

BLOODY BEACH, OMAHA

11/29/99

1.0 INTRODUCTION	2	8.4	Special Hits.....	8
2.0 COMPONENTS	2	8.5	Close Combat.....	8
2.1 Contents	2	9.0 AMPHIBIOUS ASSAULT	8	
2.2 Definitions.....	2	9.1	General Rules.....	8
2.3 Combat Units.....	2	9.2	Landing.....	9
2.4 Headquarters Units.....	3	9.3	Drifting.....	9
2.5 Artillery Assets.....	3	9.4	Beachhead Creation	9
2.6 Naval and Air Markers.....	3	9.5	Special Landing Rules.....	9
2.7 Markers and Dice	3	10.0 VICTORY DETERMINATION	9	
3.0 SEQUENCE OF PLAY	3	10.1	End of Game Victory	9
3.1 Game Turns.....	3	10.2	Automatic Victory	9
3.2 Detailed Sequence of Play	3	11.0 SETTING UP THE GAME	10	
4.0 COMMAND AND SUPPLY	4	11.1	US Initial Deployment	10
4.1 Headquarters.....	4	11.2	German Initial Deployment	10
4.2 Supply Distribution	4	11.3	La Pointe du Hoc	10
4.3 Supply Point Allotments	4	11.4	German Reinforcements	10
4.4 Assigning Assets	4			
4.5 US 2 nd and 5 th Ranger Battalions	4			
4.6 German Coastal Defenses.....	5			
5.0 ACTION PHASE	5			
5.1 Initiative and Activation	5			
5.2 Regiment Activation.....	5			
5.3 Actions.....	5			
5.4 Naval Support Activation	5			
5.5 Air Support Activation	6			
5.6 Passing and Ending the Turn.....	6			
6.0 FACING AND FIRE ZONES	6			
6.1 Facing.....	6			
6.2 Fire Zone Effects	6			
7.0 MOVEMENT	6			
7.1 Movement Restrictions.....	6			
7.2 Stacking.....	7			
7.3 Movement Procedure	7			
7.4 Cliffs and Steep Slopes	7			
7.5 Road Movement.	7			
8.0 COMBAT	7			
8.1 Small Arms Fire	7			
8.2 Anti-Tank Fire.....	7			
8.3 Small Arms Combat Results.....	7			

Credits

Game Research and Design: Harvey Mossman, Scott Cameron, William F. Ramsay, Jr.

Playtesting: Christoph Ludwig, Ted Poltorak

Special Thanks: Charles Vasey, Joe Balkoski, Martin Gallo

Bibliography:

Books:

Cross-Channel Attack – Center for Military History

Omaha Beachhead – Center for Military History

D-Day – Stephen Ambrose

Decision in Normandy – Carlo d’Este

U.S. Order of Battle – Shelby Stanton

Kriegsgliederung 7th Army – Courtesy Dave Powell

Games:

Omaha – The Gamers

The Longest Day – The Avalon Hill Game Company

Atlantic Wall – Simulations Publications, Inc.

Omaha Beachhead – Victory Games

1.0 INTRODUCTION

Bloody Beach: Omaha is a strategy game that attempts to simulate the landings on the Calvados coast of France in June of 1944. Omaha Beach was the bloodiest of the beaches invaded. This game covers the fighting on Omaha Beach from June 6 to 7.

2.0 COMPONENTS

2.1 Contents

2.1.1 The game consists of the following components:

- 9 – 11" x 17" Map Sections (the map scale is 300 meters per hex)
- 4 – 8 ½" x 11" Counter Sheets (German Front/Back and US Front/Back)
- 2 – 8 ½" x 11" Order of Appearance Cards
- 1 – 8 ½" x 11" Division Display Card
- 3 – 8 ½" x 11" Charts and Tables Cards
- These Rules
- The players must provide two ten-sided dice

2.1.2 The map must be assembled prior to playing the game. To assemble the maps, trim the white space off of the South and East ends of the individual map sheets, line up the individual hex rows and columns, then tape the map together. You may not wish to tape the map, instead aligning the individual sections and placing them under plexiglas while playing.

2.1.3 The counters must also be assembled prior to playing. The steps we recommend are as follows:

- Glue the individual counter sheets to a piece of poster board. 3M Spray Adhesive has been found to be useful by some. If you use spray adhesive, make sure you do so in a well ventilated area.
- Once the mounted counter sheets have dried, cut the counters into horizontal strips of 20 counters each. Glue the front side of each counter strip to the back side of the same counter strip (giving you a double thickness of poster board), aligning the strips carefully.
- Once the glue has dried on the counter strips, cut out the individual counters.

2.1.4 Component Errata – unfortunately, the Beachhead markers were omitted from the final countersheets. Use any convenient marker for these. Additionally, the 2nd Ranger HQ unit is superfluous, and is not used in the game.

2.2 Definitions

Efficiency Rating – a measure of the ability of a particular headquarters to maintain communications and control with its subordinate units.

Efficiency Check – to perform an Efficiency Check, roll one die. If the result is less than or equal to the unit's Efficiency Rating, the Check is successful, otherwise it is not.

Line of Communications – a path of hexes of unlimited length free of enemy units or Fire Zones (unless the hex is occupied by a friendly unit) between two units.

Support Range – the radius in hexes from a Regiment HQ to its subordinate units, equal to the Efficiency Rating of the Headquarters.

