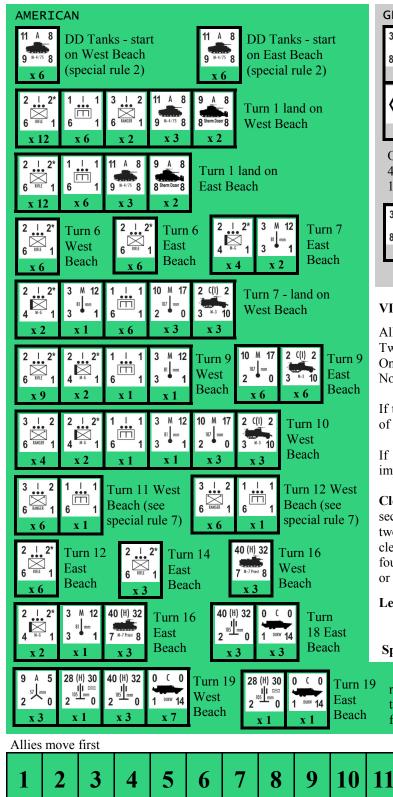# Situation GM-1
Omaha Beach

Scenario created by Greg Moore and posted for free at gregpanzerblitz.com
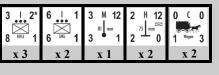
North

Omaha Beach

Reinforced elements of the American 1st and 29th Infantry Divisions land on Omaha Beach on D-Day. This scenario depicts the first two hours of the invasion as the Americans attempt to capture the critical draws leading away from the beach and the bluffs overlooking the beach. Elements of the German 352nd and 716th Infantry Divisions attempt to prevent early victory by the Allies.

AVAILABLE FORCES

AMERICAN

- DD Tanks - start on West Beach (special rule 2) — x 6
- DD Tanks - start on East Beach (special rule 2) — x 6
- Turn 1 land on West Beach — x 12, x 6, x 2, x 3, x 2
- Turn 1 land on East Beach — x 12, x 6, x 3, x 2
- Turn 6 West Beach — x 6
- Turn 6 East Beach — x 6
- Turn 7 East Beach — x 4, x 2
- Turn 7 - land on West Beach — x 2, x 1, x 6, x 3, x 3
- Turn 9 West Beach — x 9, x 2, x 1, x 1
- Turn 9 East Beach — x 6, x 6
- Turn 10 West Beach — x 4, x 2, x 1, x 1, x 3, x 3
- Turn 11 West Beach (see special rule 7) — x 6, x 1
- Turn 12 West Beach (see special rule 7) — x 6, x 1
- Turn 12 East Beach — x 6
- Turn 14 East Beach — x 3
- Turn 16 West Beach — x 3
- Turn 16 East Beach — x 2, x 1, x 3
- Turn 18 East Beach — x 3, x 3
- Turn 19 West Beach — x 3, x 1, x 3, x 7
- Turn 19 East Beach — x 1, x 1

GERMAN

- x 6, x 12, x 3, x 1, x 2, x 3, x 1, x 2
- x 6 (20), x 6 (30), x 20 (MINES 2-1), x 8 (X)

Off Board Artillery :
4 x 105mm heavy howitzer strength 40, "H" class weapon
1 x Nebelwerfer Rockets strength 60 "H" class weapon

Reinforcement group : enter on turn 10 from any hexes on south edge of map. — x 3, x 2, x 1, x 2, x 2

VICTORY CONDITIONS

All four draws cleared = American Decisive victory
Two draws cleared = American Minor Victory
One draw cleared = German Tactical Victory
No draws cleared = German Decisive Victory

If the American player can exit any 10 units off the south edge of the map, he improves the victory level one in his favor.

If the German player can destroy any 20 American units, he improves the victory level one level in his favor.

Clearing the Draws - Vierville draw - control the 4-way intersection hex of Vierville and clear all mines and blocks from the two asterisked hexes. St Laurent draw - control Moulins and clear the three asterisked hexes. The other two draws - clear the four asterisked hexes. Note: slope hexes represent steep bluffs or tree choked ravines. No vehicles may enter slope hexes.

Length of game 20 turns.

