must eliminate ≥ 6 AFVs to win.

★ Reduce game length to four turns.
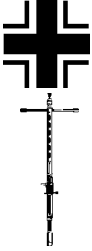
SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0630 hours.

2. Any non-immobilized AFV in an Ocean hex is eliminated and removed from play at the end of turn two.

VIERVILLE-SUR-MER, FRANCE, 0630 Hours, 6 June 1944: The 743rd Tank Battalion didn't have any illusions about D-Day. Unlike other units, they fully expected to be hurled at the beach first, paving the way for the infantry and all of the following waves. They were expected to make the landings easier for following units, but even with a successful bombardment they knew there would be hell to pay on the beach. In Company A, two of each group of three Shermans was standard; the third was a bulldozer model. Each tank had been specially waterproofed and had large 'fishhook' ducts mounted over the engine compartment. The rough surf had caused the officers in charge of the landing to conclude at 0505 hours to cancel the planned launch of the 743rd's DD tanks in the water, and instead carry them ashore on their LCTs. The neighboring 741st Tank Battalion infamously lost 27 of their 32 DDs after launching them, with only a few sharp crews with small boating experience able to handle the sensitive craft in the high seas. Landing at the same time as the doomed infantry of the 116th Regimental Combat Team, the tankers didn't find the going much easier. The LCTs took a pounding—they were the first big targets to hit the beach. Two LCTs were sunk during the approach, and only eight of Company's B's sixteen tanks actually made it to shore. An 88 shell knocked out the first Sherman off the ramp of LCT-591. Company CO Captain Ehmka's LCT landed right at the Vierville draw, and Ehmka and many of his men were killed before they could unload. Across more than 400 yards of open beach, the surviving tanks had a terrible time picking out the guns firing on them, while they were exposed except for what the drivers could keep under water without flooding. Instead of supporting infantry who could threaten the gun positions, the tanks found themselves alone in the surf, surrounded by a great many bodies of the 116th. And they were stuck on the beach, trapped by the great anti-tank wall at Vierville. Walking among his tanks, trying to coordinate their actions, the 743rd commander, Lt. Col. Upham, got drilled in the shoulder. Still, the crews tried to stay alive while they looked for targets they could hit. Finally all of the work was rewarded when the survivors moved through the D-1 exit at Vierville just before dark, then rolled a precious half-mile inland. Lt. Harold Beavers was Company B's only unwounded officer, and he earned the DSC. "They shot the hell out of the Germans," an officer of the 116th said of the 743rd, "and got the hell shot out of them."

TEXAS TEA

		1	**2**	**3**	**4**	**5**

✪ **AMERICANS Set Up and Move First**

Elements of II Kompanie, III Battalion, 726 Infantry Regiment set up within three hexes of hex HH11:

₁ 4-6-7	₂ 4-4-7	2-2-8	8-1	6+1	LMG MG 42 3|8 ①¹ᴾ	AP ⟳ Mine	Tobruk ★ ½ +7+7 SW
2					2	18	

{SAN: 3}
[ELR: 3]

General Cota and staff set up first in/adjacent to hex Z14:

E 3-4-7	SFCP 2-2-7	10(-3) Gen Cota	9-1	8-1	8-0
2					

{SAN: 2}
[ELR: 4]

VARIATIONS:

⊞ Germans may be within THREE hexes of JJ12-DD12 to win.

✪ Add a second SFCP unit which may direct fire to the 500mm NOBA.

MAP LAYOUT:
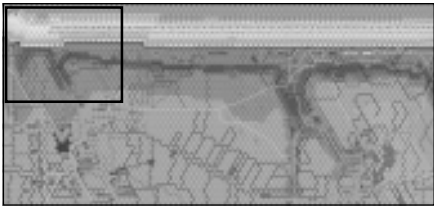
(only hexes numbered ≤ 18 in hexrows Z-UU are in play)

OBJECTIVES: The Americans win immediately if there are no Good Order German MMC within two hexes of the road running on/between JJ12-DD12.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.

2. German units may not move or fire on turn one.

3. German mines must be set up in Hinterland (G13.2) hexes. One German squad/equivalent may set up utilizing HIP.

4. The Americans receive 500mm NOBA. This battery is directed by an Shipboard Observer at Level 2, recorded in any hex of hexrow UU prior to all set up. The Americans also receive 135mm NOBA directed by the SFCP provided in their OB.

5. General Cota is invulnerable to all fire/Sniper Attacks while in Beach hexes only. Any Broken unit(s) in a Location Cota enters may (only once per MPh) IMMEDIATELY make a Rally attempt. Successfully rallied units have full, normal capabilities for the remainder of that player turn (including the ability to move that phase).

VIERVILLE, FRANCE, 1230 Hours, 6 June 1944: While other officers were concerned with moving inland and taking objectives, General Cota could see by noon that the key problem was the Vierville draw. Or rather, that nothing was coming up the Vierville draw. Leaving others to fight the Germans west of Vierville, Cota went to see the beach exit for himself. From his Vierville vantage point, Cota could see no indication that any American units would be coming up the road soon. This was made powerfully clear by the naval bombardment pounding the mouth of the draw just after noon. Cota decided to do what he could to help. Trailing three other officers, Cota soon ran into Lt. MacAllister of the 121st Engineer Combat Battalion of the 29th Division, who joined them as they headed down to the beach. At the same time, Lt. Coker's Navy Shore Fire Control Party 3 was directing fire onto the defenders at the mouth of the draw from two destroyers just offshore, while the battleship *Texas* supplied several 14-inch rounds from two miles out. The destroyer *McCook* was just 1,000 yards offshore, firing at the concrete emplacements and houses around the church. Cota's group of officers took advantage of the stunning effect of the naval fire to patrol down to the mouth of the draw, and as Lt. Coker received news from *McCook* that the Germans were surrendering in the draw, General Cota hastened the collapse of the German positions with well-aimed pistol and carbine fire. Soon the engineers and officers around the draw had captured close to 100 Germans, and the main challenge became to destroy the massive antitank wall barring the road up from the beach. The general and his navy had cleared the Vierville draw, the beach in front of which was littered with the corpses of hundreds of engineers and men of the 116th.
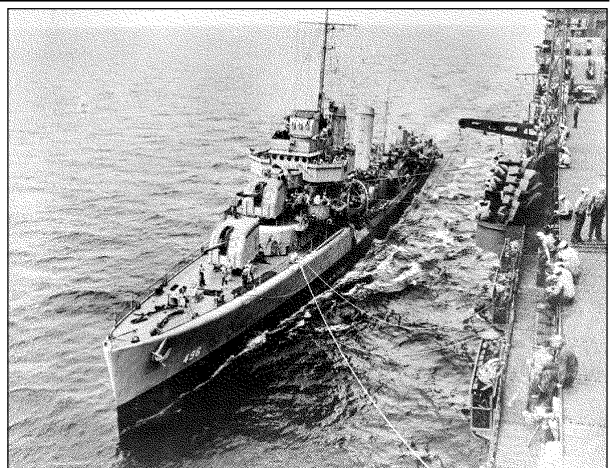
SERGEANTS LEAD THE WAY

1	2	3	4	5	6	7	8	9

✠ **GERMANS Set Up First**

★ **AMERICANS Move First**

Elements of II/III 726 Infantry Regiment set up in Wn 70:

1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	HMG MG 42 7|16 [3] 3P	MMG MG 42 5|12 [2] 3P	LMG MG 42 3|8 [1] 1P	? 7 morale	G/W 34 HE 81 D 3 2-60 MTR
2		3						6	

Flak 38 6 (20) B 3 AA

Wpns Pit OBA/OVR: +3 Other: +2

Tobruk ⊕ (SW) ★ ½ +7+7

2

{SAN: 3}
[ELR: 3]

Companies A & B, 2nd Ranger Battalion enter using Seaborne Assault (G14) along the north edge on/between hexes UU31-UU42:
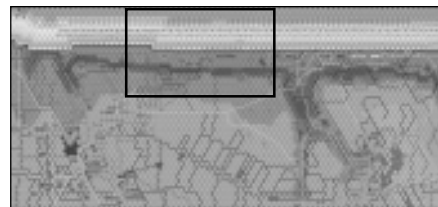
E 6-6-8	2-2-7	9-2	9-1	8-1	8-0	BAZ 44 8|4 [11] 1P	dm MMG 2P	DC ▲ 30|1 [12] 1P	dm MTR M2 60mm □ ▲ 3P	FT 1P 24|1 [10]	Bangalore 3P ▲ 0-1
10	4					4	4	4	4	3	3

+1 (4) LCA 1 0 ⊛ 39P R+ MG 1 (2) ─ 5

Lt. Morse' Company B survivors, 116th Infantry using Seaborne Assault (G14) along the north edge on/between hexes UU31-UU42 on turn two:

1 6-6-6	9-1	8-1	Bangalore 3P ▲ 0-1	+3 4 LCM (3) 0 0 69P R MG ─ 2-12
3				

{SAN: 3}
[ELR: 4]

MAPLAYOUT:

(only hexes numbered 25-52 in hexrows AA-UU are in play)

OBJECTIVES: The Americans win at Game End if there are no Good Order German MMC within Wn 70.

VARIATIONS:

✠ Reduce game length to eight turns.

★ The Americans win immediately if there are ≤ 2 Good Order German MMC in Wn 70.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0730 hours.

2. After all set up the American player may record six wire hexes that are treated as removed as per B24.73 (see also B26.5).

