

BLOODY OMAHA



CAMPAIGN MISSION PACK



MISSIONS

The *Flames Of War* Bloody Omaha Ace Campaign pack is collection of missions for players to use during their Bloody Omaha Ace Campaign games.

The easy-to-use format means that when you print out the missions, each mission will have a larger version of the set up diagram and expanded instructions on the front side and all of the relevant mission special rules on the back.

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PLAYING A MISSION

- Each Story Mission card and Side Mission card tells you what mission you should be playing for the campaign, Make sure you read the card fully before starting the game as some Side Missions may have extra setup instructions.

RESERVES

Some missions require you to hold part of your force in Reserve. You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

The Reserves Table helps you calculate the proportion of your force that you can deploy for a given Force size. You may deploy less and hold more in Reserve if you wish.

RESERVES	
FORCE SIZE	ON TABLE
50 points	30 points
60 points	36 points
75 points	45 points
80 points	48 points
100 points	60 points
125 points	75 points
150 points	90 points
200 points	120 points

HOLDING OBJECTIVES

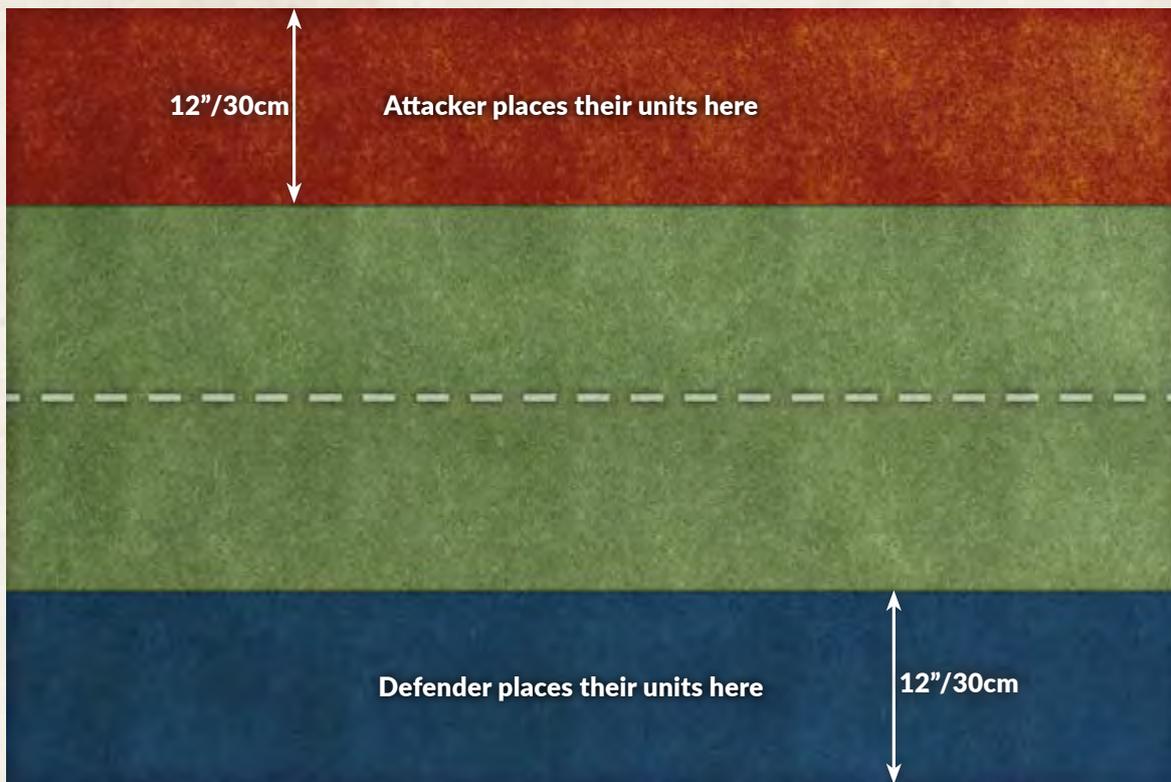
You are Holding an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of that Objective.

Objectives cannot be Held by Tank Teams that are Bailed Out, Aircraft, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

Note: This means that you check for victory at the end of your own turn, and the game ends at that point if you have won.

ANNIHILATION



Total war means total victory and total annihilation.

SPECIAL RULES

- Meeting Engagement (First Turn)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
2. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if their opponent has no Formations left on the table.

ANNIHILATION SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

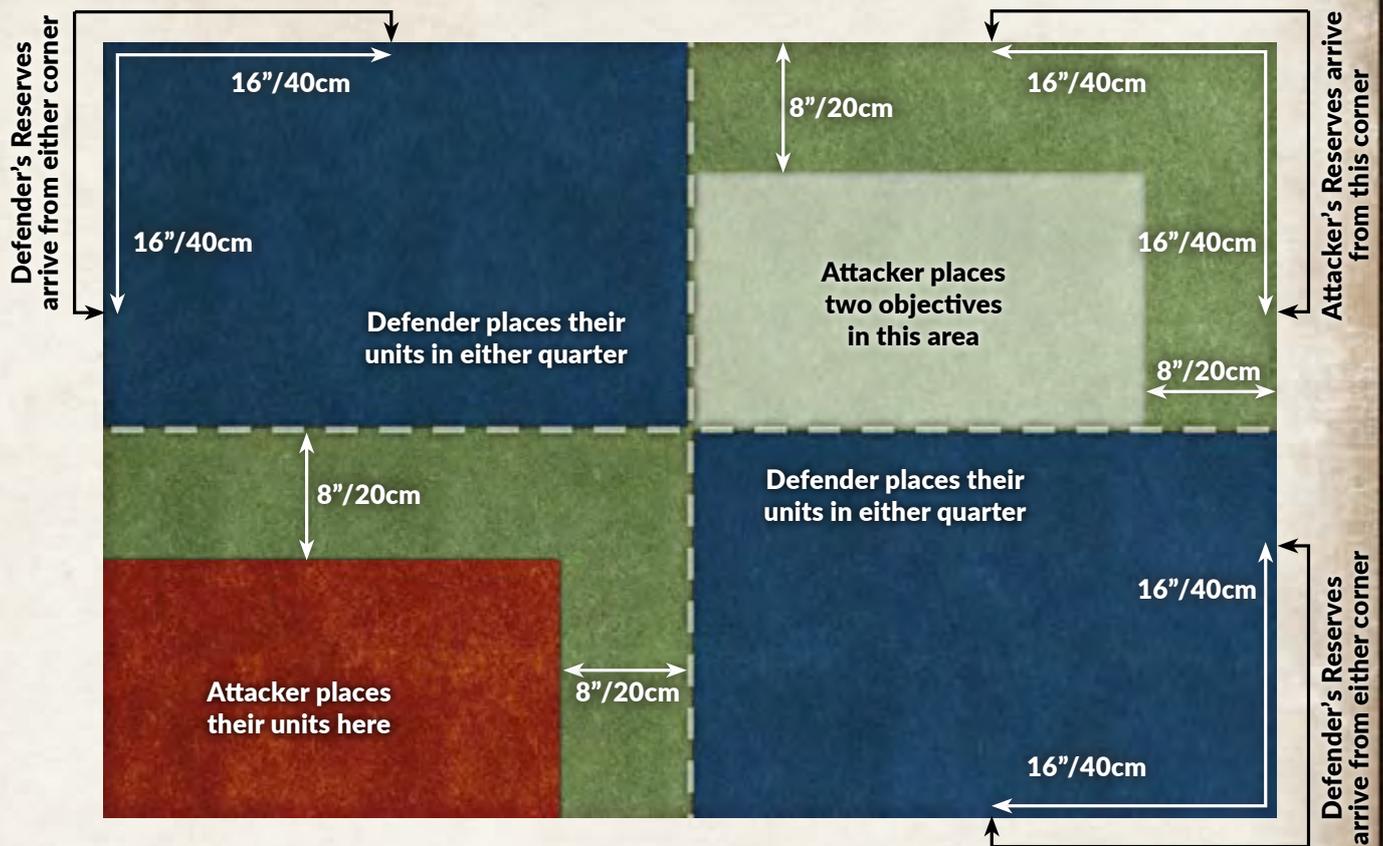
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

BREAKTHROUGH



You have outflanked the enemy. Seize the objectives before they can redeploy to protect them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP

1. The Defender picks two diagonally opposite table quarters to defend.
2. The Attacker picks one of the remaining table quarters to attack from.
3. The Attacker places two Objectives in the remaining table quarter at least 8"/20cm from all table edges.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16"/40cm of either of their table corners.
2. The Attacker selects at least one Unit to hold in Delayed Reserve. Their Reserves will arrive within 16"/40cm of the Objective table corner.