2.3 Combat Units

2.3.1 Combat units represent the actual infantry and armored units that fought for control of Omaha Beach. Each unit has one or more steps. The number of steps for each unit is found on the counter diagram on the game map. All two step units are platoons, all other units are companies.

2.3.2 Most infantry units have four steps. Step losses for four-step units are represented first by placing a Hit marker, then by removing the Hit marker and flipping the unit over, then placing another Hit marker, then removing the unit.

2.3.3 US Ranger units have three steps. Step losses for three-step units are represented first by placing a Hit marker, then by removing the Hit Marker and flipping the unit over, then removing the unit.

2.3.4 Tank and other vehicular units are platoons, and have two steps. Step losses for two-step units are represented by flipping the unit over, then removing the unit from play.

2.3.5 Combat units are rated for up to six categories, depending on the type of unit.

- *Firepower* is a rating of the effectiveness of a particular unit firing using small-arms and other anti-personnel fire.
- *Anti-Tank* is a rating of the effectiveness of a particular unit firing either at armored or pillbox units.
- *Armor* is a rating of the effectiveness of an armored vehicle or pillbox against Anti-Tank fire.
- *Morale* is a rating of a unit's cohesion and morale, as well as the ability to sustain combat.
- *Movement Allowance* is a measure of how far a unit can move during an Activation. Infantry units have a Movement Allowance of 4, while vehicular units have a Movement Allowance of 8.
- *Range* is the distance at which a unit can fire. Small Arms fire has a range of one hex (i.e., adjacent), while Anti-Tank fire has a range of two hexes. Pillbox units may fire Anti-Tank fire at a range in hexes equal to their Anti-Tank Rating plus 1, as long as their target is on a Beach Hex.

Note: Since the fighting in this particular battle was done at closer ranges, mostly due to hedgerows, the maximum anti-tank range for all units is two (2), except for German pillboxes, which may fire to their normal range on units in Beach hexes. Infantry units always have an anti-tank range of 1, regardless of their Anti-Tank value. Heavy weapons units, although they cer-

tainly could fire more than 300 meters, do not have a range in this game, mostly because the terrain was not well suited for that type of combat, and the bulk of their firepower was in machine guns.

2.4 Headquarters Units

2.4.1 Headquarters units represent the command and logistical “tail” of each regiment and division represented in the game. Division Headquarters are used to maintain the distribution of asset units as well as supply to the constituent regiments of the division.

2.4.2 Regiment Headquarters are used to allocate assets to the various units of their regiment and its assigned units, as well as to control the activation of units on a Regimental basis.

2.4.3 Regiment Headquarters are assigned an Efficiency Rating, which determines how flexible the command is, as well as the ability to restore assigned assets to use. Efficiency Ratings are tracked on the Division Record Track for each division.

2.4.4 The German 352nd Division HQ is the only division HQ available to the German player in this game. Except for Pillbox and Resistance Nest units, all German units are considered to be subordinate to the 352nd Division for all game purposes. See the Coastal Defense rules for Pillbox and Resistance Nest rules.

2.4.5 If an enemy unit fires at an HQ unit, any result that would require a Morale Check or step losses instead forces the HQ to displace. The actual HQ unit is moved one or more hexes until it is not in an enemy Fire Zone and is either stacked with or adjacent to a unit that is subordinate to that HQ. All assets stacked with the HQ become Used for the remainder of the turn, and all Supply Points assigned to the HQ are eliminated.

2.4.6 HQ units which cannot displace are eliminated. If a Regimental HQ is eliminated, all subordinate battalions are considered Independent Battalions for the remainder of the game. Any assets that were assigned to that HQ are eliminated as well.

2.5 Artillery Assets

2.5.1 Artillery units are not represented by combat units. Instead, they are represented by asset markers that are placed with a particular headquarters for use by units subordinate to that headquarters.

2.5.2 Assets do not have steps. Asset units may not be used to satisfy combat losses unless the asset itself is the target of Artillery, Naval Bombardment, or Special Hit.

2.5.3 Artillery assets have a Firepower Rating only.

2.5.4 Assets that have been used are flipped over to their “Used” side. Assets become usable again if, at the beginning of the next Activation for their Regiment, they are able to roll less than or equal to that Regiment’s Efficiency Rating. At the end of a turn, all Used assets are flipped back to their unused side.

2.6 Naval and Air Markers

2.6.1 Naval and Air markers represent the ships and aircraft supporting the landings at Omaha Beach on June 6 and 7. Naval and Air markers only have a Firepower rating.

2.6.2 Naval and Air markers are not placed on the map. They are placed on the General Record Track on the game map.

2.6.3 As each Naval or Air point is used, move the marker down one space on the appropriate track. At the end of each turn, reset the markers to their initial values.

2.6.4 Air units (only) may be used to attempt to destroy German Supply Points.

2.7 Markers and Dice

2.7.1 Markers are used to mark various game states at various times, along with tracking various information on the game tracks. Markers do not have a stacking value, and may not be used to satisfy any type of step loss.

2.7.2 Ten-sided dice are used in the game. A “0” is considered to be a 10, not a 0.

3.0 SEQUENCE OF PLAY

3.1 Game Turns

3.1.1 *Bloody Beach: Omaha* is played in two game turns of one day each. Each player performs several activities during each turn, according to the sequence of play.