LE HAMEL-AU-PRÊTRE, FRANCE, 0730 Hours, 6 June 1944: One of the lucky ironies of D-Day was that when the attack at the west end of Omaha was faltering, luck delivered a large force of Rangers at exactly the right place and time. Failing to hear a signal from Pointe du Hoc, the reinforcements of the 2nd and 5th Ranger Battalions headed for land at Dog Green. Fortunately for them, the disaster there was already apparent to all, and their Royal Navy coxswains took them well east of Vierville, but not far enough. At about 0735 hours, the five LCAs carrying Companies A and B of 2 Rangers slammed through the surf and the outer belts of beach obstacles to touch down opposite the very active *Wiederstandnest* 70. Hidden behind the smoldering beach villas were German gunners prepared for their arrival. The coxswains tried to maneuver through the obstacles, now underwater with the rising tide, but some of the boats dropped their ramps in deeper water to avoid the mines. One LCA from Company B exploded on one of the mines, and the carnage began as men piled out of the craft yelling "Abandon ship!" The Rangers struggled through the water and across the beach, with men falling in ones and bunches. More than half of the men and five out of six officers were down before reaching the shingle. A look up the bluff at Wn 70 showed why - a line of German machine-guns spitting out death from high above the beach. Fortunately for the Rangers, the defenders had failed to finish the wire along portions of the promenade road. Sgt. James was now in charge of Company A, and he led the men over the shingle. The fire was heavy as the survivors dashed across the road and past the beach villas. The steepest part of the bluffs confronted them, and there weren't many Rangers left. Swiftly climbing up the rough terrain, Sgt. White and Sgt. Ray joined with Sgt. Courtney to take up BARs and take on the German machine-guns at the top of the bluff. Courtney yelled down to the other Rangers, "Come on! The SOBs are cleaned out!" When a machine-gun fired on him he knocked it out, then yelled down again. The three Ranger sergeants worked their way into the trenches of Wn 70, cleaning out defenders with grenades and rifle fire, until Company A had captured the entire position.

OFF THE BEACH!

GERMANS Set Up First

AMERICANS Move First

1	2	3	4	5	6

Elements of 5/II/916 Infantry Regiment set up within Wn 68 and Wn 70 in hexes numbered 35-55:

2 4-4-7	2-2-8	8-1	HMG MG 42 7|16 3 3P	MMG MG 42 5|12 2 3P	AP Mine	HE 81 3 D MTR 2-60	Tobruk ☆½ +7+7 (SW)	H657 ☆1+5+8
4	2			2	12	2	2	

German Reserves set up BROKEN anywhere in hexrow BB:

2 4-4-7

{SAN: 3}
[ELR: 3]

Company C, 1st Battalion, 116th Infantry set up in hexes LL45-46-47-48-49 with ≥ 2 MMC in each hex (see SR #2):

E 6-6-7	1 6-6-6	E 3-4-7	9-1	8-1	7-0	BAZ 44 8|4 ① 1P	MMG 4|10 2 3P	Bangalore ▲ 0-1 3P
6	4					2	2	5

General Cota and Lt. Shea set up in hex LL43 and/or LL51 (i.e., both units in the same hex):

11(-4) Gen Cota	9-1

{SAN: 2}
[ELR: 4]

VARIATIONS:

✠ General Cota is vulnerable to fire.

☆ The Americans may ONLY exit ≥ 10 VP to win.

MAPLAYOUT:

(only hexes numbered 35-55 on/between hexrows BB-UU are in play)

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0830 hours.

2. All non-leader American infantry sets up Broken/DM.

3. German mines must be set up ANYWHERE in Hinterland (G13.2) hexes. One German squad/equivalent may set up utilizing HIP.

4. After all other set up, the American player may place one Smoke LV Hindrance counter anywhere in hexrow EE, then make a Random Direction DR (with Extent of Error halved). This counter stays in play throughout the scenario and gives a +2 LV Hindrance to all fire (non-cumulative per hex) to and from all units within three hexes of it.

5. General Cota is invulnerable to all fire/Sniper Attacks while in Beach hexes only. Any Broken unit(s) in a Location Cota enters may (only once per MPh) IMMEDIATELY make a Rally attempt. Successfully rallied units have full, normal capabilities for the remainder of that player turn (including the ability to move that phase).

OBJECTIVES: The Americans win immediately if they exit ≥ 10 Victory Points off the south edge or at Game End they have ≥ 12 Victory Points of Good Order infantry at Level +6 or higher.

ST. LAURENT SUR MER, FRANCE, 0830 Hours, 6 June 1944: At 0730, everyone on Dog White was either a casualty or a stunned survivor hiding behind the low sea wall. A line of Shermans from the 743rd Tank Battalion stood at the water's edge, firing at whatever targets they could identify. Small arms fire smothered the beach, flaying the soldiers desperately taking cover there. Captain Bertie Hawks, Old BB Eyes to his men, didn't know it yet, but four of his fellow company commanders were already dead and another lay wounded just down the beach. He and his Company C, however, were almost entirely intact, albeit pinned down. At that moment, General Cota strode ashore, convinced by this scene that the invasion was in serious danger. Fortunately, the right man was at the right place. To the amazement of the prone Stonewallers and arriving 5th Rangers, Cota walked upright on the beach, waving his Colt pistol in the air. Cota began to personally cajole officers and privates alike to shake off their fear and confusion and get the hell off the beach. The key moment was when Cota turned to Lt. Bedell of Company C and said "Well, lieutenant, we've got to get them off the beach." General Cota was personally known to everyone in the division and his appearance had a magical effect. On the company's right flank was a gap in the seawall. Private Ingram Lambert crawled through this gap, crossed the road and set his Bangalore torpedo under the double-apron wire entanglement on the far side. A burst of machine-gun fire cut him down, but Lt. Schwartz followed and set off the charge. Intense mortar and machine-gun fire blasted the new gap, but Company C was on the move and building momentum. It slipped through this and another gap in the wire, then into a series of communications trenches that led from the promenade to the base of the cliffs. Smoke from burning grass on the heights hid their movement from the enemy much of the time. Lt. Bedell's No. 1 boat section was intact, and they led the way up the communications trench onto the top of the bluff. Mortar shells landed right in the midst of General Cota's group during the climb, killing and wounding several, and hurling the general's aide-de-camp Lt. Shea down the cliff. But by 0900, a large body of men had arrived on the top of the bluffs between Wn 68 and Wn 70, signaling the first major crack in the walls of Fortress Europe.

⊛ **AMERICANS Set Up and Move First**

Elements of 5/726 Infantry Regiment set up in hexes numbered ≤ 4:

						HMG	MMG	LMG	
E 5-4-8	2 4-4-7	1 2-4-7	8-1	7-0	2-2-8	7|16 ③ MG 42 3P	5|12 ② MG 42 3P	3|8 ① MG 42 1P	5P GrW 36 HE 50 D₃ MTR 2-13
2	**3**								

{SAN: 3}
[ELR: 3]

Elements of Company C, 1st Battalion, 116th Infantry set up in hexes numbered ≥ 8:

					BAZ 44	MMG	
E 6-6-7	1 6-6-6	E 3-4-7	9-1	8-1	8|4 ⑪ 1P	4|10 ② 3P	11M M1 HE 60 D₃ MTR 3-45
3	**2**					**2**	

Elements of Company B, 5th Ranger Battalion enter along the east edge on turn three:

		MMG
E 6-6-8	9-2	4|10 ② 3P
4		**2**

{SAN: 2}
[ELR: 4]

MAPLAYOUT:

(only hexes numbered ≤ 10 on/between hexrows N-Z are in play)

OBJECTIVES: The Americans win immediately upon exiting ≥ 6 Exit Victory Points off of the west edge or upon earning ≥ 8 CVP. The Germans win immediately upon earning ≥ 10 CVP

VARIATIONS:

✠ Replace the German 7-0 leader with an 8-1.

⊛ American reinforcements enter on turn 2.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.

VIERVILLE, FRANCE, 1330 Hours, 6 June 1944: By noon, the Stonewallers battling with the enemy west of Vierville had been joined by the 5th Rangers, who were eager to break through to their comrades at Pointe du Hoc. But the Germans knew the ground well and were not budging. Worse, they were giving these Americans their first taste of German firepower, skill at small unit actions, and adept use of bocage in the defense. Captain George Whittington's Company B, 5th Rangers, took up the attack, with Lt. Bernard Pepper's 1st Platoon in the lead. The Germans had fiercely resisted all attempts to move around Vierville to the south. After several hours of frustrating fighting south of the coastal highway, Lt. Col. Schneider of the 5th Ranger realized that he could not get to the Pointe via that route. Next, the Stonewallers brought up fresh troops— 'Old BB Eyes' Hawks' Company C, 116th Infantry, which had smoothly left the beach with Cota. Hawks made it about 500 yards west of Vierville before hitting a solid German line, where they deployed and dug in. Cota tried to get them moving, but this was not a matter of morale. Lieutenants Bedall and Schwartz had their men strung along a hedgerow south of the farm buildings, but every move to cross the hedgerow and continue west was met with heavy small arms fire from the next hedge, only 200-300 yards away. The riflemen found it impossible to even locate the source of the German fire. Hawks' men finally had to call it quits and worked to extend their line locally. Just as well – Col. Canham was worried that the 116th couldn't even hold what it had won. Cota had a cigar and went back down to liberate the Vierville draw. When a connection with the 58th Armored Field Artillery Battalion was finally made, an artillery concentration on the German position only led to another fruitless attack, killing the valiant Lt. Schwartz.

FRONTAL AT ST. LAURENT

#9

✠ ☆ Seqeuntial Set Up

☆ AMERICANS Move First

| 1 | 2 | 3 | 4 | 5 | 6 |

✠

Elements of 5/II/916 Infantry Regiment set up ≤ 3 hexes of hex F73:

| E 5-4-8 | 1 4-6-7 | 2 4-4-7 | 2-2-8 | 8-1 | 8-0 | HMG MG 42 7|16 3P 3 | MMG MG 42 5|12 3P 2 | PSK 1P 12|4 | ? 7 morale | HE 81 3 G/W 34 D 2-60 MTR | PaK 43/41 88 A 2 AT |
| 2 | 4 | 4 | 2 | | | 2 | 2 | 9 | | |

{SAN: 3}
[ELR: 3]

☆

Elements of Company F, 2nd Battalion, 115th Infantry set up ≤ 2 hexes from hex G79:

| E 6-6-7 | 1 6-6-6 | E 3-4-7 | 9-1 | 8-1 | MMG 3P 4|10 2 | DC ▲ 1P 30|1 ⑫ |
| 2 | 3 | 2 | | | 2 | 2 |

SPG of 58th Armored Field Artillery enter along the north edge (hexrow Q) on turn three on a roll of ≤ 7; otherwise enter on turn four:

| M7 HMC ⑭ Y3 1 HE 105 C 1 -4 |

Elements of Company K, 3rd Battalion and 741st Tank Battalion set up in any SIX adjacent hexes on/between hexrows L-P:

| E 6-6-7 | 1 6-6-6 | E 3-4-7 | 9-1 | 8-1 | 8-0 | BAZ 44 8|4 ⑪ 1P | MMG 3P 4|10 2 | M4 DD 13 2 8 A 4 75 C 1 4 -14 |
| 8 | 4 | 2 | | | | 3 | 2 | |

{SAN: 3}
[ELR: 4]

VARIATIONS:

✠ Reduce game length to 5 turns.