3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. The Defender then places their deployed Units in their table quarters, allocating them between the quarters as they wish.
6. The Attacker then places their deployed Units in their table quarter at least 8"/20cm from both centrelines.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

BREAKTHROUGH SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

FLANKING DELAYED RESERVES

(ATTACKER)

The Attacker must hold at least one Unit in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner opposite the Attacker's deployment area at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

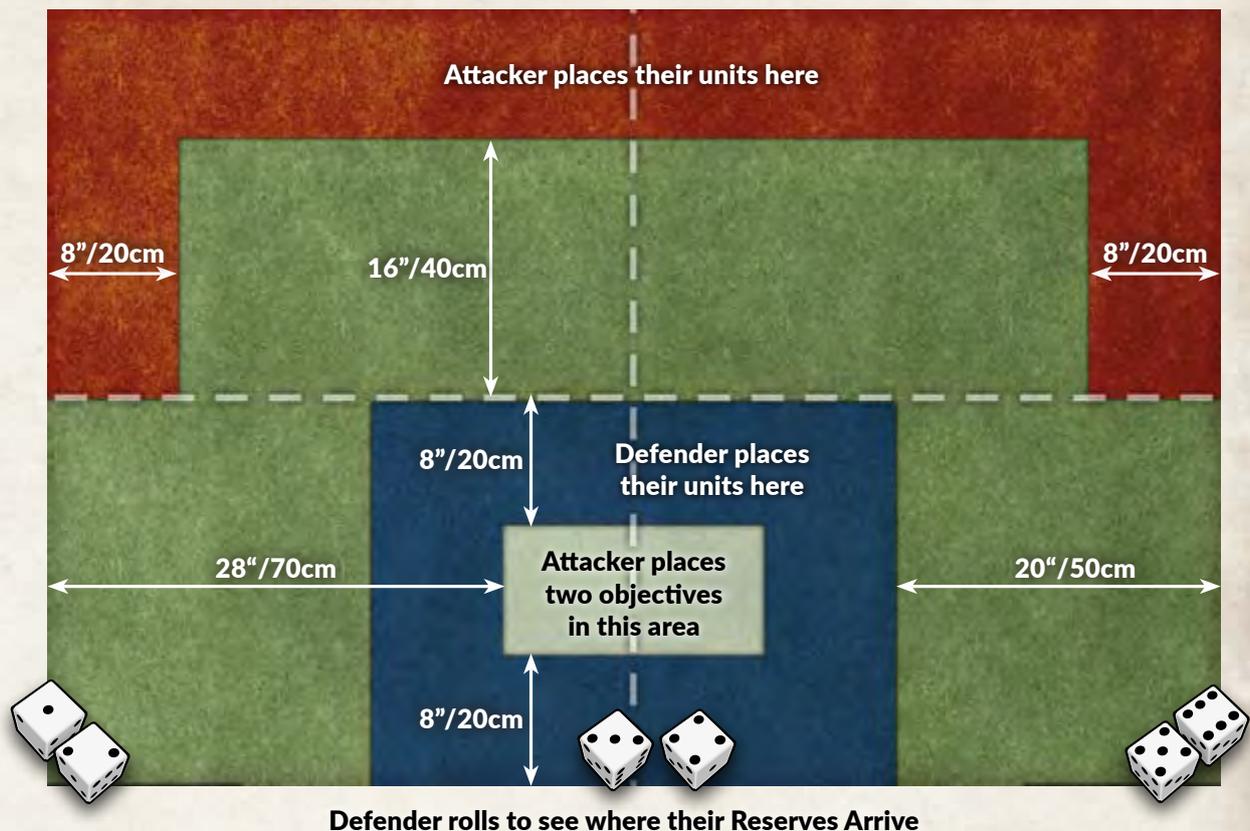
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

BRIDGEHEAD



The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them before their reinforcements arrive.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives at least 8"/20cm from the table centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. Starting with the Defender, the players place Ranged In

markers for all of their deployed (including in Ambush) Artillery Units.

3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 20"/50cm from the side table edges.
5. The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line or within 8"/20cm of the side table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

BRIDGEHEAD SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

In Team Yankee and Late War, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

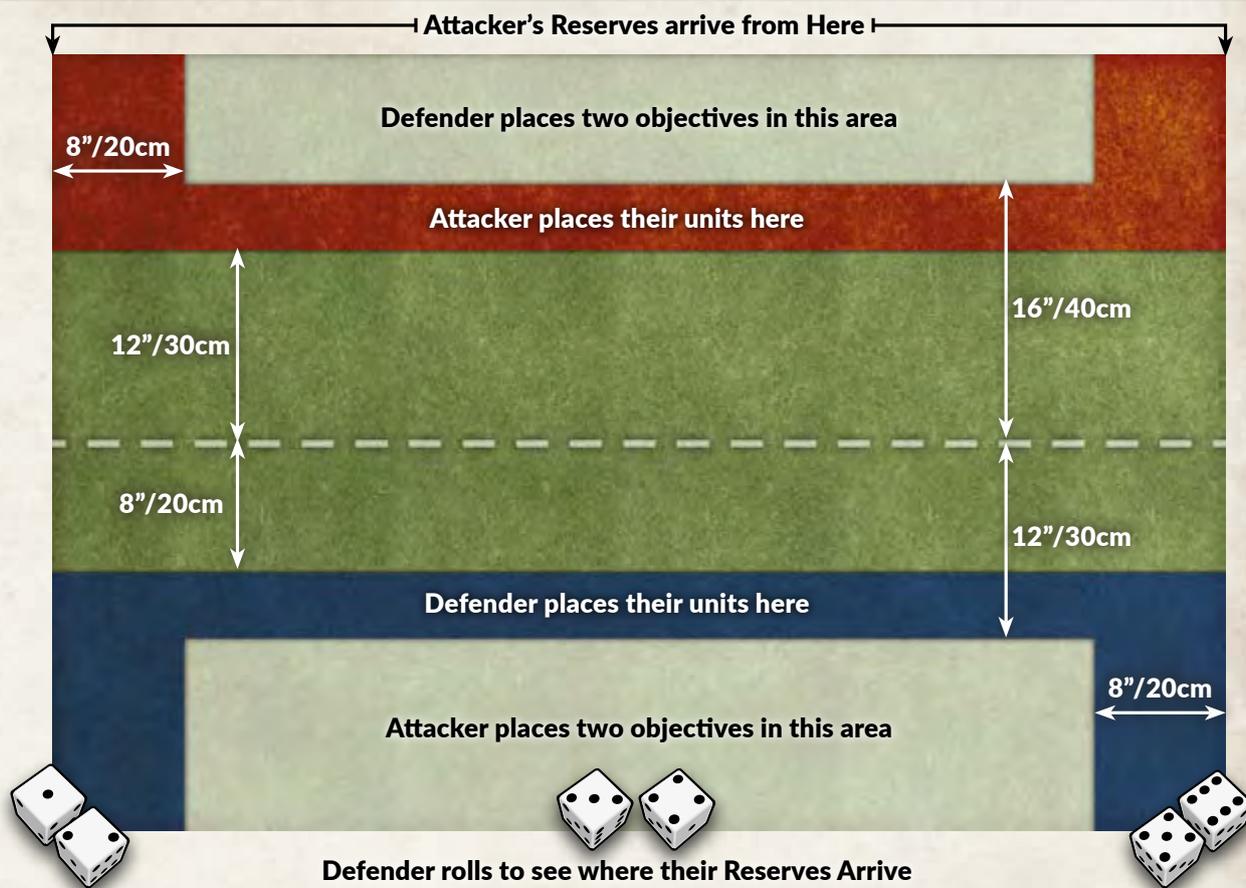
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

CONTACT



Your advance has contacted the enemy before their defences are prepared. Attack now and destroy them before they can reinforce.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places two Objectives in the Attacker's table half, at least 16"/40cm from the centre line and at least 8"/20cm from the short table edges.
3. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the centre line and at least 8"/20cm from the short table edges.

DEPLOYMENT

1. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each Unit arrives.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. They then place their deployed Units in their table half at least 8"/20cm from the centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the centre line.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

CONTACT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

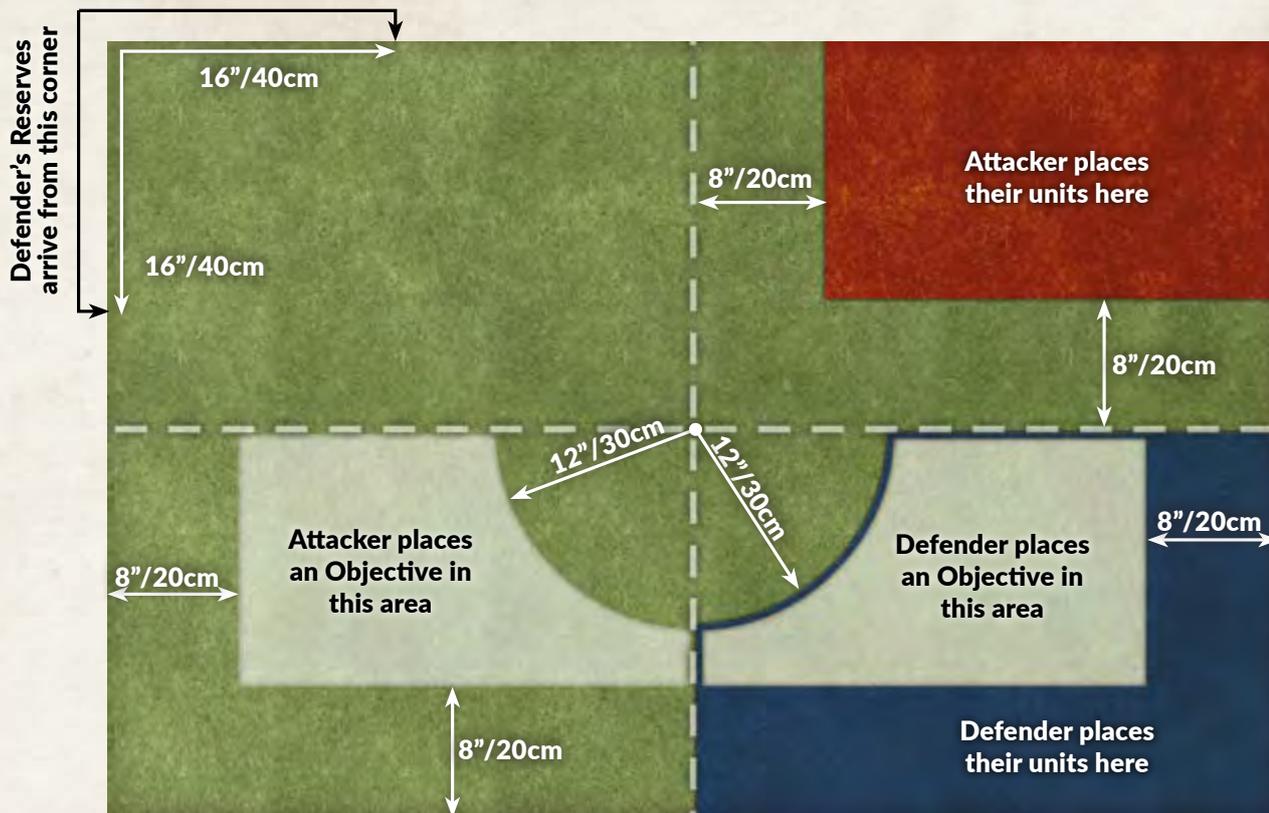
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

