

D-DAY: UTAH BEACH



Historical Background

Just before 6.00 on June 6, 1944, warships began a massive naval bombardment of the German defenses on Utah beach with devastating results. The strongpoints were badly hit and all communication lines were severed, preventing the Germans from coordinating an effective defense.

At about 6.40 the first wave of the US 8th Infantry Regiment hit the beaches. Strong currents had pushed them off course, however, so the landing took place over a mile south of the planned location in a less exposed area and nearly out of range of the German artillery batteries. Quickly followed by the Duplex Drive (DD) tanks of the 70th Tank Battalion, American forces pushed through demoralized German forces, past the flooded marshlands, and linked up with the American paratroopers inland.

Meanwhile the 2nd Ranger Battalion were fighting their way up the cliffs of Pointe-du-Hoc to eliminate what was believed to be a dangerous artillery emplacement. Upon reaching the top, the Rangers discovered that the artillery had been moved. Fighting through the German defenders, they found and eliminated the 155mm guns before having to fend off a fierce counterattack from Grandcamp and hold on until reinforcements arrived.

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

Briefing

Axis Player [Germany]

4 Command cards.

Draw two Command cards after turns 1. You will then have a hand of 5 Command cards for the rest of the battle.

Allied Player [United States]

6 Command cards.

You move first.

Conditions of Victory

12 Medals

Town Control rules are in effect (Actions 29 - Town Control). The Axis player is in control of all the town hexes on the map at the start of the battle. The Axis player starts with 2 Temporary Victory Medals on his Victory Stand for controlling the towns. If the Allied player takes control of at least 3 town hexes, he takes a Temporary Medal from the Axis Victory Stand and places it on his own Victory Stand. If he controls at least 5 town hexes, he takes the second Temporary Medal from the Axis Victory Stand and places it on his own.

Beach Control rules are in effect (Actions 30 - Beach Control). The Axis player is in control of the single beach section on the right flank of Utah Beach and starts with 1 Temporary Victory Medal on the Axis Victory Stand. The Allied player will gain 2 Medals when he gains control of the Utah beach section.

Place a Medal on each of the four road hexes on the right side of the board. These are Exit hexes for the Allied forces; however, for each road hex, only the first unit to exit will gain a Medal. The Medal, once gained, is a Permanent Medal and cannot be lost (place it on the Allied player's Victory Track). When the American Airborne map is not being used alongside the Utah Beach map, units that exit the map are removed from the game.

The Hill hexes of Pointe-du-Hoc form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes. The Axis player starts with 1 Temporary Victory Medal on the Medal stand for control of Pointe-du-Hoc. When the Omaha Beach map is being used alongside the Utah

Setup order

- 1 x28
- 2 x4
- 3 x10
- 4 x7
- 5 x3
- 6 x17
- 7 x1
- 8 x3
- 9 x1
- 10 x1
- 11 x1
- 12 x1
- 13 x1
- 14 x7
- 15 x8
- 16 x1
- 17 x6
- 18 x1
- 19 x4
- 20 x6
- 21 x12
- 22 x8
- 23 x4
- 24 x5
- 25 x2
- 26 x4
- 27 x4

Beach map, there is an additional Hill to consider in the group.

The elimination of an Axis Big Gun Artillery unit counts as two Victory Medals. When the last figure of a Big Gun Artillery unit is eliminated, place both the figure and Big Gun Badge on the Allied player's Medal Stand.

Special Rules

Reinforcement rules are in effect (Actions 28 - Ground Reinforcements).

Place badges on the German Elite Infantry units and on the American Ranger units (Troops 2 - Specialized Units)

Place a badge on the German Big Guns (Troops 3 - Big Guns).

Place a Battle Star on the Supported Infantry (Troops 27 - Supported Infantry) and Supported Armor (Troops 28 - Supported Armor) units.

Allies have Air Superiority (Actions 34 - Air Superiority).

Off-Map Artillery Support Rules are in effect (Actions 35 - Off-Map Artillery Support), for Allied forces.

Air rules are not in effect. The Air Sortie cards are set aside and not used in this mission.