Special Rules - see next page

Naval Support Fire Artillery : 4 x 20 points each turn, direct fire (H) class, more than 6 hex range. Must be able to see target from the sea and may be combined with ground unit fire in the same attack.

Allies move first

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

SPECIAL RULES

1. **Landing Rules** - use the Amphibious Landings rules, section XI from the Panzer Leader rulebook. Units may be scheduled to land anytime on or after the listed turn of arrival but must land on the beach named. The West Beach depicts all of Dog Beach plus Easy Green and covers hex rows R to DD. The East Beach depicts Easy Red and Fox Green beaches and includes hex rows E to Q. Units landing on the West Beach are the 116th Regimental Combat Team from the 29th Infantry Division and units landing on the East Beach are the 16th Regimental Combat Team from the 1st Infantry Division.
2. **DD tanks** - special tanks fitted with screens that allowed them to barely float and a propeller on the back so they could swim to the beach. These were intended to land 7 or 8 minutes before the first wave of troops. About half of them sank before they hit the beach and others landed late. Place the DD tanks on the intended beach landing hexes (one per hex) and roll a die for each one. 1 or 2 = begin turn one on the beach (may fire). 3 = land on the hex with the first turn troops. 4, 5, or 6 = tank unit lost at sea.
3. **Unexpected Lateral Tidal Surge** - many assault craft were affected by a strong current running parallel to the beach flowing east. Each unit landing (including the DD tanks) must roll a die. 1, 2, 3 or 4 = unit lands normally. 5 = unit lands 1 hex to the east. 6 = unit lands 2 hexes to the east.
4. **Beach Obstacles** - these are the beach hexes on the water with the obstacles depicted on them. Starting on turn 6, all units landing on a beach hex which has not been cleared of obstacles must roll a die. 1, 2, or 3 = unit lands normally . 4 or 5 = unit lands dispersed   6 = unit destroyed. To clear an obstacle, an engineer unit must begin in and spend one entire turn in the hex setting explosives. On the next turn, the unit must leave the hex and then may place a LANE CLEARED marker on it. A hex may not be cleared if there are any friendly units on it. A Sherman Dozer may also attempt to clear a path by pushing obstacles out of the way. To do so, the dozer unit must spend an entire turn in the hex neither moving or firing. At the end of the turn, a die roll of 1, 2, or 3 results in a cleared hex.
5. **The Shingle** - these are the inland beach hexes with the thick gray line through them. The shingle was a stretch of round rocks with a dune wall at the top of the high water mark. These hexes provide cover of +1 to all attack die rolls against for any infantry unit in a shingle hex. Vehicles may not exit a shingle hex going inland unless a breach has been cleared in it. Sherman Dozers may clear a breach by spending an entire turn in a shingle hex and neither moving or firing. At the end of the turn, place a BREACH marker on the shingle hex.
6. **Blocks** - These can be cleared in the normal way by engineers or a tank dozer may attempt to clear them by moving next to a block hex. On the next turn, the tank dozer must spend an entire turn neither moving or firing. At the end of the turn, the dozer may attempt to remove the block by rolling a die. 1-3 = success, remove block and move tank into the hex. 4-6 = failure.
7. **The 5th Rangers** - the 5th Rangers were scheduled to reinforce the assault on Point de Hoc several miles west if the assault succeeded. Due to a lack of communication, they decided that the attack had failed and landed at Omaha instead. On Turn 10, roll one die. 1-3 = Rangers on turns 11 and 12 land as scheduled. 4-6 = Rangers go to Point de Hoc instead of Omaha. These Rangers may be scheduled to land either on the West Beach or on Charlie Beach (rows EE to GG) or any combination of the two. The Rangers on Turn 10 are unaffected by this roll.
8. **DUKWs -** due to a shortage of proper landing craft, some of the American heavy artillery was mounted on onto DUKWs (amphibious trucks) for transport to the beach. There was no way to offload these pieces immediately once the landing was made and they were intended to fire on targets from the water's edge. Land these units as per the normal rules. For each unit landed, roll 1 die. 1-5 = unit lands normally. 6 = unit lost at sea. These units may not move once landed but may fire normally. All the 105 artillery pieces landing on the last three turns are effected by this rule.