☆ The Americans need only control buildings ≤ 2 hexes from C73.

MAPLAYOUT:
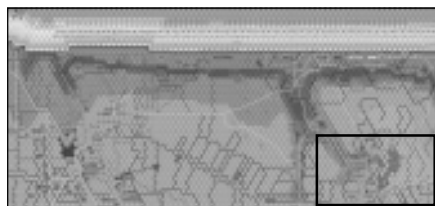
(only hexes numbered ≥ 64 on/ between hexrows A-Q are in play)

OBJECTIVES: The Americans win at Game End if they Control hex A70, *OR* they Control ALL buildings ≤ 3 hexes from hex C73.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the east at Start. All OBHSR are in effect.

2. Each American PFPh, an 100mm OBA FFE:1 is placed is placed in hex I74. With no Accuracy dr (C1.3), a Random Direction DR (with Extent of Error halved) (C1.31), the FFE:1 & 2 are resolved. No Correction (C1.4) is possible for the FFE:2.

3. The Germans may place two Tunnels (B8.6) during their set up.

ST. LAURENT, FRANCE, 2100 Hours, 6 June 1944: The 115th Infantry had expected to land with dry feet on D-Day, then march several miles inland to their first objective. Instead, they had to pick their way through German minefields, and then mount a frontal attack on St. Laurent. French civilians pointed out the source of the trouble: the Germans were well positioned in the town's squat Romanesque church and a big stone barn. With machine-guns in the steeple, nothing could move safely in St. Laurent. The Germans were not numerous, but St. Laurent was full of tunneled emplacements, and the Germans could pop up in any position at any moment. At about 1515 hours, the 2nd Battalion under Lt. Col. William Warfield began its attack, led by Companies E and F. The fighting was brutal, and Warfield's 2nd Battalion suffered almost 100 casualties in the first hours; six of the twelve officers in E & F would be wounded before the end of the day. In case the Germans were not enough, misdirected naval shells whipped into the town frequently. Frustrated by the lack of success, Warfield was spotted lobbing pebbles at a stray dog during the battle. At 2000 hours, Colonel Slappey ordered the 2nd Battalion to give up and slip around the town to the south. The Germans still held the Les Moulins road junction, their last avenue of retreat. Next up was Major Gillespie's 3rd Battalion. They headed into St. Laurent from the north and reached the center of town easily enough, escorted by Corporal Resar's HQ tank of the 741st. But it was the same story when they hit the main line of resistance. Men of Company K began to fall left and right, and platoon leader Lt. DuVal was killed. The Sherman pulled out when an anti-tank round narrowly missed it. Even the destruction of the steeple by fire from the destroyer USS *Thompson* had no effect on the defense. Then around 2100, help arrived from an unexpected source. One of the officers from the 115th had found the 58th Armored Field Artillery on the plateau north of St. Laurent and asked for help in removing the last Germans holding out in the village. Lieutenant Pollarine guided forward two Battery B Priests, and they blasted the remaining Germans with direct fire from point-blank range. St. Laurent was liberated by nightfall on D-Day.
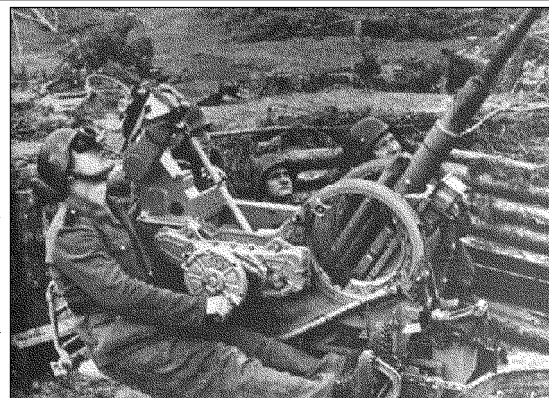
A BRUTAL TASK

GERMANS Set Up First

AMERICANS Move First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of 5/II/916 Infantry Regiment set up in Wn 66 (mines may set up in any hex on/south of hexrow KK):

E 5-4-8	2 4-4-7	2-2-8	9-1	7-0	MMG 5|12 2	AP Mine	VK3601 CUP 75 D 1	? 7 morale	GrW 34 81 D 3 2-60 MTR	Tobruk ★½ +7+7	Panzerstellung ★½ +7+7
4	4	3			2	12	5		2	2	

Set up in hexes numbered 48-52 on/between hexrows HH-JJ:

2 4-4-7
2

Set up within Wn 68:

2 4-4-7	2-2-8	8-1	8-0	HMG 7|16 3	MMG 5|12 2	CUP 37 D 1	? 7 morale	Panzerstellung ★½ +7+7
4					2		4	

{SAN: 3}
[ELR: 3]

Company F, 116th Infantry Regiment enter using Seaborne Assault (G14) along the north edge on/between hexes UU48-UU55:

E 6-6-7	1 6-6-6	E 2-3-7	2-2-7	9-1	8-1	8-0	BAZ 44 8|4	dm MMG 2P	DC 30|1	dm MTR M2 60mm 3P	FT 24|1	Bangalore 0-1
5	6	6	5			2	4	4	3	5	3	5

+2 5 LCVP 39P MG -|1-8
6

Team No. 8, 146th Engineer Combat Battalion set up in hexrow TT ≤ 2 hexes of hex TT53:

E 5-5-7	9-2	8-0	Tetryl Charge 36|1 DC	+3 4 LCM(3) 69P MG -|2-12
3	3	2	3	3

Elements of A Company, 743rd Tank Battalion set up anywhere in hexrow SS:

M4 DD 13 2 75 C 1 4 -|4
2

{SAN: 3}
[ELR: 4]

MAPLAYOUT:
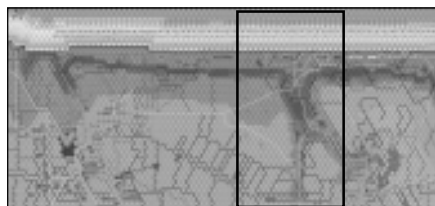
(only hexes numbered 48-66 are in play)

OBJECTIVES: The Americans win at if they successfully effect Clearance (B24.7) in an unbroken line of adjacent hexes through hexrows OO-RR *OR* have ≥ 8 CVP of friendly units in Hinterland hexes south of hexrow LL at Game End.

VARIATIONS:

Replace the German 9-1 leader with a 9-2.

American M4A1 DD AFVs set up in hexrow NN.

SPECIAL RULES:
1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0700 hours.
2. German mines must be set up ANYWHERE in Hinterland (G13.2) hexes.

LES MOULINS, FRANCE, 0700 Hours, 6 June 1944: The Special Engineer Task Force consisted of 24 teams of army engineers and navy combat demolition personnel, scheduled to land in the initial assault. Demolition Team No. 8, Lt. Wesley Ross commanding, was to land on Easy Green, assigned to blow a lane through the obstacles on the tidal flat, allowing following waves of boats to land on the beach safely. The tidal current pushed them far to the east, squarely in front of the Les Moulins draw. Team 8's coxswain had promised an easy wade ashore after the long, miserable wet night crossing The Channel. The water was only waist deep where the LCM dropped its ramp, but accurate small arms fire from Wn 68 splattered all around the engineers. Ahead of them, the men of Company F of the 116th RCT, stunned by the blizzard of bullets, clustered behind the obstacles. Burdened with blocks of explosives, fuses, blasting caps and Bangalore torpedoes, Lt. Ross led Team 8 for the massive Belgian Gates. The team ran the surf in short dashes, trying to deny the Germans easy targets. Nearby, artillery detonated Team No. 3's entire load of explosives and only one man survived unwounded. DD tanks moved about the seaward side of the obstacles, searching for targets ashore, attracting heavy fire. Enemy fire continued undiminished as the engineers wrapped their charges around the gates, and then set off purple smoke grenades to warn the infantry nearby before firing the detonators. After a series of explosions barely noticeable amidst the general mayhem, the work continued against the line of ramps, posts, and hedgehogs. Small arms and mortar rounds poured down on the engineers and men dropped steadily. As the remainder of the obstacles was readied for detonation, officers worked desperately to clear the men off them and get them up the beach. A bullet caught Ross, but he blew the charges, and when the debris and smoke cleared Team 8 was pleased to see a mostly clean 50-yard wide gap. The surviving engineers moved up to the shingle, dug trenches and climbed in to rest. The Demo Team casualties were so great that a full account of their experiences would be impossible to render.

THREE STORY HOUSE

#11

✠ **GERMANS Set Up First**

★ **AMERICANS Move First**

| 1 | 2 | 3 | 4 | 5 | 6 |

Elements of 5/II/916 Infantry Regiment set up first in Wn 66:

4-6-7	4-4-7	2-2-8	8-1	8-0	HMG 7|16	MMG 5|12	AP Mine	CUP 75	? 7 morale	Tobruk ½ +7+7	MG 1+6+9
4	4	3				2	16		5	2	

Panzerstellung ½ +7

{SAN: 3}
[ELR: 3]

Company F, 116 RCT set up in beach/shingle hexes only, in/adjacent to hex LL60:

6-6-7	6-6-6	3-4-6	9-1	8-0	1-4-9	MMG 4|10	DC 30|1	Bangalore 0-1
3	3					2		2

Various remnants of Company F and Engineers set up in beach/shingle hexes only, in/adjacent to hex LL66:

5-5-7	6-6-7	6-6-6	2-3-7	10-2	9-1	8-1	1-4-9	BAZ 44 8|4	MMG 4|10	FT 24|1	DC 30|1	Bangalore 0-1
2	2		4									3

Tetryl Charge 36|1 DC
2

{SAN: 2}
[ELR: 4]

MAPLAYOUT:

(only hexes numbered 55-75 on/between hexrows BB-UU are in play)

OBJECTIVES: The Americans win at Game End if they Control hex JJ64 AND have ≥ 9 Victory Points in/south of hexrow HH.