3.1.2 At the end of the game, victory is determined using the victory point rules.

3.2 Detailed Sequence of Play

3.2.1 Each turn consists of a Planning Phase followed by an Action Phase with multiple Activations, followed by a Cleanup Phase.

3.2.2 During the Planning Phase, Division HQs receive supply and assets and distribute them to the Regiment HQs subordinate to them.

3.2.3 During the Action Phase, multiple Activations are performed by each player. The players each roll for Initiative, with the winner of the die roll gaining the option of activating one or more units.

3.2.4 The player who wins the Initiative is considered the Initiative Player. During each Activation the Initiative Player may perform all of the following steps, in order:

- Distribute Reserve Supply from his Division HQs to his Regiment HQs, making an Efficiency Check to see if the transfer is successful.
- Attempt to receive Reinforcements (German Player only)
- Activate a Regiment, expending 1 Supply point to do so. If there are units subordinate to the Regiment that cannot

trace a path to the Regiment HQ, they may be activated for one additional Supply Point.

- Activate independent battalions by expending 1 Supply Point from the Division HQ Supply Pool. These may be activated either alone or with a Regiment HQ.
- Assign Regiment Artillery Assets to combat units that have been activated.
- Move and attack with Activated units
- Roll to unpin units in the activated Regiment and/or Battalion.

4.0 COMMAND AND SUPPLY

4.1 Headquarters

4.1.1 Headquarters units are used to distribute supply and assets to combat units.

4.1.2 Division HQ units are used to allocate assets and Supply Points to Regiment HQ units.

4.1.3 Regiment HQs are used to allocate assets to the combat units that are subordinate to the Regiment, as well as to hold supply points assigned by the Division HQ to the Regiment.

4.2 Supply Distribution

4.2.1 Supply points are a measure of the ability of a particular unit to move, attack, and otherwise perform game activities.

4.2.2 During an Activation, On-map Division HQs may distribute Supply Points to their subordinate regiments. For a Division HQ to allocate Supply Points to a Regiment HQ, the player must be able to trace a Line of Communications between the Division HQ and the Regiment HQ. The player makes an Efficiency Check for the receiving Regiment, and if successful, transfers the Supply Points. If the Efficiency Check is not successful, the Supply Points remain assigned to the Division HQ Supply Pool.

4.2.3 The 352nd Division and Coastal Defense groups may not allocate supply to each other.

4.2.4 Supply Points and unassigned Assets are maintained on the Divisional Display cards using the Supply Markers included with the game.

4.3 Supply Point Allotments

4.3.1 Each on-map German Regiment HQ begins the game with two Supply Points. The US 29th Infantry Division HQ begins the game with 8 Supply Points, while the 1st Infantry Division begins the game with 20 Supply Points. The German 352nd Division begins the game with 20 Supply Points, while the German Coastal Defense Group begins the game with 10 Supply Points.

4.3.2 During the Planning Phase of Turn 2, the German Player adds 15 Supply Points to the 352nd Division Supply Pool.

4.3.3 An additional 4 Supply Points are added to the US Division totals at the beginning of Turn 2 for each Beachhead Marker belonging to that Division that is on a Beach hex, if the Division HQ is able to trace a Line of Communications to that Beachhead Marker.

4.3.4 Prior to the landing the first wave of US units, the US player must allocate supply to the regiments that are landing in the first wave (the 16/1 and 116/29) from the US 1st Division Supply Points. There is no Efficiency Check for this initial Supply Point allocation.

4.3.5 Until the 1st Division HQ has landed, the US Player cannot allocate more supply to these headquarters. Reinforcing regiments receive supply normally from their on-map Division HQ once they have landed, and have one supply point available (at no cost to their Division HQ) to Activate for landing.

4.4 Assigning Assets

4.4.1 During an Activation, Regiment HQs distribute Artillery Assets to their subordinate combat units for use during the turn. In order for an Asset to be assigned to a combat unit, the combat unit must be within the Support Range of the active HQ, and must be able to trace a Line of Communications to the active HQ, and the asset must not be on its Used side.

4.4.2 A maximum of one Artillery Asset may be assigned to any one company during a single Activation.

4.4.3 Artillery Assets may not be activated as single units. They are only available for use if the Regiment to which they are assigned has been activated.

4.4.4 Artillery Assets that are initially assigned to a Division may be assigned to a particular Regiment during the game. To assign an Asset from the Division HQ to the Regiment HQ, the Regiment HQ must be able to trace a Line of Communications to the Division HQ, then make an Efficiency Check. If the Efficiency Check is passed, the Asset is placed on the Regiment's Asset Holding Box, Used side up.

4.5 US 2nd and 5th Ranger Battalions

The US plan for Omaha Beach had three companies of the 2nd Ranger Battalion landing at Pointe du Hoc, while one additional Company landed at Beach Charlie. The remainder of the unit, as well as the entire 5th Ranger Battalion, was kept in reserve to land at either Pointe du Hoc or Beach Charlie, depending on the results of the Pointe du Hoc landing.

4.5.1 The 2nd and 5th Ranger Battalions are considered to be Independent Battalions for all game purposes. Supply for activating the Ranger Battalions can be allocated from either the 29th or 1st Division Supply Pools.

4.5.2 All Ranger units that land at Pointe du Hoc are considered to belong to the 2nd Ranger Battalion for Activation purposes, while any Rangers that land at Landing Box Charlie are considered to be subordinated to the 5th Ranger Battalion.

