



OMAHA BEACH OVERLORD



Historical Background

The US assault waves on Omaha Beach were led by the 116th Regimental Combat Team, destined for Dog sector on the left; and the 16th Regimental Combat Team hitting Easy and Fox sectors. The first wave also included two battalions of tanks from the 741st and 743rd. A persistent swell and strong undertow kept pushing the incoming troops toward the wrong sections of the beach. Heavily-fortified German positions delivered a withering roll of fire the moment any LCA crashlanded in. Exhausted and sea-sick survivors reaching the water's edge would find no protection, save for a 200-yard dash to the seawall. Many simply collapsed, or tried to find cover behind the numerous beach obstructions. Yet in the face of intense small arms and artillery fire, a handful of young soldiers rallied and began to act. The first infiltrations were made between the E-1 and E-3 exits. Advances against other strong points were also successful and while it was not apparent at the time, German defenses were starting to crumble.

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

Briefing

Axis Player: Take 8 command cards
You move first.

Allied Player: Take 8 command cards.

Conditions of Victory

8 Medals

An Allied unit that captures a town counts as one Victory Medal. Place an Objective Medal in each of the towns. 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.

An Allied unit that exits off the Axis side of the battlefield, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied medal track.

Special Rules

The hill that runs along the beach is a sea bluff. Moving up the bluff from the beach is a 2 hex move. Tanks may not move up the bluff from the beach. From the inland side, treat it as a normal hill in battle and for movement.

Treat the Sea Walls as a permanent improved position (sandbags) for the Allied player. Place sandbags in these hexes. The seawall offers protection, but has no effect on the movement of units.



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

The Allied Special Forces are Ranger units. Place a

Ranger badge in the same hex with these units to distinguish them from the other units. Rangers may move 1 or 2 and still battle.

Either side may choose to play a 'Recon' command card as a Barrage Tactic card instead: 'Target any enemy unit and roll 4 dice' (see Barrage card for more details).

Setup order

- 1  x24
- 2  x8
- 3  x5
- 4  x10
- 5  x18
- 6  x19
- 7  x8