COUNTERATTACK



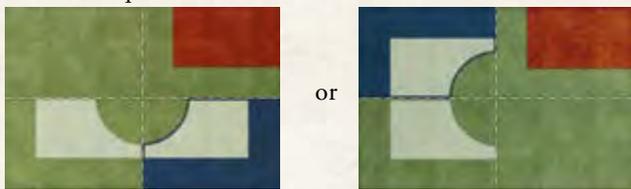
The enemy is cut off and surrounded. Destroy them before the relief force arrives.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker picks an adjacent (on either the long or the short table edge) table quarter to attack from. Depending on the quarter chosen, the table will look like:



3. The Defender places one Objective in their table quarter.
4. The Attacker places one Objective in the quarter opposite to their own.
5. All Objectives must be at least 8 inches/20cm from all table edges and at least 12 inches/30cm from the table centre.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16 inches/40cm of the opposite corner from their quarter.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their quarter at least 12 inches/30cm from the table centre.
5. The Attacker places all of their Units in their table quarter at least 8 inches/20cm from both centrelines.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8 inches/20cm of the Objectives.

COUNTERATTACK SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the opposite corner from their quarter at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

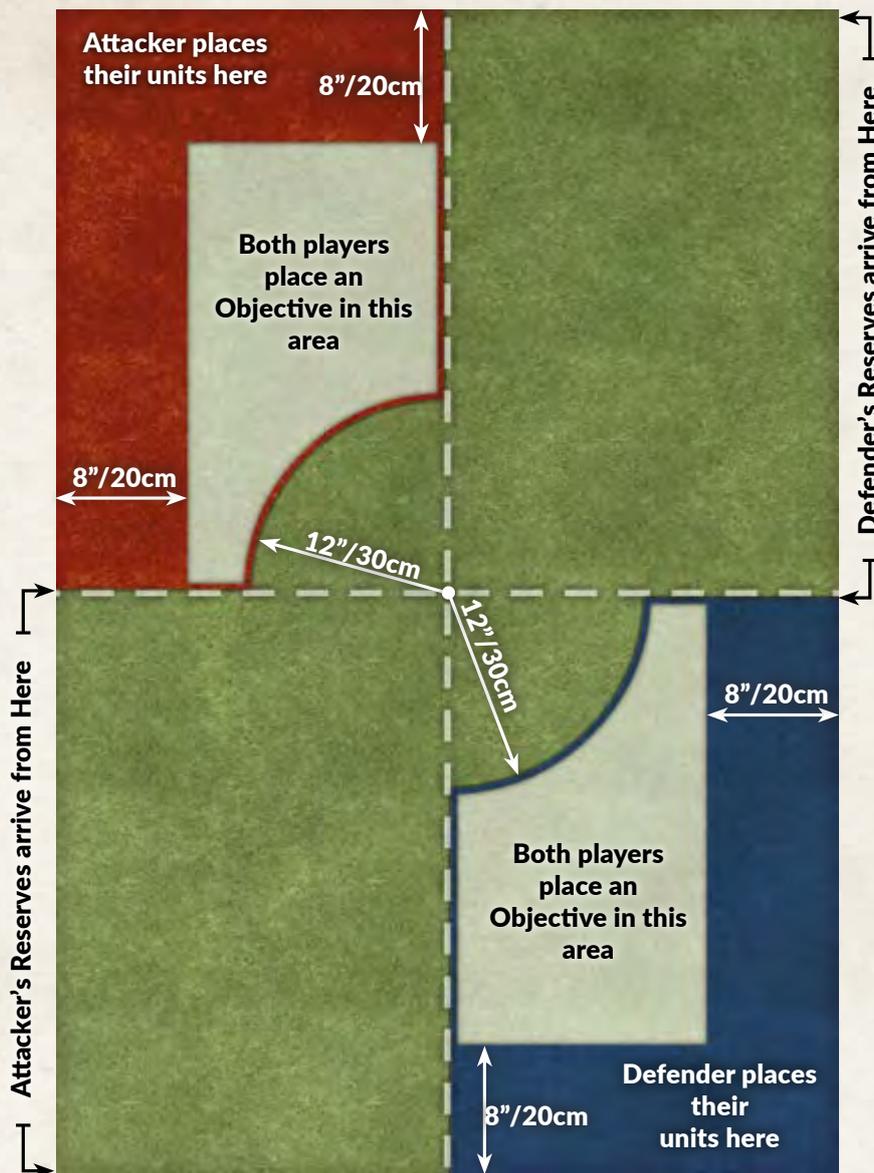
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

DUST UP



The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

- Meeting Engagement (First Turn)
- Delayed Reserves (Both Players)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a table quarter to attack from.
3. The Defender defends from the opposite quarter.
4. Both players, starting with the Attacker, place one Objective in their own quarter.
5. Both players, again starting with the Attacker, place one Objective in their opponent's quarter.
6. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.

DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Delayed Reserve. The Reserves will arrive from the long table edge adjacent to the player's quarter.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own quarter, at least 12"/30cm from the table centre.
3. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective in the opponent's quarter.

DUST UP SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

DELAYED RESERVES (BOTH PLAYERS)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the long table edge adjacent to their table quarter at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

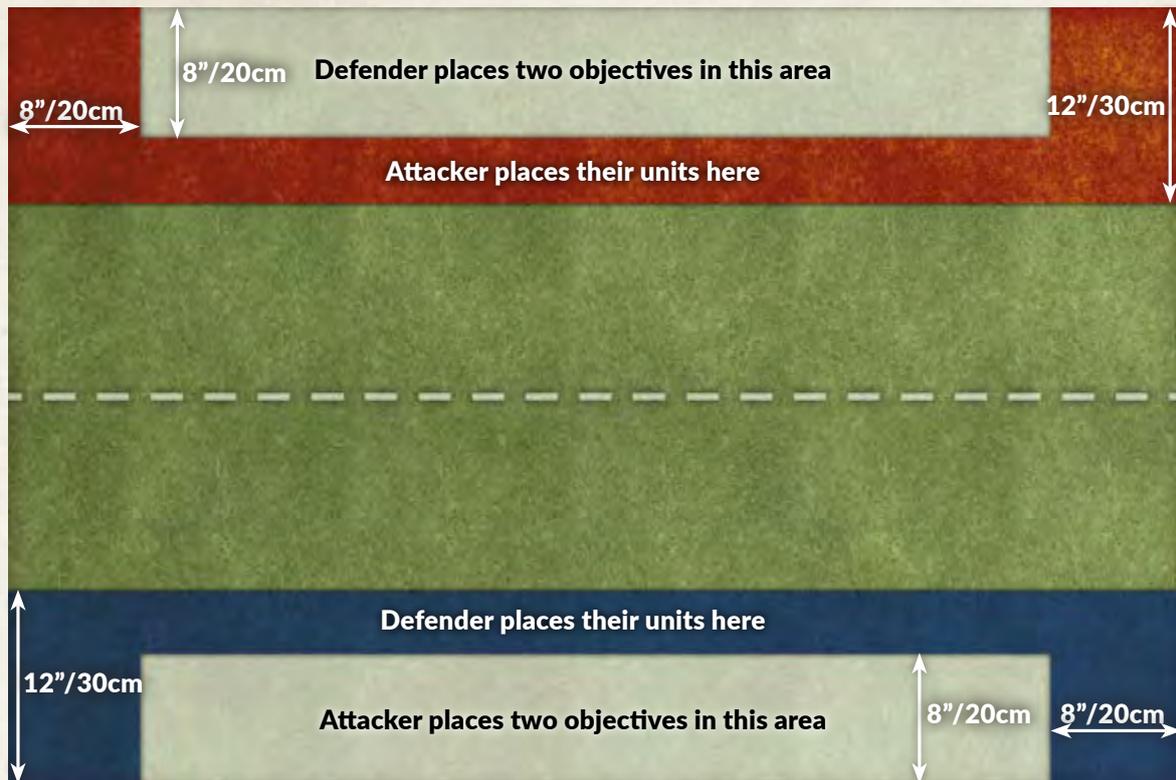
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

FREE-FOR-ALL



The breakthrough was successful and the situation is fluid. Find and destroy the enemy.