4.5.3 The reinforcing Ranger units (A and B/2nd Rangers and A-F/5th Rangers) must all land at the same Beach (either Pointe du Hoc or Charlie). Once the first wave of Ranger reinforcements has been activated, the choice for the landing of all remaining units has been made, and the US Player may not land them elsewhere.

4.6 German Coastal Defenses

4.6.1 The German player has a Coastal Defense Group which consists of all Pillbox and Resistance Nest counters on the map, including the Pointe du Hoc battery.

4.6.2 The German player may activate the Coastal Defense Group at any time just as if it were an Independent Battalion. Supply for this unit must come from the Coastal Defense Supply Pool.

4.6.3 Although there is no HQ unit for the Coastal Defense Group, it is considered to have an Efficiency Rating of 6, just as if it had a Regiment HQ, and can be activated without Supply in the exact same manner in which an Out of Supply Regiment would activate (including reducing the Efficiency upon failing an Efficiency Check).

4.6.4 When the German player chooses to Activate the Coastal Defense Group, there is no Line of Communication requirement to activate each unit in the Coastal Defense Group.

4.6.5 Note that Pillbox and Resistance Nest units may never move. They may fire without paying any movement point costs, but may only fire once per Activation.

4.6.6 Pillbox and Resistance Nest units have only one step. If they are forced to retreat they are eliminated.

4.6.7 Pillbox units may be fired upon using Small Arms fire or Anti-Tank fire, but may only be attacked by any single unit once per Activation.

5.0 ACTION PHASE

5.1 Initiative and Activation

5.1.1 During the Action Phase, players will perform several Activations. To perform an Activation, each player rolls a ten-sided die, with the higher total gaining the Initiative.

5.1.2 Each time a player loses the Initiative die roll, the Initiative Modifier marker is moved one space in that player's favor (flipping the marker does not count as moving the marker). The Initiative Modifier marker begins in the 0 space, with either side showing. The number of the space it is on is used as a modifier to the Initiative die roll for the player whose side is face-up.

5.2 Regiment Activation

5.2.1 If a Regiment HQ is activated, all subordinate units that can trace a Line of Communications to the Regiment HQ may move and attack normally. Subordinate units within Support Range of their HQ may also have Artillery Assets assigned to them for this Activation.

5.2.2 Units outside Support Range that can trace a Line of Communications to their Regiment HQ may still activate, but may not be assigned any Assets.

5.2.3 Units subordinate to the Regiment which are unable to trace a Line of Communications to their Regiment HQ may be activated at a cost of 1 Supply Point for all such cutoff units, but may not be assigned any Assets during the Activation.

5.2.4 If a Regiment HQ has no Supply remaining, it can attempt to activate by making an Efficiency Check. If it passes the Efficiency Check, the Regiment may activate normally. If it fails the Efficiency Check, its Efficiency Rating is permanently reduced by one, and it may not attempt to Activate without Supply again for the remainder of that Turn.

5.2.5 A Regiment HQ may not attempt to activate without expending Supply Points if it has Supply Points remaining in its Supply Pool. Units subordinate to a Regiment which activates without supply may *not* activate if they cannot trace a Line of Communications to that Regiment HQ, i.e., you may not allocate a Supply Point to activate cutoff units if you did not allocate Supply to the Regiment HQ.

5.2.6 To activate an Independent Battalion, the player must be able to trace a Line of Communications from one or more units in the battalion to a Division HQ, and expend one Supply Point from the Division HQ Supply Pool. Those units of Independent Battalions that cannot trace a Line of Communications to the Division HQ expending the Supply Point may not be activated. Independent Battalions may never be activated using Supply Points from a Regiment HQ Supply Pool.

5.3 Actions

5.3.1 Each unit that has been activated may perform only one action during that Activation. Actions are defined as either Unpinning, Close Combat, or Combat Movement.

5.3.2 Regiment Headquarters units may move only when their Regiment has been activated. Division HQ units may move when any subordinate Regiment has been activated. All HQ units move as Infantry.

5.3.3 A Regiment HQ which has attempted to allocate Assets during the current Activation may not move. A Division HQ which has attempted to allocate Supply Points or Assets during the current Activation may not move.

5.3.4 After all units that are going to either Close Combat or Combat Move have completed their Activation, any activated Pinned units may attempt to unpin by rolling a Morale Check. If they pass the Morale Check, the unit becomes unpinned. If they fail the Morale Check, the unit remains Pinned. Units which become Pinned during their Activation may not roll to become Unpinned during that Activation.

5.4 Naval Support Activation

5.4.1 The US Player is allocated a number of Naval Support Points of three different types each game turn, as shown on the

US Order of Appearance. Each Naval Support Point may be used once per game turn.

5.4.2 No more than one Naval Support Point may attack any single hex in a single Activation. Naval Support Points may not combine fire with other units.

5.4.3 When the US Player has won the Initiative and chooses to use Naval Support points, he may use as many as he chooses, as long as they have not already been used during this game turn.

5.4.4 Naval Support Points have limited range. Destroyer (DD) Naval Support Points may fire on any hex within 30 hexes of a Beach hex, Light Cruiser (CL) Points may fire at any hex within 40 hexes of a Beach hex, while Battleship (BB) Points may fire at any hex within 60 hexes of a Beach hex.