VARIATIONS:

✠ The Americans must have ≥ 12 VP in/south of hexrow HH to win.

★ The Americans must have ≥ 7 VP in/south of hexrow HH to win.

SPECIAL RULES:
1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0830 hours.
2. German mines must be set up in Hinterland (G13.2) hexes.

LES MOULINS, FRANCE, 0830 Hours, 6 June 1944: Any unit landing directly in front of a German strongpoint was likely to have a long, hopeless day. Most of Major Bingham's 2nd Battalion, 116th Infantry, had the misfortune of touching down near the mouth of the D-3 Les Moulins draw—a bad place on D-Day. In the first hour of the invasion, the intricate defensive works in this area, including Wn 66, had allowed the Germans to pound the invaders with very light losses to themselves. Most interesting in this area was a three-story house just behind the shingle with a distinctive mansard roof and tower. Although naval and tank fire heavily damaged the structure, the house's defenders were still in action, especially the special fortified machine-gun nest right down on the beach. Shock and a sense of futility ruled. Fortunately, Bingham's Company F landed with some men and units intact, and Bingham was able to gather some HQ men and those of Lt. Lamb's section in front of the house. Bingham decided that the first step would have to be taking the house. He organized a desperate frontal attack on the house over the shingle. Lamb was cut down, but Bingham reached the cover of the house with a knot of survivors. He set them to cleaning their clogged weapons and sniping at the enemy. Meanwhile, back on the beach, Col. Paul Thompson, CO of the 6th Engineer Brigade, had decided that his engineering assignments would have to wait while he instead did the work of an infantry sergeant. Calling for volunteers, Thompson led a small group up to the wire, blew a gap, and then led them on to assault the enemy machine-guns. Thompson was wounded, but together with Bingham's work, they distracted the Germans long enough for the 3rd Battalion to land to their left almost unscathed. And it would be the 3rd that would scale the Atlantic Wall in this sector of Omaha, as they climbed the weakly defended bluff between the Les Moulins and St. Laurent draws and began the advance on St. Laurent by 0900.

ROCKET MEN

✠ GERMANS Set Up First	**1**	**2**	**3**	**4**	**5**	**6**	**7**
★ AMERICANS Move First							

Elements of 5/II/916 Infantry Regiment set up anywhere on/between hexrows A-I:

E 5-4-8	1 4-6-7	2 4-4-7	2-2-8	8-1	8-0	HMG MG 42 7|16 3P 3	MMG MG 42 5|12 3P 2	LMG MG 42 3|8 1P 1	5P GrW 36 HE 50 3 D 2-13 MTR	? 7 morale	GrW 34 HE 81 3 D 2-60 MTR
2	2	3	3				2			6	2

Elements of Nebelwerfer-Abteilung 84 set up according to SR #2:

2-2-8	8-0	Nebel 41 300 4 D* 11 10-65 RCT	WurfRapmer 300 1 D* 11 3P 1-53 RCT	Trench	Foxhole 1S	M502 *3+7+7
6		3	3	3	3	

{SAN: 3}
[ELR: 3]

Elements of Company L, 3rd Battalion, 116th Infantry Regiment set up second in ROAD hexes of the M68-R65 road:

E 6-6-7	1 6-6-6	E 3-4-7	9-2	9-1	8-0	MMG 4|10 3P 2	BAZ 44 8|4 11 1P	DC ▲ 30|1 1P 12	11M M1 HE 60 3 D 3-45 MTR
7	5					3		2	2

Supporting machine guns from 115th Infantry Regiment set up within two hexes of hex P70:

2-2-7	8-1	HMG 6|12 5P 3	MMG 4|10 3P 2
3			2

{SAN: 3}
[ELR: 4]

VARIATIONS:

✠ The Americans must Control ≥ 3 hexes to win.

★ The Americans must Control ONE hex to win.

MAPLAYOUT:
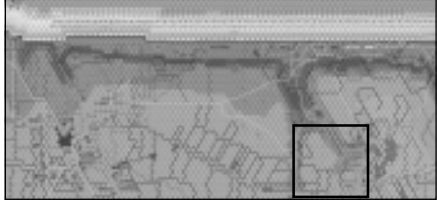
(Only hexes numbered ≥ 60-74 on/between hexrows A-R are in play)

OBJECTIVES: The Americans win at Game End by Controlling ≥ 2 of the following hexes: C61, H62, G66, D70, and/or A68.

SPECIAL RULES:
1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect.
2. All six German RCT counters and crews must set up under emplacements and ≤ 2 hexes from the OP Bunker. All counters of Nebelwerfer-Abteilung 84 may utilize HIP.

ST. LAURENT, FRANCE, 1200 Hours, 6 June 1944: While other men were just struggling to survive on the beach on D-Day, Lt. Col. Meek's 3rd Battalion of the 116th made an easy landing just to the east of the Les Moulins draw and quickly discovered just two strands of wire guarding the shingle. The men moved up the lightly defended bluffs, encountering only occasional Germans and a thin line of mines. The Yanks climbed quickly, their boat teams mostly intact. By 1100 hours, the entire battalion was high over the beach where the first German rockets were starting to land. Meeks started a spirited advance inland, but the men were disorganized, while the Germans holding the northern edge of St. Laurent were organized and motivated, for the village included key junctions of the local road network, without which the Germans would be hard-pressed to withdraw from the coast. Also, there was no bocage in this area, and all American moves were clearly visible. Not wanting to move diagonally to his objectives to the southwest, Meeks headed for the cover of the Les Moulins draw. In front of Meeks was not only the formidable network of Wn 69, the deepest position on Omaha, but also Wn 67, the 320mm rocket artillery battery that had been firing over their heads since landing. 3rd Battalion promptly ran directly into both. At noon, the USS *Thompson* got the range on the Nebelwerfers and in twenty minutes silenced the battery. Still working in boat teams, with Company L in the lead, they spent the rest of the afternoon trying to get past the crossroads where the coastal highway and the Les Moulins exit draw road joined. German machine-guns, snipers, and mortars swept the area continuously. The Americans responded with mortars, infantry attacks, and machine-guns, but made little progress toward their assembly area inland. After several hours, Company L finally crawled back off the hill. A lot of men died off the beach on D-Day, too.

SMASHING A BREACH

#13

Elements of 5/II/916 Infantry Regiment set up within Wn 65:

| E 5-4-8 | 1 4-6-7 | 2 4-4-7 | 2-2-8 | 9-1 | 8-1 | 7-0 | HMG MG 42 7|16 3 3P | MMG MG 42 5|12 2 3P | LMG MG 42 3|8 1 1P | 5P GrW 36 HE 50 D 3 MTR 2-13 | CUP VK3001 75 D 1 6 4 5 | 5cm Kwk No Move 50 B 3 [75] *AT |

2   7   2

| HE 81 D 3 MTR 2-60 | PaK 38 50 B 3 AT [75] | FlaK 36 8 37 B 3 AA | IeIG 18 HE 75 D 2 INF | *2+5+7 | *1+5+8 | Tobruk * ½ +7+7 SW | Wpns Pit OBA/OVR: +3 Other: +2 | AP Mine 18 | ? 7 morale 6 |

                                                      2

{SAN: 3}
[ELR: 3]

Elements of Company E, 2nd Battalion, 18th Infantry and Company A, 741 Tank Battalion set up in hexes LL78-LL80:

| E 6-6-7 | 9-1 | 8-1 | BAZ 44 8|4 ⑪ 1P | dm MMG 2P | FT 1P 24|1 ⑩ | Bangalore 3P ▲ 0-1 | MADD 13 2 8 4 75 C 1 4 -14 | M4 Dozer -12 Y 11 4 75 C 1 4 -14 |

5   2   2

Elements of the 467th AAA set up anywhere in hexrow NN:

| 19* M16 MGMC 24 *12.7 C 3 [16TH] ▲0 ±0 | M15A1 MGMC 18* 8 *37 B 3 -12 ▲0 ±0 ±T |

Colonel Gibbs and 2nd Battalion elements, 18th Infantry set up in hexes LL85-LL87:

| E 6-6-7 | 10-2 | BAZ 44 8|4 ⑪ 1P |

2

LCT 30, LCI(L) 44, DD Frankford enter on turns 2, 3 and 4 in hexrow OO, ONE LC per turn:

| +4 6 LCI(L) 3 1 12 B 2* 142P -12-12 | DD-Gleaves Class +4 7 4 2 127 B 2* -12-12* | +3 5 LCT mk5 1 0 12 B 2* *550P R |

{SAN: 3}
[ELR: 4]

MAPLAYOUT:

(Only hexes numbered ≥ 74 are in play)

OBJECTIVES: The Americans win at Game End if there are no Good Order German MMC within Wn 65.

VARIATIONS:

✠ American LC begin entering on turn 3.

★ All American LC may enter on turn 2.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0900 hours.

2. German mines must be set up in Hinterland (G13.2) hexes.

3. After all set up the American player may record four wire hexes that are treated as removed as per B24.73 (see also B26.5).