SPECIAL RULES

- Meeting Engagement (First Turn)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
2. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

FREE-FOR-ALL SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

FUBAR

The colonel storms up to the squad, bullets glancing off the sea wall. FUBAR, he thinks, Fouled Up Beyond All Recognition. Undeterred, the fearless leader yells at the men to follow him as he clammers over the wall...

SPECIAL RULES

- Amphibious Assault (Attacker)
- Deep Immediate Fortified Reserves (Defender)
- Driven from the Skies (Defender)
- Fortified Defence (Defender)
- Overwhelming Force (Attacker)
- Preliminary Bombardment (Attacker)
- The Longest Day (Both Players)

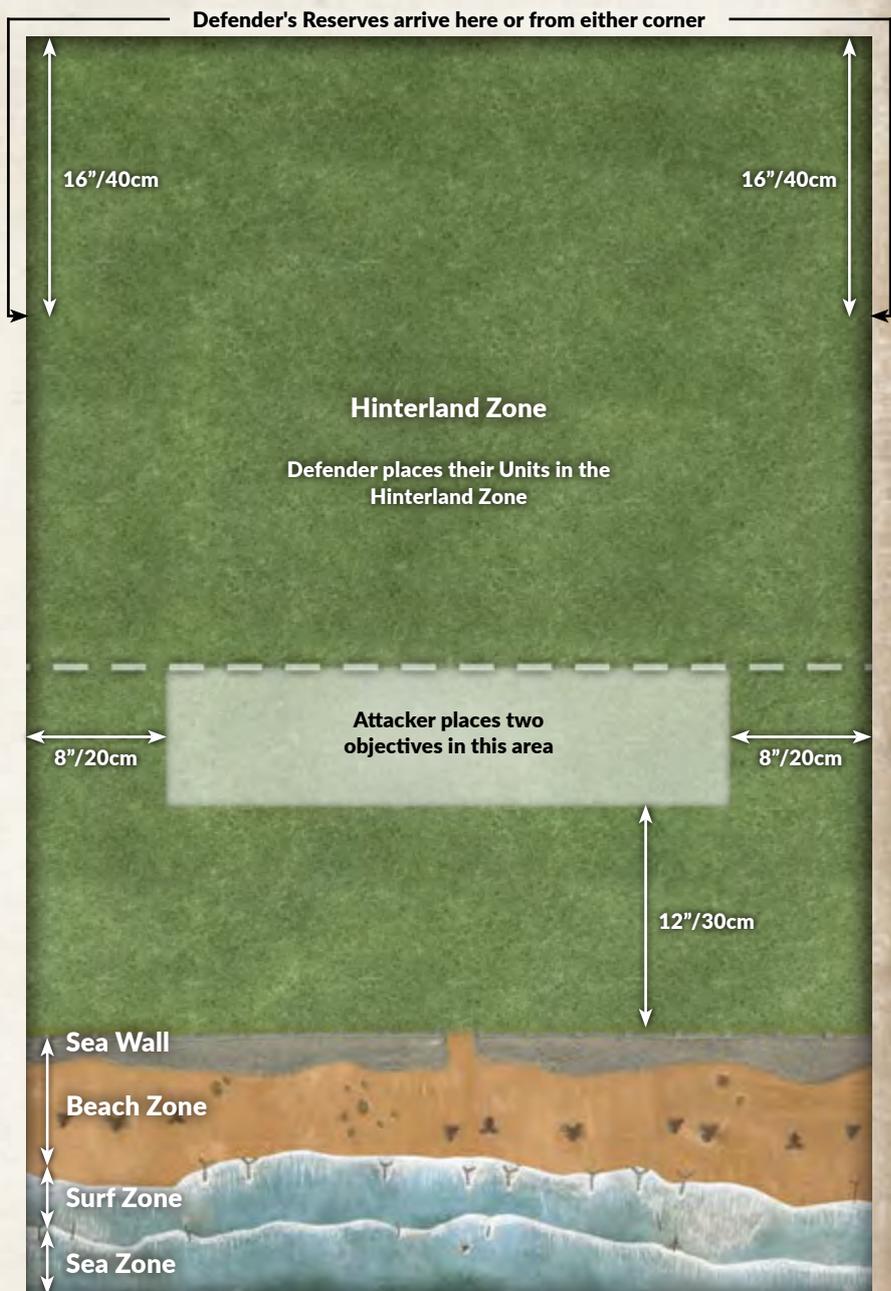
SETTING UP

1. The Attacking player places two Objectives on the beach table half, at least 12"/30cm from the Sea Wall and at least 8"/20cm from the table edges.
2. The Defending player selects eight points of Fortifications, one Minefield, and one Barbed Wire Entanglement for each 25 points in the Attacker's force.
3. The Defender now places their selected Fortifications, Minefields, and Barbed Wire Entanglements in the Hinterland Zone. Fortifications must be placed at least 2"/5cm apart, at least 2"/5cm from Objectives, and may not be placed to block a beach exit, road, railway line, or ford, nor in water.

All of the Fortifications (excluding Mines and Barbed Wire) must be placed within 12"/30cm of a central point.

DEPLOYMENT

1. The Defender selects up to 40% of their force to deploy and holds the rest in Deep Immediate Reserve. Reserves arrive from their short edge at the rear of the table or up to 16"/40cm from either corner of the rear edge.
2. They then place their deployed Units anywhere in the Hinterland Zone.
3. The Defender places Ranged In markers for all of their deployed Artillery Units.
4. The Attacker selects their First Wave and immediately Hits the Beach, following the Hitting the Beach rules on page 24.
5. Units in a Landing Craft, that make it on the shore, immediately move to Disembark from their Landing Craft.



6. Empty Landing Craft then attempt to Return for More troops from the Floating Reserve.
7. The Attacker resolves the Preliminary Bombardment.
8. All Attacking Infantry and Gun Units begin the game Pinned Down.
9. All Defending Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

The game ends at the end of the twelfth turn, or sooner if:

- the Attacker ends their turn Holding *both* Objectives.

Consult the FUBAR Victory Points Table to see the outcome of the assault.

FUBAR FORCES

ATTACKER		DEFENDER			
FORCE POINTS	LANDING CRAFT	FORCE POINTS	ON-TABLE	FORTIFICATIONS	RESERVES
150	6	75	30	48 Fortification Points* + 6 Minefields + 6 Barbed Wire	45
125	5	62	25	40 Fortification Points* + 5 Minefields + 5 Barbed Wire	37
100	4	50	20	32 Fortification Points* + 4 Minefields + 4 Barbed Wire	30
75	3	37	15	24 Fortification Points* + 3 Minefields + 3 Barbed Wire	22

FUBAR SPECIAL RULES

DRIVEN FROM THE SKIES (DEFENDER)

The Defending player must roll a 6 (rather than the usual 4+) to receive Ground-attack Aircraft.

FORTIFIED DEFENCE (DEFENDER)

The Defender's force has 50% of the points total of the Attacker's force. For example if the Attacker has 100 points, the Defender will have 50 points.

The Defender's force has an additional 8 points of Fortifications, a Minefield, and a Barbed Wire Entanglement for each 25 points in the Attacker's force. The Fortifications and their rules are shown on page 29

FORTIFIED RESERVES (DEFENDER)

In a mission with Fortified Reserves, the player may only have 40% of their force on table at the start of the game (rather than the usual 60%).

OVERWHELMING FORCE (ATTACKER)

The Attacker's entire Force operates as a single Formation (which may include multiple Formation HQ Units).

When an Attacking Infantry Unit is Destroyed, the player returns it to the Floating Reserve to represent a fresh Unit landing in its place. Any Transport Attachment that they have returns to the Floating Reserve with them.

The Attacker may voluntarily Destroy Infantry Units at the beginning of their Starting Step and return them to the Floating Reserve.

Tank and Gun Units (other than Transport Attachments) are a limited resource and are therefore not replaced when lost.

THE LONGEST DAY (BOTH PLAYERS)

Formations are always considered to be In Good Spirits for Formation Last Stand, so fight until every Unit is Destroyed. Units still take Unit Last Stand tests as normal.