5.4.5 Naval units attack using the Small Arms Combat Results Table. The Firepower value for Naval Support Points is printed on the appropriate Naval Support Points marker.

5.4.6 Naval support units may only attack units within two hexes of a friendly ground unit.

5.5 Air Support Activation

5.5.1 When the US Player has won the Initiative and chooses to activate Air Support Points, he may activate as many as he chooses, as long as they have not already been used during this game turn. Each Air Support Point may only be used once per day.

5.5.2 Air Support Points are used to perform Interdiction, attempting to reduce the amount of Supply Points available to enemy HQs.

5.5.3 To perform Interdiction, the US Player selects an on-map Division or Regiment HQ to attempt to interdict. Roll one die and subtract it from the Firepower value printed on the Air Support Points marker. If the result is positive, a number of Supply Points equal to the difference is subtracted from that HQ's Supply Pool, ignoring any excess losses.

5.5.4 Since there is no HQ unit for the Coastal Defense Group, it may not be attacked by Air Support Points.

5.6 Passing and Ending the Turn

5.6.1 A player may choose to pass his initiative, in which case his opponent becomes the Initiative Player. If the opponent passes as well, the Action Phase is over.

5.6.2 If both players roll the same initiative roll (unmodified), the Players total up the amount of supply they have assigned to on-map Headquarters (Division and Regiment). The player with the lowest total rolls one die and compares it to his on-map supply total. If the die roll is greater than this total, the Action Phase ends, and the players proceed to the Cleanup Phase.

6.0 FACING AND FIRE ZONES

6.1 Facing

6.1.1 Pillbox units must face a hex vertex. The triangle on top of the inverted pillbox marker indicates the facing for the pillbox. A pillbox may only fire into hexes in the Fire Zone (front two hexes and forward) of the pillbox.

6.1.2 Non-pillbox units have a Fire Zone into each adjacent hex.

6.1.3 Although Resistance Nests have a facing arrow on their inverted side, it only exists to confuse the US player while the counter remains unrevealed. Once the unit is revealed, the Resistance Nest does not have to be faced in any direction.

6.2 Fire Zone Effects

6.2.1 Any time a friendly unit enters the Fire Zone of an enemy unit, that enemy unit may immediately Reaction Fire at the friendly unit. This fire interrupts the movement. If it results in any step loss or morale failure, the moving unit must immediately stop and become Pinned. Retreats do not trigger Reaction Fire. Each unit performing Reaction Fire may only fire upon one unit, and each unit may only be Reaction Fired at by one unit in each hex entered.

6.2.2 Fire Zones block tracing Lines of Communication and Support Range unless the hex is occupied by a friendly combat unit. Pillbox Fire Zones only block Lines of Communication in adjacent hexes. Pillbox Fire Zones are not considered when performing HQ Displacement, unless the HQ is adjacent to the Pillbox.

6.2.3 Headquarters units do not have a Fire Zone, nor can they be used to negate enemy Fire Zones for purposes of Supply or Line of Communications trace.

6.2.4 Units do not project Fire Zones *up* Cliff or Steep Slope hexsides. Fire Zones are projected *down* Cliffs and Steep Slopes, however.

7.0 MOVEMENT

7.1 Movement Restrictions

7.1.1 A unit must be activated to move. Non-activated units may fire defensively (as Reaction Fire), but may not otherwise act during the other player's turn.

7.1.2 A unit may move into an enemy unit's fire zone but the enemy unit may immediately Reaction Fire on the friendly moving unit.

7.1.3 If a unit or stack moves into an enemy unit's Fire Zone, the enemy unit may Reaction Fire at that unit. If a stack moves into an enemy Fire Zone, each unit of the stack may be fired on in Reaction Fire, but only one unit may fire on each unit, and each unit firing Reaction Fire may only fire once. Any result that causes a step loss or morale failure causes the moving unit to stop moving, become Pinned, and end its activation for this Activation.

7.2 Stacking

7.2.1 A maximum of 2 companies may stack in a hex. For the purposes of this rule, platoon sized units count as ½ a company. Markers, Headquarters, Pillbox and Resistance Nest units do not count for stacking.

7.2.2 Units which begin movement stacked together may move together, dropping units off as desired, however, they may not pick up other units while moving.

7.2.3 Units which end an Activation overstacked must apply one step loss to any one unit in the hex. This applies every time the unit is Activated, until the overstacking has been resolved.

7.3 Movement Procedure

7.3.1 Units are moved one unit or stack at a time from hex to hex, paying the movement cost for the terrain entered or crossed, stopping to receive fire combat if necessary. Terrain Movement Costs are summarized on the Terrain Effects Chart.

7.3.2 *Elevation Changes.* We have chosen to go with a naturalistic representation of the terrain at Omaha Beach. Whenever a unit moves to a new elevation, whether higher or lower, the unit must pay an additional 1 Movement Point to enter the new hex. If the hex being entered contains terrain levels that do not exist in the previous hex, the unit pays the additional Movement Point. This does not apply to Road Movement.

7.4 Cliffs and Steep Slopes

7.4.1 Units which wish to move across a cliff or steep slope hexside must begin their Activation adjacent to the cliff or steep slope hexside and spend their entire movement allowance to move across the hexside.

