



# SWORD BEACH



## Setup order

- 1  x4
- 2  x3
- 3  x3
- 4  x10
- 5  x7
- 6  x3

## Historical Background

The 8th Brigade Group of the 3rd British Division, supported by Commandos of the 1st Special Service Brigade and the amphibious Sherman tanks of the 13th and 18th Hussars, formed the first wave of Allied forces to land on "Sword" beach, near the mouth of the Orne River, on the morning of June 6, 1944.

The tanks were to land first and engage the enemy before the infantry arrived. The heavy seas slowed the approach and both tanks and infantry came ashore together. The bad weather, coupled with stiff German resistance, delayed the inland advance. While commandos - including the first French troops to set foot back on their homeland that day - captured the Casino at Riva Bella, the bulk of the Allied forces failed to push inland and capture Caen, their objective for the day. The consequences of this, the biggest set-back of Allied operations on D-Day, were to be felt well into July, and the city of Caen itself would pay a dear price for it.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Axis Player: Take 4 command cards

Allied Player: Take 5 command cards.  
You move first.

## Conditions of Victory

5 Medals

An Allied unit that captures a Town hex counts as one Victory Medal. Place an Objective Medal on each Town hex. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

## Special Rules

The Axis player is in control of the Bunkers and may claim them as a defensive position.

The Allied Special Forces are Commando units. Place a British badge in the same hex as these units to distinguish them from other units. Commandos may move 1 or 2 hexes and still battle.