4. For purposes of AFV Recall, rule G14.33 is in effect.

ST. LAURENT, FRANCE, 1030 Hours, 6 June 1944: The initial successes on Omaha were limited by the fact that the infantry had very few functioning heavy weapons, and, since the beach obstacles were largely untouched, little prospect of getting armor support or artillery. When shortly after 1000 hours the 18th Infantry "Vanguards" began landing in the 16th Infantry zone in front of the murderous E-1 draw, it must have looked to them as though little progress of any kind had been made. The 2nd Battalion's CO, Lt. Col. Williamson, received new orders to land in front of Wn 65, guarding the draw, and take it out. The mortar and small arms fire hammered the 2nd Battalion, and the shore was littered with landing craft, vehicles, and supplies, all aflame. Assault troops had not even landed here yet, and the beach was very hot. But a singular leader, Lt. Col. George Gibbs of the Big Red One's 7th Field Artillery Battalion, grabbed a rifle and moved across the beach to a spot directly in front of Wn 65, helping the 2nd's attack. Tanks from Company A, 741st Tank, helped pin down the defenders, while fire from the

destroyer USS *Frankford* helped nail down a German mortar position. Two landing craft, LCT 30 and LCI(L) 44, steamed full ahead through the obstacles, firing all weapons at the strongpoints guarding the draw, and both craft continued to fire after beaching. Meanwhile, Gibbs had found a gap in the wire. Leading a scratch group of infantrymen through a minefield, he assaulted the Wn frontally while Williamson's Company E swung around to attack it from the less-protected right flank. Sergeant Haas of the 467th AAA pulled his halftracks up in front of Wn 65. While his quad .50 cal-mounted M16 halftrack provided supporting fire, he put 15 shots of 37mm through the slit of the bunker to knock it out. Under cover of this fire, engineers bulldozed two gaps through the dune line on either side of the St. Laurent exit, filled the antitank ditch, and cleared the minefields. Reinforcements were coming ashore, and most importantly, a road was at last open to move vehicles inland.

NO FOOTPRINTS

#14

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

GERMANS Set Up First

AMERICANS Move First

Elements of II/III 726 Infantry Regiment set up within Wn 71, Wn 72 and/or Wn 73:

E 5-4-8	1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	HMG MG 42 3P 7|16 ③	MMG MG 42 3P 5|12 ②	LMG MG 42 3|8① 1P	CUP VK3001 75 D 1	5cm KwK No Move 50 B 3 *AT [75]	FK 9710 75 C 1 ART
	2	2	8					2			

HE 81 D 3 MTR 2-60	APCR *47 B 3 AT PaK 181(f) ⑪*	V10† T↓ *1+6+9	*2+5+7	Trench	Tobruk *½ +7+7 SW	Wpns Pit OBA/OVR: +3 Other: +2	? 7 morale
2					2		9

{SAN: 3}
[ELR: 3]

Elements of Companies B and D, 1st Battalion, 116th Infantry Regiment and Company B, 743rd Tank Battalion enter using Seaborne Assault (G14) along the north edge on/between hexes UU6-UU12:

E 6-6-7	1 6-6-6	2-2-7	9-2	9-1	8-1	8-0	BAZ 44 8|4 ⑪ 1P	dm MMG 2P	DC 30|1 ⑫	dm MTR M2 60mm 3P	FT 24|1 ⑩ 1P	Bangalore 3P ▲ 0-1
8	7	4	2	2	2		4	4	4	4	3	6

LCM (3) +3 4 0 0 69P R MG ―2-12*	LCA +1 ④ 1 0 39P R MG 1② ―	M4 DD ⑬② 8 ―4 75 C 1 4 ―14
3	7	3

{SAN: 3}
[ELR: 4]

MAPLAYOUT:

(Only hexes numbered 6-18 are in play)

OBJECTIVES: The Americans win at Game End if there are ≥ 3 Good Order American Squads/equivalents in any Shingle/Hinterland hex on/south of hexrow MM.

VARIATIONS:

✠ Add a 9-2 leader to the German OB.

★ The Americans win immediately upon meeting the Objectives.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0700 hours.

2. American DD tanks must set up in LCM (3) LC.

VIERVILLE SUR MER, FRANCE, 0715 Hours, 6 June 1944: Military wisdom says: Do not reinforce failure. But only a few individuals of Company A survived their arrival on the beach, and they could do nothing to warn the following wave of men from the 116th. So shortly after 0700, Stonewall Companies B and D headed for the Vierville draw in 12 British LCAs, followed by three more carrying 1st Battalion HQ and medical personnel. When this second wave got close enough, they realized the only American presence on the beach was a row of bodies rolling in the surf and piled up on the sand. There were no footprints on the beach, let alone shell craters or other cover. It was a sickening sight, but it was too late to do anything about it. As they neared the beach, tracer bullets skipped off the LCAs' ramps and sides, zeroing in on the boats. Slamming through the rough surf, the LCAs dropped their ramps, mostly in waist-deep water. The mortar and machine gun fire roared. There was no panic, and the men plunged into the crossfire with their loads, toiling to get their equipment to the beach. But man after man spun down into the water, maybe to be dragged forward by his buddies, but more likely to bleed and die of his wounds or drowning. The fancy assault jackets loaded up with water, and made movement for even the unwounded a struggle. Captain Zappacosta, CO of Company B, died just off the ramp, as did all but one of his boat team. The CO of Company D, Captain Schilling, was killed by an 88 while still on his LCA. The CO of the 58th Field Artillery and the battalion surgeon both died in the water. This wave would contribute only one thing to the Omaha landings - watching the Germans tear the others apart, three veteran Royal Navy LCA crews carrying men of Company B swung to the east, hoping to unload their Yanks in a better sector. This action would be repeated by later crews, not only saving needless casualties, but also reinforcing the weakest sectors of the German defences. This was the secret of D-Day.

BLOOD IN THE WATER

#15

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

✠ GERMANS Set Up First

✪ AMERICANS Move First

Elements of 5/II/916 Infantry Regiment set up within Wn 66:

1 4-6-7	2 4-4-7	2-2-8	8-1	7-0	HMG MG 42 7|16 3 3P	MMG MG 42 5|12 2 3P	VK3001 CUP 6/4 75 D 1 5 -|-	? 7 morale	GrW 34 HE 81 D 3 2-60 MTR	Panzerstellung ★ ½ +7+7	Tobruk ★ ½ +7+7 SW
	2	3						6			2

Set up within Wn 68:

1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	HMG MG 42 7|16 3 3P	MMG MG 42 5|12 2 3P	5P GrW 36 HE 50 D 3 2-13 MTR	APX CUP 37 D 1 6/4 4 -|-	? 7 morale	Panzerstellung ★ ½ +7+7
	2								3	

{SAN: 3}
[ELR: 3]

Company F, 1st Battalion, 116 Infantry enter using Seaborne Assault (G14) along the north edge on/between hexes UU50-UU68:

E 5-5-7	E 6-6-7	1 6-6-6	2-2-7	9-1	8-1	8-0	BAZ 44 8|4 ⑪ 1P	dm MMG 2P	DC ▲ 30|1 ⑫	dm MTR M2 60mm ▲ 3P	FT 1P 24|1 ⑩	Bangalore 3P ▲ 0-1
6	7	5	3				2	3	4	3	3	5

Tetryl Charge 36|1 ⑫ 2P ▲ DC	+2 5 LCVP 0 0 39P R MG -|-1-8ᴬ
3	6

Elements of Company C, 743rd Tank Battalion set up in hexrow TT:

M4 DD 13 2 8 A 4 75 C 1 4 -14
3

{SAN: 3}
[ELR: 4]

MAPLAYOUT:
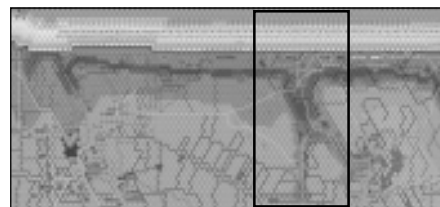
(Only hexes numbered 50-68 are in play)

OBJECTIVES: The Americans win at Game End if they have ≥ 4 Good Order MMC in Hinterland (G13.2) hexes.

VARIATIONS:

✠ Ignore the immediate victory condition from the Objectives.

✪ The Americans need only control buildings ≤ 2 hexes from C73.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0630 hours.

2. After all set up place Blaze (B25.1) counters in the following hexes: GG56; FF51; and EE61. Drifting Smoke (B25.2) is in effect at set up, placing Dispersed Smoke (A24.61) counters downwind normally as if a RPh had transpired already.

LES MOULINS, FRANCE, 0630 Hours, 6 June 1944: Chance, strong currents and bad navigation dragged the six boats of Company F far to the left, but once they began the final run in there was nothing to do about it. The number three boat carrying Captain Callahan, the CO, ended up the farthest to the east, in front of the still-silent Wn 66. The other four boats of Company F dropped their ramps on the 500 yards to his right, still so distant from the next unit over, Captain Feller's doomed Company A, that they couldn't be seen. As the men filed off the boats, the officers and NCOs realized the mistake. The beach villas tucked into the gap in the bluffs meant they were all the way down in front of the Les Moulins draw. The beach was almost quiet as the men struggled forward in waist-deep water. They reached the first belt of beach obstacles, then the Germans unloaded unmerciful fire from all their weapons. With nowhere to hide, dozens of men were cut down in moments, and even after the survivors took cover among the obstacles or tried to crawl forward, machine-gun and mortar fire flayed them where they lay. Not only had they hit the wrong beach, they had ended up in front of the maw of the German defenses - the red-hot zone underneath Wns 66 and 68. One factor that saved a lot of men on this beach was the drifting smoke, one of the few benefits of the opening bombardment. A few Shermans also stood at the waterline, and they offered not only fire support but also a tiny shred of cover as they advanced with the tide. Those men lucky enough to cross the beach intact dropped in confused clumps at the base of the shingle, weather-beaten stones the size of apples. On the far side lay two coils of barbed wire, untouched by the bombardment. The Company F survivors lay behind the shingle, wondering what to do next. Frustrated by their predicament, Capt. Callahan, the Company F CO, tried to direct support from the 743rd from atop one of their tanks, but was promptly shot down. For the time being, F would have to wait for help.