7.4.2 Only US Ranger units are capable of moving across Cliff hexsides, and such movement must be from a Beach or Rocky Beach hex to the other side of the hexside.

7.4.3 Any Infantry unit may move across steep slope hexsides. Such movement may be in either direction, but the same terrain costs apply.

7.5 Road Movement.

7.5.1 Road and Secondary Road hexes can facilitate movement across the map. To utilize the Road or Secondary Road movement costs, the unit using them must enter the hex from another hex with a connected Road or Secondary Road hex. Where Road and Secondary Roads are in the same hex, use the cost of the type of road the hex was entered *from*.

7.5.2 Units which begin their movement on a Road or Secondary Road hex, remain on Road or Secondary Road hexes throughout their movement, and begin and remain at least 10 hexes away from any enemy unit may increase their movement allowance by 1 for infantry and 2 for vehicular units.

7.5.3 German reinforcements have their movement allowance doubled during the Activation they are moved onto the map.

7.5.4 Roadblocks represent the various blocks that the Germans placed on the exits from the beaches. Entering a Roadblock hex is prohibited for all vehicular units. Infantry may enter a roadblock hex at a cost of their entire movement allowance. If at the end of any Activation, an activated unit is on a Roadblock marker and there are no German Fire Zones into the blocked hex, the Roadblock marker is removed.

8.0 COMBAT

8.1 Small Arms Fire

8.1.1 In order to perform Small Arms fire, the following requirements must be met:

- For combat units, the target unit must be adjacent to the firing unit. For Artillery Assets, the target unit must be adjacent to the friendly combat unit the Asset is stacked with.
- The target unit must occupy the fire zone of the attacking unit (or the combat unit that a firing asset is stacked with).
- The firing unit may not be pinned.
- The firing unit may not fire through blocking terrain (see terrain effects chart). Artillery units may fire through blocking terrain, however.
- The firing unit must be currently activated, or firing Reaction Fire. Activated firing units must pay ½ of their movement allowance to fire.

8.1.2 To resolve Small Arms fire, determine the Firepower value of the firing unit, add to it the Firepower value of any unused Artillery asset stacked with the attacking unit, and determine the terrain of the target unit. Roll one die and cross reference the die roll with the Firepower value to get a combat result. Apply the combat result.

8.1.3 Naval Bombardment also uses the Small Arms Fire Table.

8.2 Anti-Tank Fire

8.2.1 Anti-Tank Fire may be used when the defending unit has an armor value on its counter and the attacker has an Anti-Tank value on its counter.

8.2.2 Non-pillbox units with an Armor Value *must* be fired upon using Anti-Tank fire, Small Arms Fire is considered to be ineffective on these targets. Pillboxes may be fired on using either Small Arms Fire or Anti-Tank Fire, but may only be attacked using one or the other by any one unit.

8.2.3 To resolve Anti-Tank Fire, subtract the defending unit's Armor Value from the attacking unit's Anti-Tank Value. Roll one die and cross reference the result on the Anti-Tank Fire Table. The result is the number of steps lost from the defending unit.

8.3 Small Arms Combat Results

8.3.1 There are three types of results found on the Small Arms Fire Combat Result Table. They are:

P = Pinned – the unit makes a Morale Check, if it passes, no effect, if it fails, it becomes Pinned. Note that terrain does not modify this Morale Check.

M = Morale – the unit makes a Morale Check, modified by the terrain occupied by the unit. If the unit passes the Morale Check, it is Pinned, if it fails, the unit takes a step loss and is Pinned.

= Step Loss – the unit takes the number of step losses specified, and becomes Pinned. The unit then makes a Morale Check, modified by the terrain occupied by the unit. If the unit passes the Morale Check, it remains in place; if it fails the Morale Check, it must retreat one hex.

8.3.2 Pinned units may not move or fire. They may only attempt to unpin (when activated). To unpin a unit, roll one die, modifying it for terrain, and compare it to the unit's Morale Rating. If the die roll is less than or equal to the Morale Rating, the unit becomes unpinned. Pinned units that receive an additional Pinned result ignore the result.

8.3.3 Morale checks are modified by the terrain occupied by the unit taking the morale check.

8.3.4 For each Hit marker on a unit, subtract one from the unit's Morale when taking a Morale Check or attempting to unpin. The reduced sides of combat units include appropriately reduced Morale values.

8.3.5 Units which must retreat must do so toward their HQ unit, if possible, in a direction away from the enemy unit which caused the Morale Check, if possible. Units which retreat into an overstacked condition take an additional step loss. Units which retreat into an enemy fire zone may trigger Reaction Fire. If a unit is on a partial Beach hex, it may not retreat, instead it takes one step loss. Units which cannot retreat for any reason lose an additional step.

8.4 Special Hits

8.4.1 If a natural 10 is rolled during Small Arms fire, a Special Hit may have occurred. Prior to starting the game, take all 20 Special Hit markers and place them in an opaque container (a cup will do). When a Special Hit is called for, randomly draw a special hit marker from the cup and follow the instructions for that marker. Some markers are to remain on the map for a time, and some are not. Markers which are removed, either from the loss of the unit bearing them or the loss of the effect, are returned to the cup for possible use later.