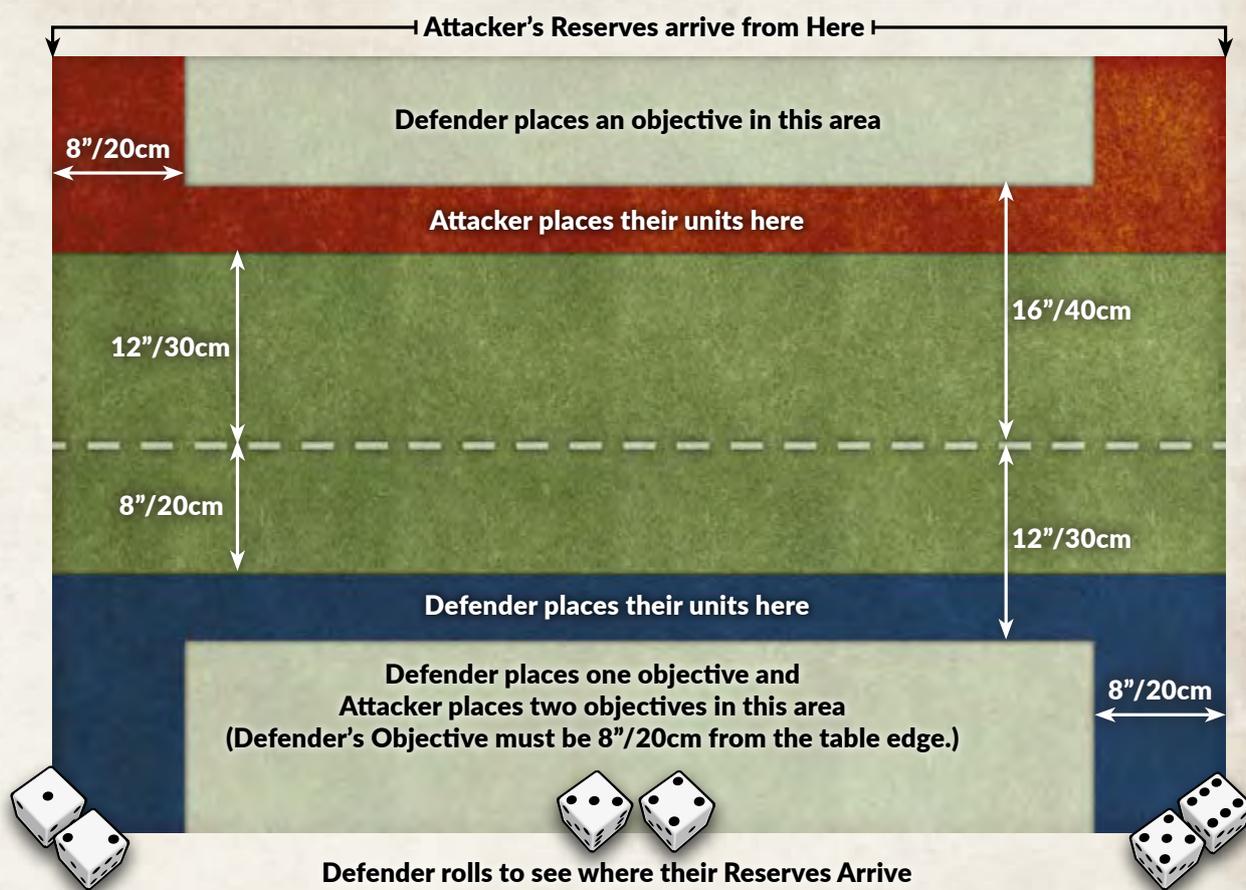
VICTORY POINTS

Instead of the usual victory points table, use the following FUBAR Victory Points table below when determining the result of your beach assault games.

FUBAR VICTORY POINTS TABLE

OUTCOME	RESULT	ATTACKER'S VICTORY POINTS	DEFENDER'S VICTORY POINTS
Attacker holds both Objectives by the end of Turn 9	Stunning Attacker's Victory	8	1
Attacker holds both Objectives by the end of Turn 12	Major Attacker's Victory	7	2
Attacker only holds one Objective at the end of Turn 12	Minor Attacker's Victory	6	3
Attacker holds no Objectives but has teams in the Defender's table half at the end of Turn 12	Minor Defender's Victory	3	6
Attacker holds no Objectives but has teams in the Hinterland Zone at the end of Turn 12	Major Defender's Victory	2	7
Attacker holds no Objectives and has no teams in the Hinterland Zone at the end of Turn 12	Stunning Defender's Victory	1	8

HASTY ATTACK



The enemy is cut off and surrounded. Destroy them before the relief force arrives.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places an Objective in their own table half, at least 12"/30cm from the centre line and at least 8"/20cm from the table edges.
3. The Defender then places an Objective in the Attacker's table half, at least 16"/40cm from the centre line and at least 8"/20cm from the short table edges.
4. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the centre line and at least 8"/20cm from the short table edges.

DEPLOYMENT

1. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.

2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each Unit arrives.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. They then place their deployed Units in their table half at least 8"/20cm from the centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the centre line.
7. Lastly, the Attacker removes one of the Objectives they placed.
8. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they start their turn within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing teams within 4"/10cm of that Objective.

HASTY ATTACK SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES

(DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

NO RETREAT



The enemy are on the defensive, smash them before their reserves can arrive and save them.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least $8''/20\text{cm}$ from table centre line and all table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. These will arrive from the Defender's short table edge.
2. Starting with the Defender, the players place Ranged In

markers for all of their deployed (including in Ambush) Artillery Units.

3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their Units in their table half.
5. The Attacker places all of their Units in their table half at least $16''/40\text{cm}$ from the table centre line.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within $8''/20\text{cm}$ of the Objectives.

NO RETREAT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

In Team Yankee and Late War, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Defender's short table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

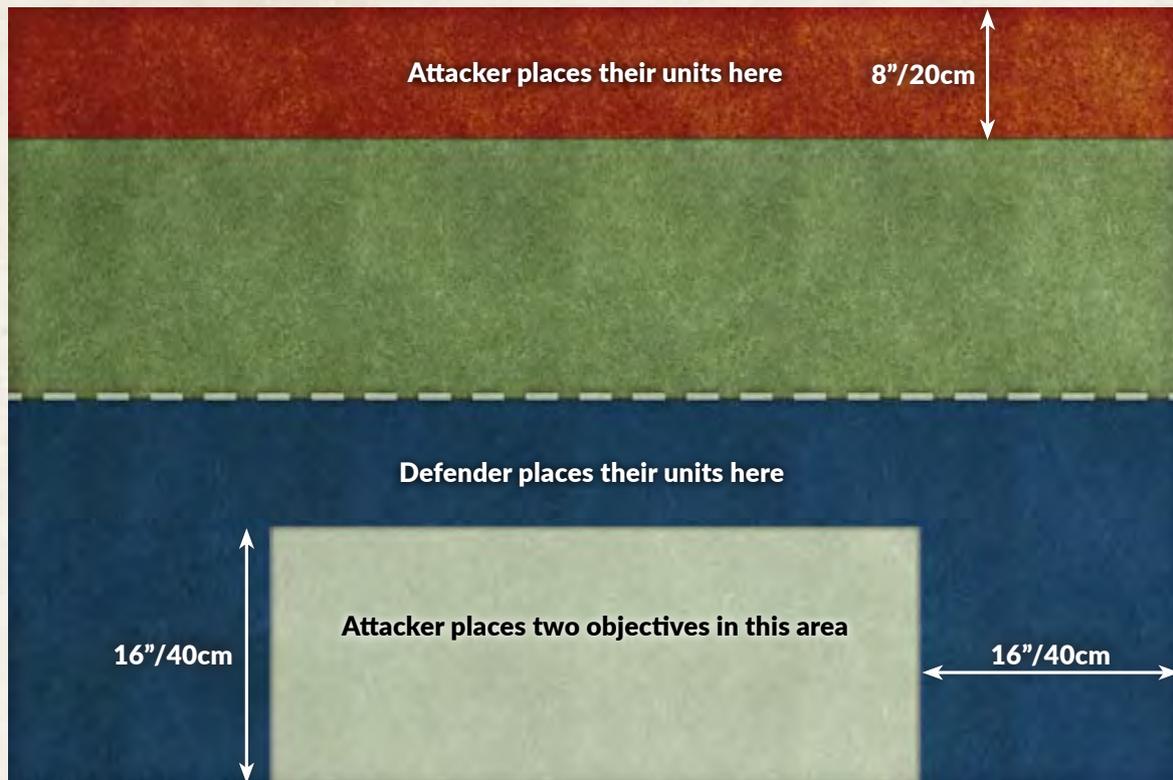
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

REARGUARD



You have the enemy on the run. Don't let them get away.

SPECIAL RULES

- Ambush (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

DEPLOYMENT

1. The Defender may hold a Unit in Ambush.
2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their ninth turn after checking Force Morale.

REARGUARD SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

STRATEGIC WITHDRAWAL (DEFENDER)

The Defender starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, the Defender counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.

- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.
- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS

When the Defender is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. An Attachment must always be withdrawn with its core Unit.

If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

AMPHIBIOUS ASSAULTS

The D-Day landings are among the most famous amphibious assaults in history. This section provides rules and missions for recreating these landings.

Amphibious landings require a little more work than most scenarios. One of the trickiest parts of managing an amphibious assault is making sure that the right troops land at the right place at the right time. Don't worry if you don't succeed with this — real generals didn't always get it right either!

WHO ATTACKS?

The players should agree who will be the attacker before choosing their forces.

DETERMINE CURRENT DIRECTION

Before the game, roll a die to determine the direction of the current using the Current Direction Table.

CURRENT DIRECTION TABLE	
DICE RESULT	DIRECTION
 to 	Flow to the Left
 to 	Flow to the Right

CALCULATE NUMBER OF LANDING CRAFT

The Attacking player has one Landing Craft for each 25 points of the agreed points total.

DECIDE THE FIRST WAVE

Before the game begins, the Attacking player selects one Unit to land in each Landing Craft.

Formation HQ Units may either land in the same Landing Craft as any Unit that could be from the same Formation, or in a separate Landing Craft of its own. So, for example, a Ranger Company HQ may land with any Ranger Platoon, but it may not land with a M4 Sherman Tank Platoon.