BLACK DAY FOR THE 116

✠ GERMANS Set Up First	1	2	3	4	5	6	7	8	9	10	11
★ AMERICANS Move First											

12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39

Elements of the 726 and 916 Infantry Regiments set up all units as listed for *Widerstandsnestern* Wn 65-Wn 73 on the Wn Contents Play Aids 1-3:

{SAN: 3}
[ELR: 3]

Company F, 1st Battalion, 116 Infantry enter using Seaborne Assault (G14) along the north edge as listed for each unit on the 116th RCT Assault Landing Play Aids 1-7:

{SAN: 3}
[ELR: 4]

MAPLAYOUT:

(The entire Omaha Beach map is in play)

OBJECTIVES: The Americans win at if they accomplish ≥ 3 of the following victory conditions at Game End: 1) Successfully effect Clearance (B24.7) in at least one unbroken line of adjacent hexes through hexrows RR-OO; 2) Control ≥ 20 buildings anywhere on the map; 3) No Good Order German MMC in ≥ 3 *Widerstandsnestern*; 4) No Good Order German MMC on/adjacent to road hexes KK18-U16; 5) No Good Order German MMC on/adjacent to road hexes KK58-T61; 6) Have ≥ 10 Good Order Squad Equivalents on Level 6 or higher hexes.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. All OBHSR are in effect. Waterline is 0630 hours.

2. After all set up place Blaze (B25.1) counters in the following hexes: FF56; FF51; and EE61. Drifting Smoke (B25.2) is in effect at set up, placing Dispersed Smoke (A24.61) counters downwind normally as if a RPh had transpired already.

3. On turn 10, advance the Tide Line from '0630" hours to the '0700' hours, with a corresponding effect on all Beach, Beach-OCEAN, and Shallow/Deep OCEAN hexes and the units therein. On turn 20, advance the Tide Line from '0700' hours to the '0730' hours. Finally, on turn 30 advance the Tide Line from '0730' hours to the '0800' hours.

VARIATIONS:

✠ The Americans must accomplish ≥ 4 victory conditions.

★ The Americans must accomplish ≥ 2 victory conditions.

4. German OBA is unavailable until Turn 5. Once per game, the Germans may attempt to use one Fire Mission of 300mm Rocket OBA (C1.9) from the Onboard RCT Guns in Wn 67. They may use the standard Draw Pile with Scarce Ammo (C1.211, 8B/4R). If a Red Card is drawn, no Rocket OBA may be used at targets on map during that scenario. Immediately mark the RCT Guns as Prep/Defensive Fired, and their tubes empty with a No Ammo counter (4.32; *Note – it is assumed that they have fired out to sea and/or at off-map targets*). Even if a Black Card is drawn, no AR may be placed within 6 hexes of Known German unit that has an LOS to the Observer. When an AR is converted to an FFE, no on-board RCT Guns may have: Moved during the game; Fired at an enemy target during that turn; A Known enemy unit is within 15 hexes of it; otherwise the AR is removed. The CA of all RCT Guns must be changed to facings that have the FFE (or at least part of the FFE Blast Area) within their CA, and they are then marked appropriately (i.e., Prep Fire/Defensive Fire). Onboard RCT Guns have unlimited Reload ability (4.36).

5. The LCI that arrive on Turns 20 and 22 are not subject to Recall (G14.232), and once Beached may remain indefinitely on map.

6. No unit of Wn 67 may move, Rout, or Advance out of the perimeter of the strongpoint until at least one Known enemy unit has entered the LOS of a German unit in that strongpoint.

NORMANDY, FRANCE, 0630 Hours, 6 June 1944: The 116th Regiment—originally a Virginia National Guard outfit that traced its roots to the famed "Stonewall Brigade" of the American Civil war—was like the rest of the 29th Division: heavily trained but without combat experience. D-Day would be its first test. The very first troops on the beach at Vierville would be Companies A, E, F and G, spread out across a wide stretch of Omaha Beach in the first wave, hoping that the aerial bombardment had pounded the Germans, as advertised, and praying for support from the navy and the tanks of the 743rd Tank Battalion. But it just wasn't in the cards. The rough seas played havoc with command and control, and the Germans were alert and unharmed by the opening bombardment. E ended up spread across miles of beach when its landing craft were blown off course and totally scattered. Company A was utterly destroyed; virtually none of its men played any part in the battle after the majority was mowed down in the first few minutes. F and G ended up far to the east, directly in front of the Les Moulins draw, where the defenses were all too strong. It would be hours before any serious force from the 116th got off the beach, and there were not too many of them to answer the roll call on the 7th. All but about 1200 of their original 2700 rifle battalion men were out of the war after D-Day

H+01

Company F, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn two at Dog Red and/or Easy Green on/between hexes WW53-WW70:
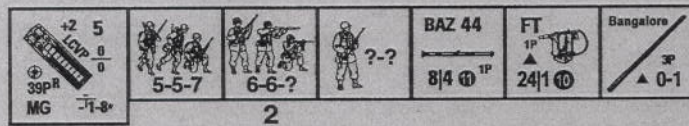
Naval gunfire starts grass fires on top of the bluffs on the west of the Les Moulins draw. The resulting smoke obscures LOS to portions of Dog Red and Dog White beaches.

Company F, 116th lands in front of the Les Moulins draw, receiving a measure of protection from the grass fires on the bluff. The boat sections that land to the right of the draw suffer lighter casualties than those directly in front and to the left.

Elements of Company F reach the seawall but there the advance stalls as soldiers hold positions. They don't get moving again until the second wave begins landing at Omaha Beach.

National Archives

1

Company G, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn four at Dog Red and/or Easy Green on/between hexes WW37-WW56:

Company G of the 116th RCT landed east of Dog Red instead of the planned sector of Dog White. This turned out to be a fortunate turn of events for the soldiers of the unit as many of them were able to reach the seawall due to the cover provided by the smoke created by grass fires resulting from naval gunfire. Nevertheless, the unit found itself well off their mark and temporarily paralyzed by indecision.

Other boat sections of Company G encountered more accurate enemy fire fire at Easy Green and one team lost 14 men before they reached the seawall. The unit continued to take losses as it moved along the beach laterally, westward, in an attempt to reach its initial objectives.

H+01

Company A, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn two at Dog Green:

One of the six LCA's carrying Company A, 116th Infantry Regiment, foundered about a thousand yards from shore, and passing Rangers saw men jumping overboard and being dragged down by their loads. Company A, 116th lands in Dog Green sector as planned. The boat sections that land to the east of the sector receive cover from the smoke on the bluffs near the Les Moulins draw. Boat sections that land on the western portion of Dog Green are engaged by bunkers at the Vierville draw, as well as those located in Wns 72, 73, and 74, located to the west.

With fire support from 743rd Tank Battalion tanks, infantry assaults on the Vierville draw continue all morning without success. Devastating casualties totaling about two-thirds of the unit, were inflicted by German fire (the disastrous landing is depicted in the opening sequence of the movie *Saving Private Ryan*).

Elements of Company A/116 join Rangers and scale the cliffs to the west (between Wn 72 and 73) but fail to make much headway inland.

H+03

Elements of the 146th Engineer Combat Battalion enter using Seaborne Assault (G14) on turn three as listed below:

Gap Assault Team 1 enter at Dog White:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 2 enter at Dog Green:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 3 enter at Dog White:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 4 enter at Dog White:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 5 enter at Dog Red:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 6 enter at Dog Red:

69P^R MG 5-5-7 ?-? Tetryl Charge DC
3

Gap Assault Team 1 drifted to the east, landing at Dog White instead of Dog Green. Nevertheless, the team is successful in blowing the a fifty yard wide gap through the obstacles, the only such success on the western sector of Omaha Beach. In net result, the demolition task force blew six complete gaps through all bands of obstacles, and three partial gaps. Of the six, only two were in the 116th's half of the beach, and four were on Easy Red (Map No. V), a fact which may have influenced later landing chances. Owing to the loss of equipment, only one of the gaps could be marked, and this diminished their value under high-water conditions. Their first effort made, the demolition teams joined the other assault forces on the shingle or sea wall and waited for the next low tide to resume their work. Casualties for the Special Engineer Task Force, including navy personnel, ran to 41 percent for D Day, most of them suffered in the first half-hour.

H Hour

Elements of Company B, 743rd Tank Battalion enter using Seaborne Assault (G14) on turn one at Dog Green (*roll once per LCT on the [Armor] Leader Table):

After suffering losses offshore, the surviving tanks of Company B, 743rd Tank Battalion land in Dog Green sector as planned. The unit immediately draws heavy anti-tank fire as it moves in to engages bunkers at the Vierville Draw.

US/German Leader Table		
DR	**Leader**	**Armor Leader**
≤ 2	10-3	10-2
3	10-2	9-2
4	9-2	9-1
5	9-1	8-1
6-7	8-1	8-1
8-9	8-0	-
10-11	7-0	-
≥ 12	6+1	-

Note:
For both tables, if counter mix limit of one type of Squad/HS/Leader has been exhausted, use another of the next lower value, followed by the next highest.

EX: If all 7-0 leaders are in play, use a 6+1; if all 7-0 and 6+1 leaders are in play, use an 8-0. If all 6-6-6 squads are in play, use a 5-4-6; if all 6-6-6 and 5-4-6 are in play, use a 6-6-7.

US MMC Quality Table		
DR	**US Squad**	**US HS**
≤ 2	6-6-7	3-4-7
3-5	6-6-6	3-4-6
6	5-4-6	2-3-6

6-6-7   6-6-6   5-4-6

3-4-7   3-4-6   2-3-6

9-1   9-1

DRM:
-1 if Ranger/Engineer
+1 if German

4

H Hour

Elements of Company C, 2nd Ranger Battalion enter using Seaborne Assault (G14) on turn two at Charlie sector (defined as on/between hexes WW1-WW6):

Elements of Company C, 2nd Ranger Battalion land in Charlie sector as planned. The unit receives intense fire from strongpoints directly to its front, and loses half its men before the survivors reach the seawall.

Surviving Rangers, along with soldiers from A/116, scale the cliffs between Wn 72 and Wn 73 but are stalled shortly after, making little headway.

H Hour

Elements of Company A, 743rd Tank Battalion enter using Seaborne Assault (G14) on turn two at Dog Red (*roll once per LCT on the [Armor] Leader Table):

Tanks from Company A, 743rd Tank Battalion land on Dog Red and engage bunkers at the Les Moulins draw with little success. A group of tanks later moves westward, along the beach, heading for the Vierville draw.

H Hour

Elements of Company C, 743rd Tank Battalion enter on turn one at Dog White (*roll once per LCT on the [Armor] Leader Table):

Tanks from Company C, 743rd Tank Battalion land on Dog White as planned but the infantry support from Company G, 116th Infantry fails to materialize. Company G/116 drifted to the east, landing on Easy Green, part of the 16th Regimental Combat Team sector.