8.4.2 Special Hits are *not* used when a unit is attacked by Naval Bombardment.

8.4.3 If a unit which has a Special Hit marker on it gets another Special Hit, the first marker is removed.

8.4.4 The effect of each Special hit Marker is detailed on the Special Hits Player Aid Card.

8.5 Close Combat

8.5.1 Close Combat is resolved when a friendly unit or units start an Activation adjacent to an enemy occupied hex and wish to move into that unit's hex.

8.5.2 Subtract the defending unit's morale from the attacking unit's morale. Roll one die, applying any modifiers and compare this result to the Close Combat table. Apply the result shown on the table.

8.5.3 If the defending unit vacates the target hex, either from elimination or retreat, all attacking units *must* advance into the hex.

9.0 AMPHIBIOUS ASSAULT

9.1 General Rules

9.1.1 All US combat units, HQs and assets arrive using Amphibious Assault. The US Order of Appearance charts indicates the schedule of US Reinforcement availability.

9.1.2 The initial US assault force lands as a series of Waves. Units assigned to Waves are also assigned to specific landing boxes. Units specified to land in a particular Landing Box must be placed in that landing box prior to resolving the landing.

9.1.3 The first Activation of the first Action Phase on Turn 1 is the initial US Landing. The US Player automatically lands his first Wave units from both assault Regiments (16/1 and 116/29, plus the 2nd Rangers at Pointe du Hoc). There is no supply expended for this Activation.

9.1.4 Subsequent waves (2-4) are landed by paying the normal cost for a Regiment Activation, during which the units of the next available wave that is subordinate to that particular regiment may land (and the other units of that regiment that have already landed are also capable of being activated). Wave 3 units may not land until all Wave 2 units have landed, and Wave 4 units may not land until all Wave 3 units have landed. Units from two different waves may not land in the same Activation.

9.1.5 Independent Battalions do not pay supply costs to land when they are part of the initial Assault Waves. They do require supply for subsequent activations.

9.1.6 Followup June 6 and June 7 Reinforcements may land as desired after all four initial Waves have landed, paying the appropriate Activation costs. They must land as regiments or groups of assets, as shown on the US Order of Appearance Chart.

9.1.7 When resolving amphibious assault, units must land in the following order from each box: DD Tanks, Tanks, Other Combat Units, Artillery Assets, then HQs. All units from each individual landing box must have their initial attempted landing hex designated before resolving any individual unit's landing status.

9.2 Landing

9.2.1 After a Wave has been placed, resolve the landing for each landing box in sequence. All units landing from one landing box must land before units land from another landing box.

9.2.2 For each infantry unit landing, roll one die. If the die roll is greater than the unit's Morale Rating, the unit takes a step loss and is pinned. If the roll is less than or equal to the unit's morale, the unit is pinned.

9.2.3 For each vehicular unit landing, roll one die. If the die roll is greater than the unit's Morale Rating, the unit takes a step loss. It does not become pinned (vehicular units cannot be pinned).

9.2.4 *DD Tanks.* The DD Tanks (identified by "DD" next to their tank icon) used at Omaha Beach turned out to be a bit of a disaster, with very few reaching the shore. DD tanks land in the same manner as regular tanks, but have +5 added to their Morale Check die roll. DD Tanks that fail their landing Morale check are eliminated, not just reduced. DD Tanks that pass their Morale Check are reduced one step. DD Tanks do *not* roll on the Drift Table. DD Tanks are subject to Reaction Fire from German Pillboxes in range, once they have landed.

Note: DD Tanks are provided with two sides, even though they are always reduced by landing. We've included the 'front' sides in order to allow the players to experiment with landing them as non-DD tanks.

9.2.5 For each Artillery Asset landing roll one die. If the die roll is greater than the unit's Regiment HQ Efficiency Rating, the unit is eliminated.

9.2.6 Headquarters units do not roll a Morale Check for landing. They do roll to drift, however.

9.2.7 If there are *no* German units adjacent to any Cliff or Steep Slope hex within five hexes of the Beach hex where a unit is landing, the unit is not required to roll a Morale Check when landing. However, non-vehicular units are still Pinned upon landing.

9.3 Drifting

9.3.1 After resolving the landing Morale Check for all non-DD Tank units, refer to the Drift table to determine if the unit drifts away from its designated landing hex.

9.3.2 Units that drift into an overstacked condition take one step loss immediately. Each time a regiment is activated and there are units at the end of that Activation that are overstacked, the units in the overstacked hex take one step loss on one unit.

9.3.3 After the unit rolls for drifting, if the unit is in a German Pillbox Fire Zone, the German player may immediately Reaction Fire against the unit.

9.3.4 Do not roll for Drift for units landing at La Pointe du Hoc.

9.4 Beachhead Creation

9.4.1 Beachhead markers are placed each time a headquarters unit lands on a beach hex for the first time. Beachhead markers have a capacity of two Supply Points per turn.

9.4.2 If an enemy unit moves adjacent to a Beachhead marker, placing that marker in its Fire Zone, that Beachhead marker is eliminated, unless there is a combat unit stacked on top of the marker.

9.5 Special Landing Rules

9.5.1 Non-Regimental Artillery Assets must have the unit to which they are going to be subordinated declared prior to landing. To assign an asset to a particular HQ, the HQ must be able to trace a path free of enemy Fire Zones to one of the hexes leading to the landing box the asset is landing from.

9.5.2 Assets may not be used for combat purposes during the Activation in which they land. All assets land on their Used side, and must Recover prior to use. When they land, place them, Used side up, underneath their assigned HQ.