Any Transport Attachments that a Unit has either land in a separate Landing Craft alongside the Unit, or are left out of the game.

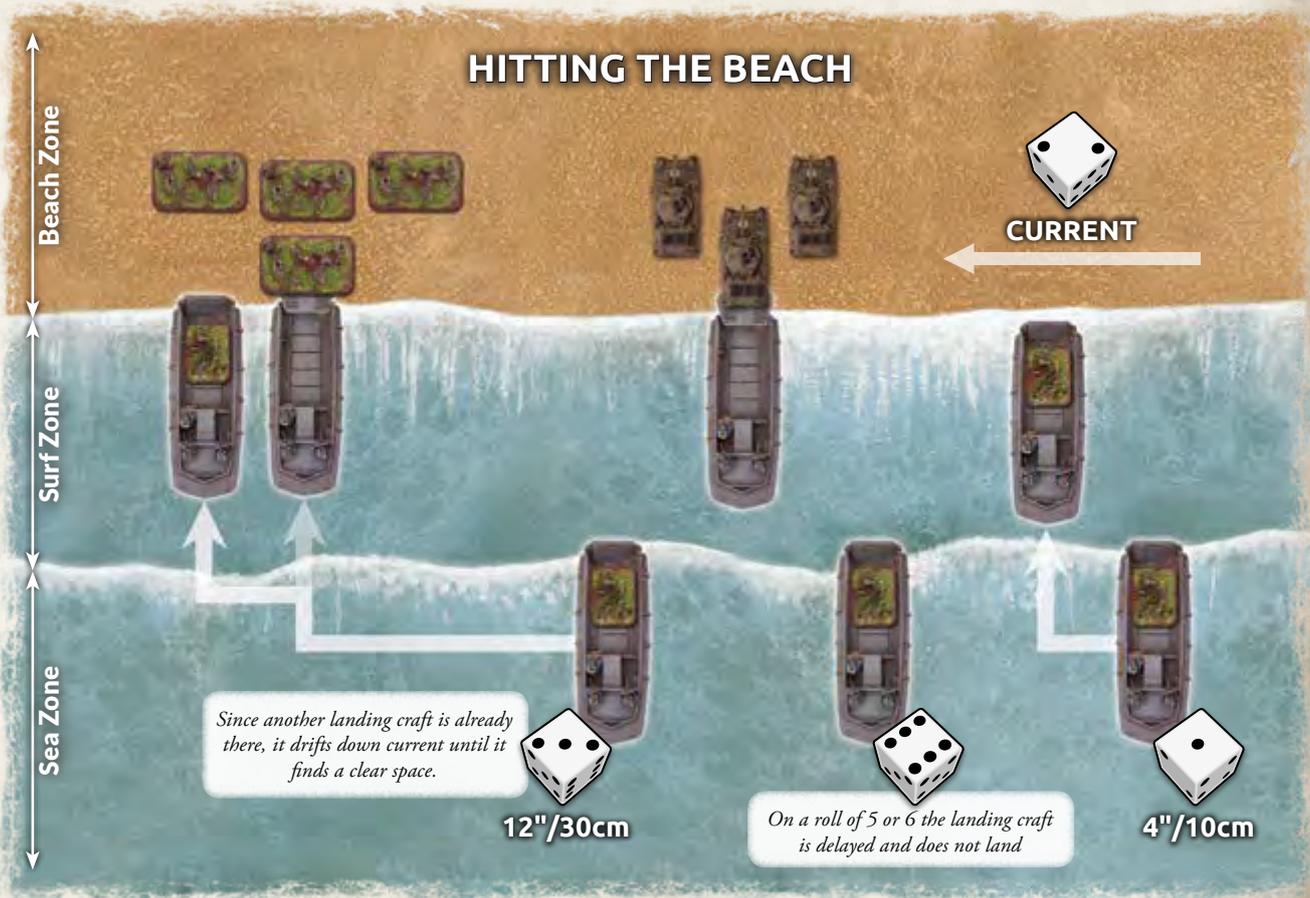
Aircraft and Naval Gunfire do not need Landing Craft and are always in the First Wave.

FLOATING RESERVES

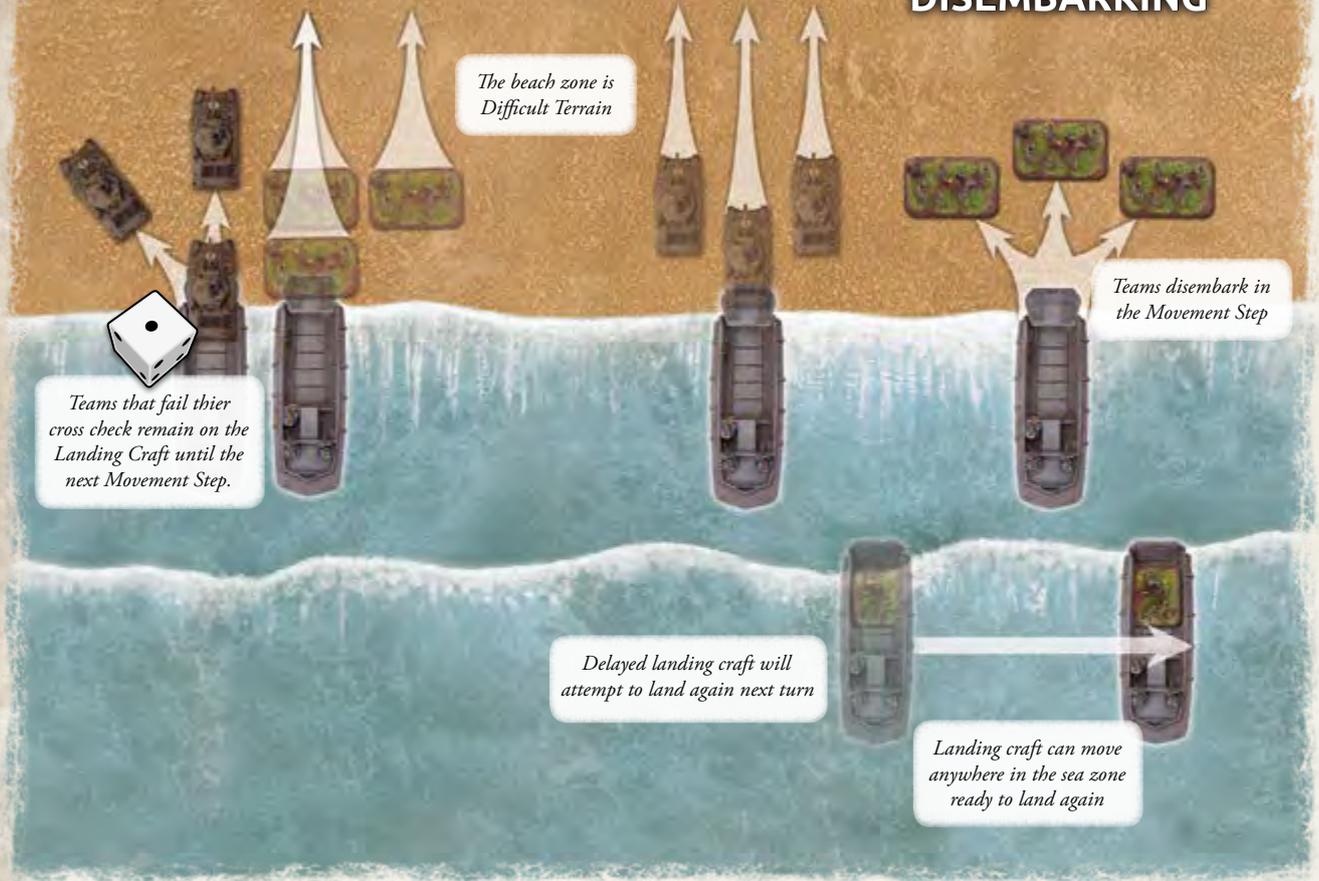
All Units not in the First Wave remain aboard their ships as the Floating Reserve until Landing Craft from the First Wave become available to take them ashore. The Attacking player does not need to roll to bring their Floating Reserve on to the table, they are always ready.

PLACE THE FIRST WAVE

Place all of the Landing Craft carrying Units from the First Wave in the Sea Zone opposite the place where they intend to come ashore (keep in mind that they will drift with the current).



DISEMBARKING



HITTING THE BEACH

At the start of the Movement Step, roll a die for each Landing Craft to see how far it drifts off course during the run in using the Landing Craft Drift Table:

LANDING CRAFT DRIFT TABLE	
DICE RESULT	DISTANCE
	4"/10cm down current
	8"/20cm down current
	12"/30cm down current
	16"/40cm down current
	Landing craft fails to find its way to shore and remains in the Sea Zone to try again next turn

Landing Craft that drift are placed in the Surf Zone the specified distance down current. If another Landing Craft already occupies that place, the Landing Craft drifts further down current to the first available space in the Surf Zone. If it drifts off the table, it returns to the Sea Zone and attempts to land again next turn.

DISEMBARKING

Once their Landing Craft has reached the Surf Zone, passengers and vehicles disembark from their Landing Craft during the same Movement Step. They begin their movement from the Landing Craft's ramp at the edge of the Surf Zone. If a Tank or Gun fails its Cross test to move through the Beach Zone, it remains on the Landing Craft until the next Movement Step.

