

# D-DAY: SWORD BEACH



## Historical Background

Sword Beach was the Allied landing site furthest to the east on D-Day, and closest to the formidable German forces amassed around Calais. To protect the 8th Brigade Group who was landing at Sword beach, and to set the stage for further advances inland, the 6th Airborne Division was tasked with capturing key bridges over the Caen Canal and the Orne River. They achieved their objectives perfectly but the landing forces were not so fortunate.

The German coastal defenses were partially intact when the British forces started coming ashore and artillery batteries caused devastating losses before Hobart's Funnies tanks could knock them out. At 9:30 the landing forces finally linked up with the British Commandoes at Pegasus Bridge after having eliminated most coastal defenses, but the delays at the beach allowed German reinforcements to arrive and prevent the capture of Caen on June 6. The consequences of this failed objective was the biggest setback of Operation Overlord and would be felt well into July.

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

## Briefing

**Axis Player [Germany]**  
3 Command cards.

Draw two Command cards after turns 1 and 2. You will then have a hand of 5 Command cards for the rest of the battle.

**Allied Player [Great Britain]**  
6 Command cards.  
You move first.

## Conditions of Victory

16 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 all three beach sections on the Sword Beach map and gains 1 Medal for each beach section he controls, starting with 3 Temporary Victory Medals on the Axis Victory Stand. The Allied player will gain 2 Medals for each beach section that the Axis side no longer controls.

Bridge Control rules are in effect (Actions 32 - Bridge Control) for each of the 5 bridges on the map, for Allied forces.

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

## Special Rules

On this map, British Airborne units may retreat in any direction.

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

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

Place badges on the German and British Elite Infantry units, as well as on the British Airborne units (Troops 2 - Specialized Units).

Three Airborne units are equipped with Special Weapon Assets (SWAs 4 - Special Weapon Assets Late War). The Allied player places one Anti-Tank Gun (SWAs 5 - Anti-Tank Gun Late War), one Mortar (SWAs 6 - Mortar Late War), and one Machine Gun (SWAs 7 - Machine Gun Late War) on three units of his choice. If an Airborne unit equipped with SWA does not move before battling, then it may use the SWA it carries. Otherwise, it may move up to 2 hexes and battle like any elite unit.

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

Smoke Shells rules are in effect (Actions 31 - Smoke Shells) for the Nebelwerfer (Troops 25 - Screaming Meemies).

Hobart's Funnies rules are in effect. For each Hobart Funnies unit, the Allied player replaces 1 figure with a Churchill Tank figure equipped with an accessory of his choice (Troops 26 - Hobart's Funnies).

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.

## Setup order

- 1 x31
- 2 x13
- 3 x4
- 4 x3
- 5 x10
- 6 x2
- 7 x2
- 8 x2
- 9 x8
- 10 x2
- 11 x1
- 12 x6
- 13 x9
- 14 x13
- 15 x2
- 16 x3
- 17 x9
- 18 x5
- 19 x2
- 20 x6
- 21 x11
- 22 x4
- 23 x3
- 24 x3