C Company tanks head for the Vierville draw to assist in the opening of that position.

5

H+30

Remnants of Company B, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn ten at Dog Green:

Company B, 116th Infantry Regiment was planned to land in Dog Green in support of Company A, in front of the Vierville draw. Instead, the unit's craft were badly scattered, and the few that made it to the intended place of landing became intermingled with soldiers of Company A, rendered combat ineffective at the water's edge.

H+30

Elements of Company C, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn ten at Dog White:

Company C, 116th Infantry Regiment was planned to land in Dog Green but ended up mis-landing in Dog White, an advantageous turn of events. One of its six craft was delayed from landing after being forced to maneuver clear of a mined obstacle. Another was thrown over by the surf, losing all of the unit's special weapons. The remainder of the men made it ashore and assembled in a manner that was not common on Omaha the morning of D-Day.

H+30

Remnants of Company D, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn ten at Dog Green:

Company D, 116th Infantry Regiment was planned to land in the Dog Green sector but met misfortune far offshore. Three craft took on water, forcing one LC to be abandoned and another to arrive hours late. Another was sunk by mines or artillery four-hundred yards out.

H+30

Elements of Command Group, 1st Battalion, 116th Infantry Regiment, 29th Infantry Division enter using Seaborne Assault (G14) on turn fifteen at Charlie sector (defined as on/between hexes WW1-WW6):
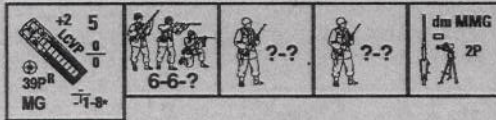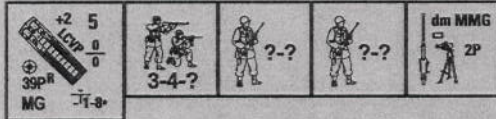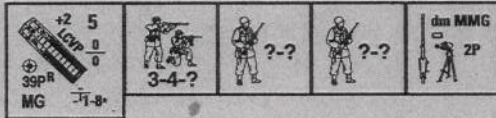
Major Dallas and the Command Group was to head towards shore in four boats, launched from the Princess Maude. Nine miles out, one of the boats foundered, and all its equipment was lost.

After landing, Dallas noted 25-30 Rangers along the cliffs to his right. He gathered these men with those of his unit and together they assaulted the 'fortified house' to the right of the Vierville draw.

HQ elements enter on turn 16 at Dog Red:
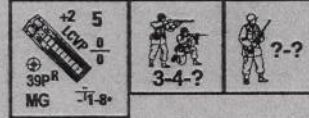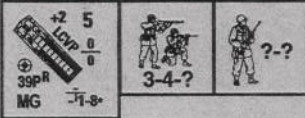
Battalion Headquarters and Headquarters Company came in on Dog Red at 0700. When the ramps went down, fire was so heavy that many men took refuge behind some tanks at the water's edge, only to find them favorite targets for artillery fire. Maj. Sidney V. Bingham, Jr., Battalion Commander, was among the first to reach the shingle, where he set to work trying to revive leaderless sections of Company F.

Company D, 81st Chemical Weapons Battalion elements enter on turn eighteen at Dog Red sector:
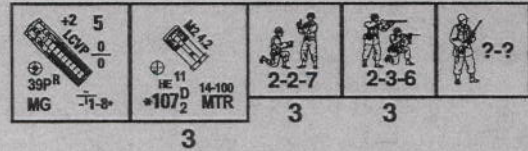
Alternate 116th RCT HQ elements aboard LCI 91 enter on turn twenty at Dog Green sector:

Subsequently entering LCI 92 enter on turn twenty-two at Dog Green sector:

One of the spectacular disasters of the day was suffered by LCI 91, approaching Dog White about 0740 and carrying the alternate headquarters of the 116th RCT. Handled by a veteran crew with experience at Sicily and Salerno, the LCI was struck by artillery fire as it made a first attempt to get through the obstacles. Backing out, the craft came in again for a second try. Element "C" was barely showing above the rising tide, and the LCI could not get past. The ramps were dropped in six feet of water. As some officers led the way off, an artillery shell (or rocket) hit the crowded forward deck and sent up a sheet of flame. Clothes burning, men jumped or fell off into the sea and tried to swim in under continued artillery fire. It is estimated that no personnel escaped from No. 1 compartment of the craft out of the 25 carried there. A few minutes later LCI 92 came into the same sector and suffered almost the same fate, an underwater explosion setting off the fuel tanks. The two craft burned for hours. Much of the artillery fire at this end of the beach was coming from the enemy gun positions toward Pointe de la Percee. The tanks had been given those flank positions as a priority target, but they found themselves fully occupied by enemy strongpoints in front of the landings.

Elements of Company A and B, 2nd Ranger Battalion enter on turn 26 at Dog Green and/or Dog White sector:

RANGERS

LCA +1 (4) 1/0 39P 39P MG 1	6-6-8	2-2-7	?-?	dm MTR M2 60mm 3P	BAZ 44 8|4 1P	FT 24|1	dm MMG 2P
	2						

LCA +1 (4) 1/0 39P 39P MG 1	6-6-8	2-2-7	?-?	dm MTR M2 60mm 3P	Bangalore 3P 0-1		
	2						

LCA +1 (4) 1/0 39P 39P MG 1	6-6-8	2-2-7	?-?	dm MTR M2 60mm 3P	DC 30|1 1P		
	2						
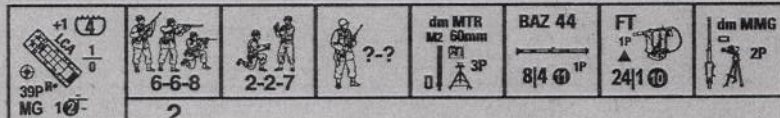
Eighteen LCA's, carrying the 5th Ranger Battalion and Companies A and B of he 2d Rangers, had been waiting in the assembly area for word of the assault on Pointe du Hoe. One LCA had already been swamped further out, its men transferring to a passing LCT. After delaying 15 minutes beyond the time limit (0700), the Rangers still had no word and were forced to conclude that the assault had not succeeded. According to plan, they started in toward Dog Green to land behind the 1st Battalion of the 116th and go inland through the Vierville exit.

Approaching shore, Lt. Col. Max F. Schneider got a clear impression of the conditions on Dog Green and ordered the flotilla to swing east. Even so, Companies A and B of the 2d Rangers, on the right flank, came in on the edge of Dog Green and experienced what the 1st BLT of the 116th had already been through. One of their 5 craft was sunk by a mine in the outer obstacles, and the 34 men had to swim in under fire. Small-arms and mortar fire caught the other craft as they touched down. The small Ranger companies numbered about 65 officers and men each; some 35 in Company A and 27 in Company B got to the sea wall. Only a few hundred yards further east, on the favored section of Dog White, 13 out of the 14 craft carrying the 5th Battalion touched down close together, in two waves. LCI 91 was struck and set afire while the Rangers were passing through the obstacles beside it, but none of their craft was hit. The 450 men of the battalion got across the beach and up to the sea wall with a loss of only 5 or 6 men to scattered small-arms fire. They found the sea-wall shelter already fully occupied by 116th troops, and crowded in behind them.

By and large, the later waves of assault infantry on the western beaches had fared much better than in the first landings. Five of the eight companies of the 116th RCT had landed with sections well together and losses relatively light. Some had been shielded by the smoke of burning grass, but the better fortune was probably due also to the fact that, as landings increased in volume, enemy positions still in action were not able to concentrate on the many targets offered. By 0730, in contrast to the earlier situation, assault units were lined along the whole beach front in the 116th's one. The weakest area was in front of Exit D-1; Dog Green, the one of the 1st BLT, had almost no assault elements on it capable of further action.

LCVP 71 with General Cota and Colonel D. W. Canham enter on turn 27 at Dog White:

Beginning at 0730, regimental command parties began to arrive. The main command group of the 116th RCT included Col. Charles D. W. Canham and General Cota. LCVP 71 came in on Dog White, bumping an obstacle and nudging the Teller mine until it dropped off, without exploding. Landing in three feet of water, the party lost one officer in getting across the exposed area. From the standpoint of influencing further operations, they could not have hit a better point in the 116th one. To their right and left, Company C and some 2d Battalion elements were crowded against the embankment on a front of a few hundred yards, the main Ranger force was about to come into the same area, and enemy fire from the bluffs just ahead was masked by smoke and ineffective. The command group was well located to play a major role in the next phase of action.

Elements of the 5th Ranger Battalion enter on turn 30 at Dog Green and/or Dog White sector:

With the landing obviously in jeopardy, around 0830 hours USS McCook moved in dangerously close to provide more fire support for the troops on shore. American soldiers on Charlie and Dog Green beaches had been taking a pounding from WN 74 at Pointe et Raz de la Percée as well as German positions sited at the Vierville Draw. After about fifteen minutes of shelling one of the Czech guns at Pointe et Raz de la Percée toppled to the beach below. The other was also silenced. The success led to orders to move further toward shore. At 1030 hours McCook moved to battle station only 1300 yards out, in a mere three fathoms of water. From there McCook engaged targets within its LOS for the remainder of the day.

Another American destroyer, USS Carmick, provided crucial fire support near the D-3 Les Moulins Draw. Heading toward Fox Red from Pointe et Raz de la Percée at 0800 hours, it passed even closer to shore than McCook, only 900 yards out. As it headed east, contact was lost with shore fire control parties and the crew resorted to direct fire support. When a tank from 743rd Tank Battalion engaged a target on the bluffs at Les Moulins Draw, USS Carmick smashed the same target on the bluff with 5 in. gunfire. When Major Bingham's 2nd Battalion was held up at the 'three story house' USS Carmick provided covering fire, engaging enemy targets in WN 68 and WN 66 overlooking their position. USS Doyle later moved in and, along with Carmick, poured fire into the Les Moulins Draw for the remainder of D-Day.