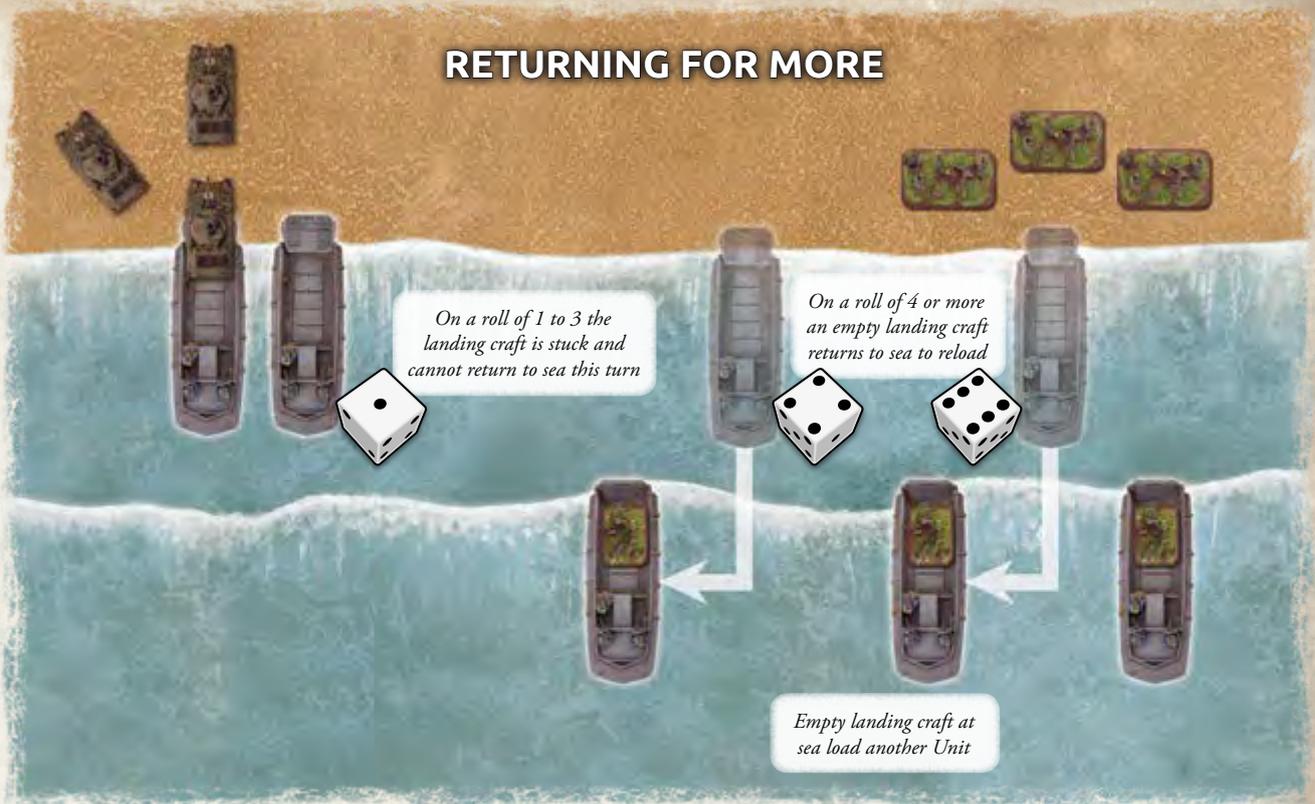
Teams that remain in their Landing Craft cannot Move, Shoot, or Assault.

RETURNING FOR MORE

At the end of the Movement Step, roll a die for each empty Landing Craft in the Surf Zone.

- On a result of 4+ the Landing Craft re-floats and returns to the Sea Zone. Select a Unit in Floating Reserve to load in the Landing Craft and place it in the Sea Zone ready to Hit the Beach next turn.
- On any other roll, the Landing Craft is stuck fast on the beach, and must try to return to sea again next turn.

RETURNING FOR MORE



AMPHIBIOUS VEHICLES

Amphibious vehicles may elect to swim ashore, leaving their Landing Craft in the Sea Zone ready to pick up another Unit from the Floating Reserve next turn.

If they do this, roll a die for each vehicle to see how far it drifts off course during the run in using the Amphibious Drift Table:

AMPHIBIOUS DRIFT TABLE	
DICE RESULT	DISTANCE
	4"/10cm down current
	8"/20cm down current
	12"/30cm down current
	Vehicle is swamped and destroyed
	Amphibious vehicle fails to find its way to shore and remains in the Sea Zone to try again next turn

Like a Landing Craft, an Amphibious vehicle that drifts is placed in the Surf Zone at the appropriate place. They can either Move on to the Beach Zone or remain in the Surf Zone (but will need to take a Cross test each Movement Step whether they Move or not).

Amphibious vehicles expect to be scattered when they reach the shore, so are always In Command while they and their Unit Leader remain in the Beach Zone.

PRELIMINARY BOMBARDMENT

At the start of the game, the Attacking player rolls a die for each Defending Team (except any Formation Commanders and Fortifications) deployed on the table, including Teams that are held in Ambush.

On a result of 4+ the Team is hit by a weapon with an Anti-tank rating of 5 and Firepower of AUTO, and the Defender must roll a Save for that Team. Armoured Tank Teams are hit on their Top Armour.



OBSTACLES RULES

MINEFIELDS

The rules for Minefields are on page 112 of the rulebook.

BARBED WIRE ENTANGLEMENTS

The location of a Barbed Wire Entanglement is shown by a Wire marker.

An Infantry team moving within 2"/5cm of a Wire marker must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Barbed Wire Entanglements are Difficult Terrain for all Tank teams moving within 2"/5cm of a Wire marker.

An Infantry Unit Leader that is not Pinned Down may issue a Wire Gapping Order as a Movement order instead of Moving in the Movement Step. If it does so, any Infantry team within 6"/15cm of the Unit Leader may immediately remove a Wire marker within 2"/5cm (having successfully moved into the Barbed Wire Entanglement in the previous turn) instead of Moving. The team is counted as Moving, but does not Move, and cannot Move further, Shoot, or Assault.

Barbed wire entanglements are designed to slow down infantry as they search for breaks made by the artillery or cut their way through. Even tanks need to be careful to avoid getting the wire wrapped in their tracks and being immobilised until the crew cut their vehicle free.

FORTIFICATIONS RULES

BUNKER

Bunkers are Gun teams with the following rules.

A Bunker can only be Shot at or Assaulted from within its Field of Fire. It cannot be hit by an Artillery Bombardment.

A Bunker is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Bunker must re-roll successful Firepower tests to Destroy it.

Turret Bunkers with Armour ratings rather than a Save rating are treated as Tank teams when hit by Shooting or in Assaults.

Bunkers cannot be Assaulted by Tank teams nor can they Charge into Contact.

Each Bunker team is a separate Unit, even when taken as part of the same selection.

The thick concrete walls of bunkers are impenetrable, leaving the firing slit as their only weak spot.

NESTS

Nests are Gun teams with the following rules.

A Nest is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Nest must re-roll successful Firepower tests to Destroy it.

Nests cannot be Assaulted by tanks nor can they Charge into Contact.

Each Nest team is a separate Unit, even when taken as part of the same selection.

Gun nests are hard to spot and even harder to knock out unless hit with the biggest available guns.

DEFILADE WALLS

Any Anti-tank Bunker may have an attached Defilade Wall. A Defilade Wall is an Impassable Tall Wall, that cannot be moved, seen, or shot through.

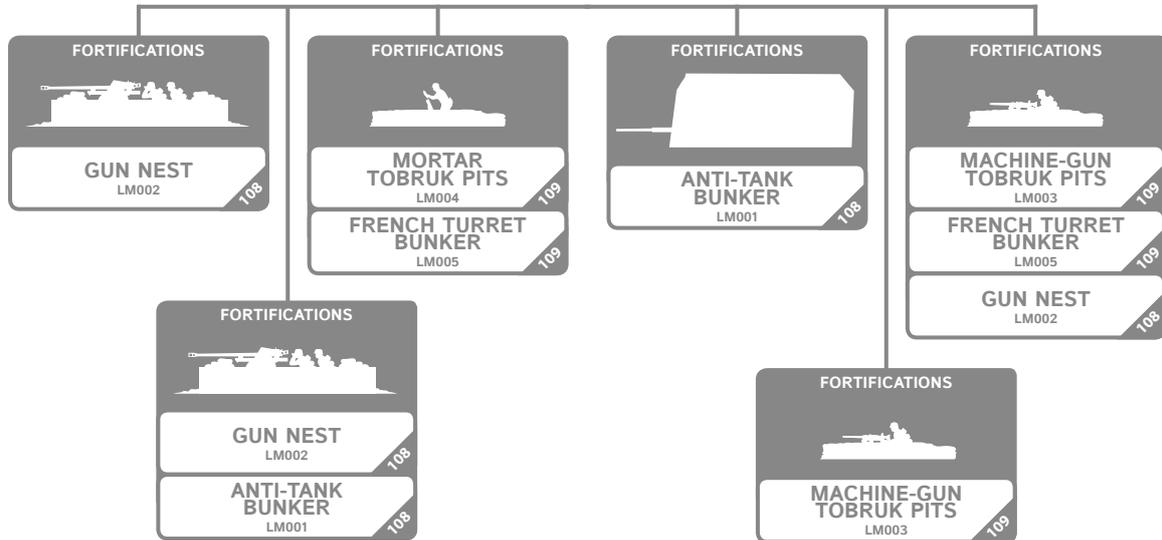
Some fortifications use thick concrete walls to limit their field of fire, thereby limiting the directions from which the enemy can shoot them in turn.