9.5.3 All units landing on Omaha Beach on D-Day were subordinated to the US 1st Infantry Division until the arrival of the 29th Division Headquarters. Prior to the arrival of the US 29th Division Headquarters, the 1st Division Headquarters acts in all manners as the Division HQ for the 29th Division regiments and subordinate units that are on the map.

10.0 VICTORY DETERMINATION**10.1 End of Game Victory**

10.1.1 Each village hex on the map is worth 1 Victory point. Each town hex is worth 3 Victory Points. At the end of the game, the US Player totals his victory points and compares it to the German total.

10.1.2 Compare the ratio of victory points to the following table:

1:1 or Less	German Major Victory
2:1 or Less	German Minor Victory
Less than 3:1	Draw
3:1 or more	US Minor Victory
4:1 or more	US Major Victory

10.2 Automatic Victory

10.2.1 The German Player wins an automatic Major Victory if there are no on-map US Beachhead markers any time after the first US Activation.

10.2.2 The US Player wins an automatic Major Victory if at any time his units are the last to have moved through all village and town hexes of Trévières, Grandcamp les Bains and Tour-en-Bessin.

11.0 SETTING UP THE GAME

11.1 US Initial Deployment

11.1.1 The US Player places all of his units on the US Order of Appearance Cards.

11.1.2 The initial Efficiency Rating for the 116/29th and 16/1st Regiments is 7; all other US regiments begin the game with an Efficiency Rating of 6.

11.2 German Initial Deployment

11.2.1 German combat units and assets are deployed in accordance with the German Order of Appearance.

11.2.2 A number of Pillboxes and Resistance Nests are specified for the German player to deploy. Prior to play, the German player randomly selects the appropriate number of each type of pillbox from the pool of available pillboxes of that type (88mm, 75mm or 50mm). The selected pillboxes are then deployed face down on the map by the German player. They are not revealed to the US player and may not be fired upon until they fire upon a US unit, or a US unit moves adjacent to them. The German player is free to examine the pillboxes at any time during the game.

11.2.3 Resistance Nests represent one or two squads of German infantry along with machine guns and light infantry guns. Resistance nests may be placed in any manner within the instructions given on the Order of Appearance chart, but may not be placed so that there are more than three Resistance Nest units 'in a row', i.e., you can have one alone, two together, or three together, but four together is a no-no.

11.2.4 Resistance nests are deployed inverted, but the German player *may not* inspect these prior to deployment. Once all Resistance Nests have been deployed inverted, the German may look to see what is where, but may not move any of these units.

11.2.5 German units that begin inverted must be set up faced as per the Facing rules. Take care to maintain their facing when flipped over.

11.2.6 Pillbox and Resistance Nest units may not be stacked with any other unit when initially deployed.

11.2.7 The German player begins with all 352nd Division Regiment Headquarters units at an Efficiency Rating of 6. The 726th Regiment of the 716th Division begins with an Efficiency Rating of 5. The German Coastal Defense Group begins with an Efficiency Rating of 6.

11.3 La Pointe du Hoc

11.3.1 The Pointe du Hoc battery had been abandoned prior to the landing of the Rangers on June 6. In order to add some tension to the US player's day, the battery can be variably occupied or unoccupied.

11.3.2 The German player deploys the Pointe du Hoc battery (155mm) in the Pointe du Hoc hex (hex 2003). The first time a US unit moves adjacent to this hex, the German Player rolls a

die. If the die roll is 1-3, the battery is there, and the German player may use it as per the normal rules. If the die roll is 4 or greater, the battery has been moved back from the beach, as it was historically, and the unit is flipped over to its resistance nest side.

11.3.3 If the battery is located at Pointe du Hoc, it may, when activated, choose to shoot at any destroyer (DD) or light cruiser (CL) Naval Support Point available to the US Player. Roll against the Anti-Tank value, if the die roll is less than the Anti-Tank value, one ship is considered damaged or sunk, and is removed from the game. This loss is permanent, so reduce the number of available Naval Support Points on Turn 2 accordingly.

11.3.4 Since the Pointe du Hoc battery was unable to depress its guns to fire on the Rangers scaling the cliffs, if the battery is there it may not fire on the Rangers, but may defend as normal.

11.3.5 The Pointe du Hoc battery is activated as part of the German Coastal Defense Group.

11.4 German Reinforcements

11.4.1 German units listed as Reinforcements on the Order of Appearance can become available for use during the game. It is possible that not all units will be used during the game.

11.4.2 Each time the German player wins the Initiative roll, he has the option to roll a die on the Reinforcement table to see if the next unit on the table (in order) is able to move onto the map. If the die roll is successful, the reinforcement unit may move onto the map at the designated hex. If the designated hex is occupied or in the Fire Zone of a US unit, the unit may enter at the next road hex on the map edge to either side. If the reinforcement die-roll is a natural 10, the reinforcing unit does not appear in the game and is removed from the list of potential reinforcements (this does not apply to the 352nd Division HQ reinforcement group).

11.4.3 Several units on the German Reinforcement Chart are listed as "(Turn 2)". The German player may not roll for these reinforcing groups until the first German Activation of Game Turn 2.

11.4.4 German Regiment HQ units entering the map are immediately assigned two Supply Points. German Asset units arriving on map are immediately placed in the 352nd Division Asset Pool.