Assaulting the Bluffs—Endgame

As early as 07:30 survivors of C Company, 2nd Rangers, who had landed 45 minutes earlier on the right flank of Omaha in the first wave, had scaled the cliffs near Dog White and the Vierville draw. Joined later by a mis-landed section from B/116 this group spent the better part of the day tying up and eventually taking WN-73 defending draw D-1 at Vierville.

At 07:50 C/116 led the way off Dog White between WN-68 and WN-70, forcing gaps in the wire with a Bangalore torpedo and wire cutters. More gaps were blown by 5th Rangers when they joined the advance 20 minutes later. The command party established themselves at the top of the bluff where elements of G/116 and H/116 joined them following their lateral move along the beach earlier, and the narrow front was widened to the east before 09:00 when small parties from F/116 and B/116 crested just east of Dog White. The right flank of this penetration was covered by the survivors of the 2nd Rangers' A and B companies who had fought their way to the top independently between 08:00 and 08:30, taking WN-70 which had already been heavily damaged by naval shellfire, and joining the 5th Rangers for the move inland. By 09:00 more than 600 American troops in groups ranging from a few men to company-sized had reached the top of the bluff opposite Dog White and were moving inland.

The 3rd battalion 116th RCT forced its way across the flats and up the bluff between WN-66 defending the D-3 draw at Les Moulins and WN-65 defending the E-1 draw. The advance was made in small groups, supported by the heavy weapons of M/116 who were held at the base of the bluff. Progress was slowed by mines on the bluff slopes but elements of all three rifle companies, as well as a stray section of G/116, gained the top by 09:00, causing the defenders in WN-62 to mistakenly report that WN-65 and WN-66 had been taken.

Wn 72

Hex KK12

| 2-2-8 | PaK 43/41 88 A₂ AT | ⌂ •1+6+8 |

Hex KK10

| CUP 75 D₁ 6 4 5 | Sem Kwk No Move 50 B₃ •AT [75] | ⌂ •1+6+9 |

Hex II10

| 2-2-8 | HMG MG 42 7|16 3 3P | Tobruk SW •½ +7+7 |

Hex JJ10

| 2-2-8 | HMG MG 42 7|16 3 3P | Tobruk SW •½ +7+7 |

Hex GG10

| 2-2-8 | HMG MG 42 7|16 3 3P | ⌂ •1+6+9 |

Set up in any hex of Wn 72

| ₁4-6-7 | ₂4-4-7 | 2-2-8 | ?-? | MMG MG 42 5|12 2 3P | LMG MG 42 3|8 1 |
| 2 | | | 2 | | |

Wn 73

Hex KK7

| 2-2-8 | FK 5110 75 C₁ ART | ⌂ •2+5+7 |

Hex KK5

| 7-0 | Phone ▲ 12 11 | ⬡ •3+7+7 |

In/adjacent to hex KK7

| 7-0 | Phone ▲ 12 11 | ⬡ •3+7+7 |

Hex JJ2

| 2-2-8 | SP G/W 34 HE 50 D₃ MTR 2-13 | Tobruk SW •½ +7+7 |

Hex JJ4

| 2-2-8 | SP G/W 34 HE 50 D₃ MTR 2-13 | Tobruk SW •½ +7+7 |

Hex II6

| 2-2-8 | HE 81 D₃ MTR 2-60 | Tobruk SW •½ +7+7 |

Set up in any hex of Wn 73

| ₁4-6-7 | ₂4-4-7 | ?-? | HMG MG 42 7|16 3 3P | LMG MG 42 3|8 1 1P |
| 2 | | 2 | 2 | |

> The Forward Observers in Wn 73 direct OBA from two modules of 105mm (HE + S) (see SR #4).

Local Reinforcements set up anywhere OUTSIDE the perimeters of ALL Wn and/or enter along the south edge on/after turn ten:

| E 8-3-8 | E 5-4-8 | ₁4-6-7 | ₂4-4-7 | 2-2-8 | ?-? | HMG MG 42 7|16 3 3P | MMG MG 42 5|12 2 3P | LMG MG 42 3|8 1 1P | PSK 1P 12|4 | 28 UA 21P/TT |
| 2 | 4 | 6 | | 3 | 2 | | | 3 | 2 | 4 |

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Freely placed minefields and Concealment set up anywhere in Hinterland hexes or enter with Local Reinforcements:

| AP Mine | ? 7 morale |
| 72 | 36 |
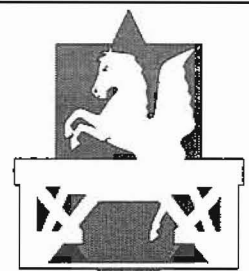
Elements of 3/726 at Pointe et Raz de la Percée trace all fire from hex OO1 at Level +3 with a starting range of TWENTY hexes:
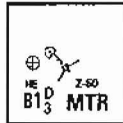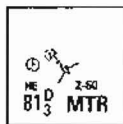
75$_1^C$ ART	Prep Fired	Def Fired
75$_1^C$ ART	Prep Fired	Def Fired
81$_3^D$ MTR	Prep Fired	Def Fired
81$_3^D$ MTR	Prep Fired	Def Fired

NOBA
vs.
Pointe et Rz de la Percée

The strongpoint at the Point et Raz de la Percee promontory was built to provide enfilading fire along the length of Omaha Beach. It was armed with Czech 77mm cannon and 81mm mortars, with gun bunkers cut into the sides of the cliffs. There was also a radar station there, making up WN 74.

In these first few hours on OMAHA Beach, the OVERLORD operation faced its gravest crisis. Deprived of the expected air support by accident of weather and preceded by a generally ineffective beach drenching, the 1st Division had gone in against the one sector of the Normandy coast that had anything like the kind of cordon defense which Field Marshal Rommel counted on to hold and smash the Allies on the beaches. Instead of attacking in the sector of one regiment of an overextended static division as expected, General Huebner's troops hit on the front of a full attack infantry division, the 352d, whose presence in the coastal zone had been missed by Allied intelligence even though it had been in place for almost three months.

To the German officer in command of the fortifications at Pointe et Raz de la Percée it looked in these first hours as though the invasion had been stopped on the beaches. He noted that the Americans were lying on the shore seeking cover behind the obstacles, that ten tanks and a "great many other vehicles" were burning. The fire of his own positions and the artillery, he thought, had been excellent, causing heavy losses. He could see the wounded and dead lying on the sand.

Wn 65

Hex EE86 — 2-2-8 | Sem Kwk No Move 50$_3^B$ [75] •AT | Met •1+5+8

Hex KK87 — 2-2-8 | Sem Kwk No Move 50$_3^B$ [75] •AT | Met •1+5+8

Hex JJ87 — 2-2-8 | PaK 38 50$_3^B$ [75] AT | Wpns Pit OBA/OVR: +3 Other: +2

Hex CC86 — 2-2-8 | HE 75$_2^O$ IeIG 18 INF | Trench

Hex CC83 — 2-2-8 | FlaK 36 (37)$_3^B$ AA | Wpns Pit OBA/OVR: +3 Other: +2

Hex KK84 — 2-2-8 | HE 81$_3^D$ Z-60 MTR | Tobruk •½ +7+7 SW

Hex KK85 — 2-2-8 | SP HE 50$_3^D$ GrW 34 341 MTR | Tobruk •½ +7+7 SW

Set up in any hex of Wn 65 — 2 4-4-7 / 3 | ?-? | MMG MG 42 5|12$_2$ 3P / 2 | LMG MG 42 3|8$_1$ 1P

Wn 66

Hex HH65 — 2-2-8 | PaK 38 50$_3^B$ [75] AT | Wpns Pit OBA/OVR: +3 Other: +2

Hex CC64 — CUP 5/4 75$_1^D$ 5/— | Panzerstellung •½ +7+7

Hex FF63 — 2-2-8 | HE 81$_3^D$ Z-60 MTR | Tobruk •½ +7+7 SW

Hex GG63 — 2-2-8 | HE 81$_3^D$ Z-60 MTR | Tobruk •½ +7+7 SW

Hex Z61 — 2-2-8 / 2 | HMG MG 42 7|16$_3$ 3P / 2 | Mat •1+6+9

Set up in any hex of Wn 66 — 1 4-6-7 / 2 4-4-7 | ?-? | ?-? | MMG MG 42 5|12$_2$ 3P | LMG MG 42 3|8$_1$ 1P | 8-42 •3+7+7 / 3

Wn 67

Hex F64 — 2-2-8 | Werfer 300$_4^D$ 11 RCT 1-53 | Trench

In/adjacent to hex E64 — 2-2-8 / 2 | Werfer 300$_4^D$ 11 RCT 1-53 / 2 | Trench / 2

In/adjacent to hex E65 — 2-2-8 / 2 | Werfer 300$_4^D$ 11 RCT 1-53 / 2 | Nebel 41 300$_4^D$ 11 RCT 10-65 | Trench / 2

Set up in any hex of Wn 67 — E 5-4-8 / 2 1 4-6-7 | ?-? | ?-? | HMG MG 42 7|16$_3$ 3P | MMG MG 42 5|12$_2$ 3P | LMG MG 42 3|8$_1$ 1P / 2

Wn 67bis

Set up in any other Wn — 2-2-8 | ?-? | 7-0 | Phone ▲ 12 11 | LMG MG 42 3|8$_1$ 1P | Wpns Pit OBA/OVR: +3 Other: +2

The Forward Observer in Wn 67 bis directs ONBOARD INDIRECT FIRE from RCTs in Wn 67 (see SR #4).

Wn 69

Set up in any hex of Wn 69

Hex A67

Wn 70

Hex EE35

Hex FF30

Hex DD31

Hex DD32

Hex EE33

Hex DD34

Set up in any hex of Wn 70

Hex CC31

Hex FF31

Hex EE32

Hex EE34

Hex EE36

Wn 71

Hex II15

Hex HH18

Hex GG14

Hex GG15

Hex HH13

Set up in any hex of Wn 71

The Forward Observer in Wn 71 directs OBA from one module of 105mm (HE + S) (see SR #4).

Wn 68

Hex KK59

Hex CC55

Hex GG56

Set up in any hex of Wn 68

Hex EE53

Hex HH55