This section allows you to recreate a fortified 'resistance nest' of the sort found along the Normandy coast as part of Hitler's Atlantic Wall.

FORTIFICATIONS AND OBSTACLES

You may field one selection from each grey box.



ANTI-TANK BUNKER



1x 8.8cm Bunker

12 POINTS

1x 5cm Bunker

8 POINTS

Large concrete bunkers mounting heavy anti-tank weapons were the centrepiece of many resistance nests. Carefully placed defilade walls prevented the enemy from shooting at the bunker unless in its killing zone.

MOTIVATION **CONFIDENT 4+** • GUN UNIT • BUNKER •

SKILL **GREEN 5+**
Bunker Assault 6

IS HIT ON **BUNKER 2+**

SAVE **2+**
Bunker

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
8.8cm Bunker	48"/120cm	2	2	17	3+	Forward Firing
5cm Bunker	28"/70cm	2	1	8	4+	Forward Firing

GUN NEST



1x 5cm Anti-tank Nest

8 POINTS

1x 2cm AA Nest

4 POINTS

Lighter guns were still in open positions, waiting for their turn to get concrete bunkers when the invasion occurred. Despite this, they were still very dangerous and difficult to knock out.

MOTIVATION **CONFIDENT 4+** • GUN UNIT • NEST •

SKILL **GREEN 5+**
Nest Assault 6

IS HIT ON **NEST 3+**

SAVE **3+**
Nest

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
5cm Anti-tank Nest	28"/70cm	2	1	9	4+	Forward Firing
2cm AA Nest	20"/50cm	3	2	5	5+	Dedicated AA

MACHINE-GUN TOBRUK PITS



- 4x Machine-gun Tobruk Pit **8 POINTS**
- 3x Machine-gun Tobruk Pit **6 POINTS**
- 2x Machine-gun Tobruk Pit **4 POINTS**
- 1x Machine-gun Tobruk Pit **2 POINTS**

Tobruk pits, devised during the Siege of Tobruk in Africa, were simple concrete bunkers with a hole in the top to allow a machine-gunner to pop out and fire from relative safety.

MOTIVATION **CONFIDENT 4+**

SKILL **GREEN 5+**
Tobruk Pit Assault 6

IS HIT ON **TOBRUK 3+**

SAVE **Bunker 3+**

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Machine-gun	16"/40cm	4	2	2	6	

MORTAR TOBRUK PITS



- 2x Mortar Tobruk Pit **4 POINTS**
- 1x Mortar Tobruk Pit **2 POINTS**

Some Tobruk pits mounted mortars rather than machine-guns to shell areas that couldn't easily be covered by direct-fire weapons. These turned defiles and sea walls into death traps.

MOTIVATION **CONFIDENT 4+**

SKILL **GREEN 5+**
Tobruk Pit Assault 6

IS HIT ON **TOBRUK 3+**

SAVE **Bunker 3+**

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Mortar	32"/80cm		ARTILLERY	1	4+	

FRENCH TURRET BUNKER



- 1x French Turret (4.7cm) **2 POINTS**

Old French tank turrets mounted on concrete bunkers provided dual-purpose anti-tank and anti-infantry defences that needed a tank or a lucky bazooka shot to knock out.

MOTIVATION **CONFIDENT 4+**

SKILL **GREEN 5+**
Turret Bunker Assault 6

IS HIT ON **TURRET 3+**

ARMOUR
FRONT 4
SIDE & REAR 4
TOP 2

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
French Turret (4.7cm)	24"/60cm	2	2	6	4+	
French Turret (MG)	16"/40cm	3	3	2	6	



D-DAY: BEACH ASSAULT MISSION TERRAIN PACK

If you do not have suitable miniatures, you can photocopy these pages, stick them to a sheet of cardboard and cut out the markers.

These pages can also be downloaded from www.FlamesOfWar.com

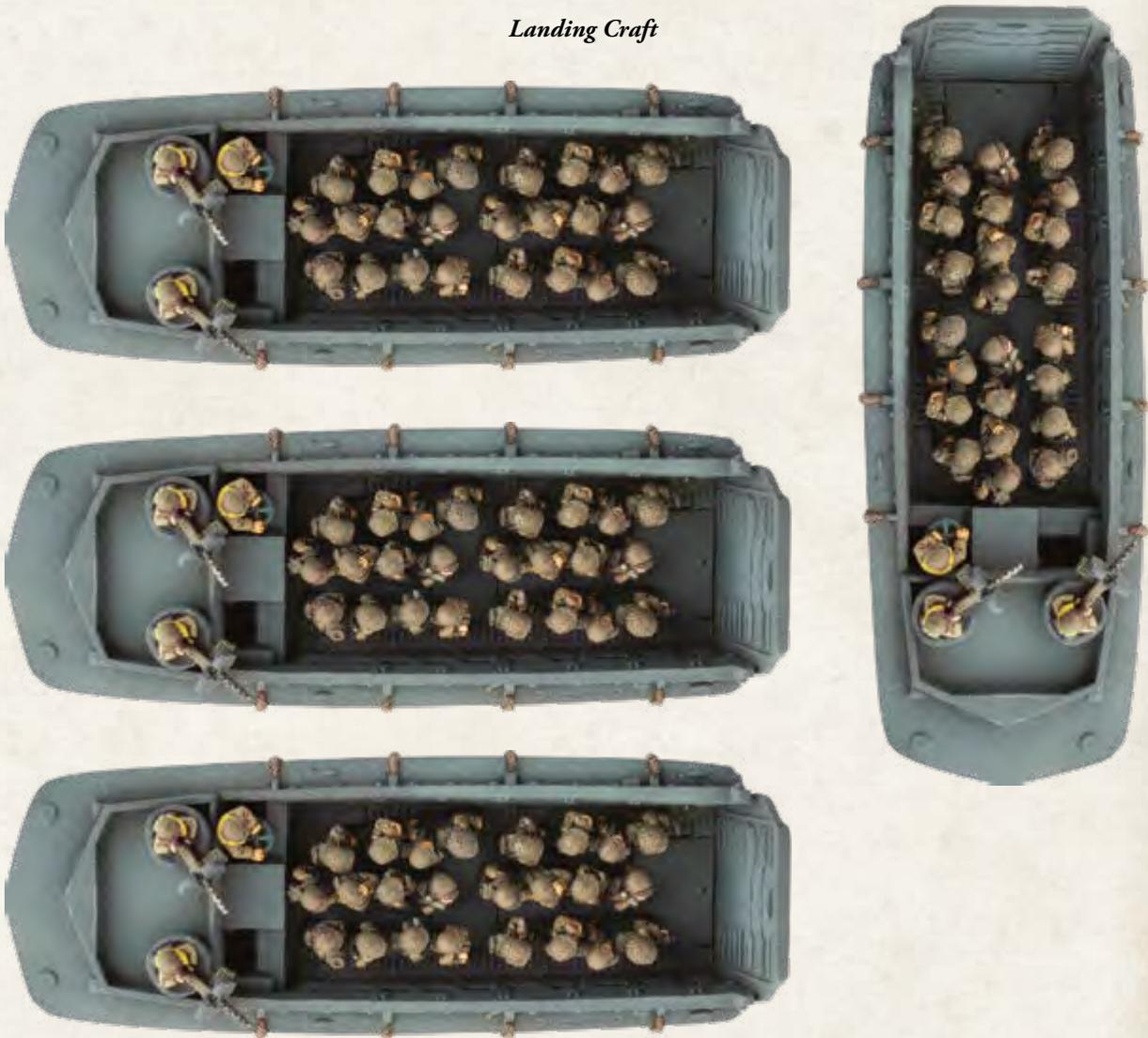
We also offer the *D-Day: Beach Assault Mission Terrain pack* which comes with cardboard terrain and a 16"/40cm x 48"/120cm beach mat for you to use in your D-Day battles.

Available from www.FlamesOfWar.com



AMPHIBIOUS ASSAULT MARKERS

Landing Craft



FORTIFICATION MARKERS

MG Tobruk Pits



Mortar Tobruk Pits



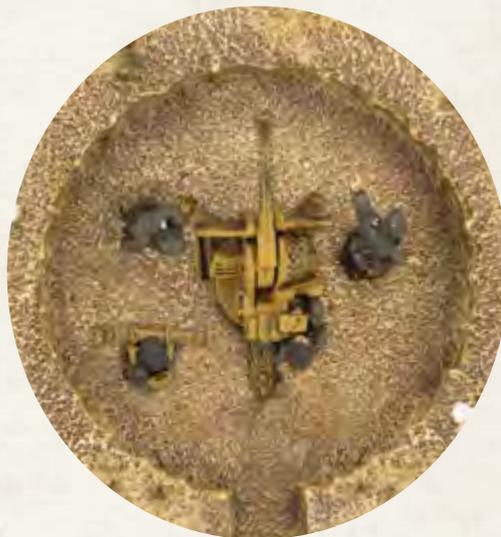
5cm Bunker



5cm Anti-tank Nest



2cm AA Nest



Turret Bunker



8.8cm Bunker



Defilade Wall



Minefields



Barbed Wire

