SCENARIO

D-DAY OMAHA BEACH LANDING
SCENARIO 9

2 PLAYERS

Survive the Ambush in the Orchard and Destroy all Enemy Tanks

On June 6, 1944, US troops and tanks landed on Omaha Beach and immediately came under fire from German forces defending the coastline. Duplex Drive (DD) Sherman tanks carried across the English Channel by landing craft such as the Landing Craft Tank (LCT-6) had been fitted with flotation screens and propellers so they could be deployed while still in the water. This made it easier to bring more tanks across the Channel, but it was extremely difficult to make it to the beach, incurring severe casualties. This Micro Brick Battle scenario replicates the difficult conditions the Allies faced that day.

REQUIRED TERRAIN

> 4x Tank Barriers
> (create by taking three 2x4 bricks and connecting them together)

UNITS

> **ALLIES**
> 8x DD Sherman Tank

> **GERMAN**
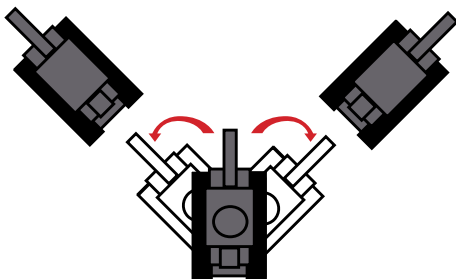> 2x Tiger I
> 1x Wittmann Tiger I

OBJECTIVE

The American DD Sherman tanks must get to the cliff wall (D.1) or destroy the two Flak 36 guns. (The bunkers do not have to be destroyed.) The Germans must destroy all American DD Shermans.

SCENARIO SPECIFIC RULES

- Allies start.

WHILE TANKS ARE IN THE WATER

- Tanks cannot turn more than 45 degrees

- Each tank must move a minimum of 1" forward each turn or they will sink

- When destroyed in the water, tanks sink and are removed from the battlefield

- While shooting targets in the water, Flak 36 guns can either aim (rotate) or attack each turn, not both

- Attack, Defense and Movement points vary based on whether tanks are in the water or on the beach

- Tank stats are determined by where they started their turn

> *PRO TIP*
> *In real life, the sides of the DD tanks had to be brought down before they could fire upon the enemy. Once your DDtank has reached the beach, remove the sides by pulling the front and back apart to indicate the sides are down and the tank will be able to fire next turn. You can also use the alternate build with sides down!*

MINES

- When a tank touches any edge of the mine card, the tank's movement is paused and the player flips the mine card

- If the mine explodes, remove both the tank and mine card from play

- If the mine is a dud, remove just the mine card

- If a tank touches multiple mines at the same time, resolve the card starting on player's left first

THE BEACH

- Bunkers acts as spotters for the Flak 36s, allowing the Flak 36s to both aim and attack targets on beach in their turn

- Each bunker is paired with the Flak 36 next to it and cannot spot for the other bunker

- Once a bunker is destroyed, the paired Flak 36 must go back to either aiming or attacking

- Tanks may target either the Flak 36s or the bunkers

- Tanks cannot drive over Tank Barriers

- Tank Barriers do not stop line of sight when attacking

- If a tank on the beach is destroyed, it becomes an obstacle This counts as a minus two (-2) Attack modifier when line of sight is obstructed
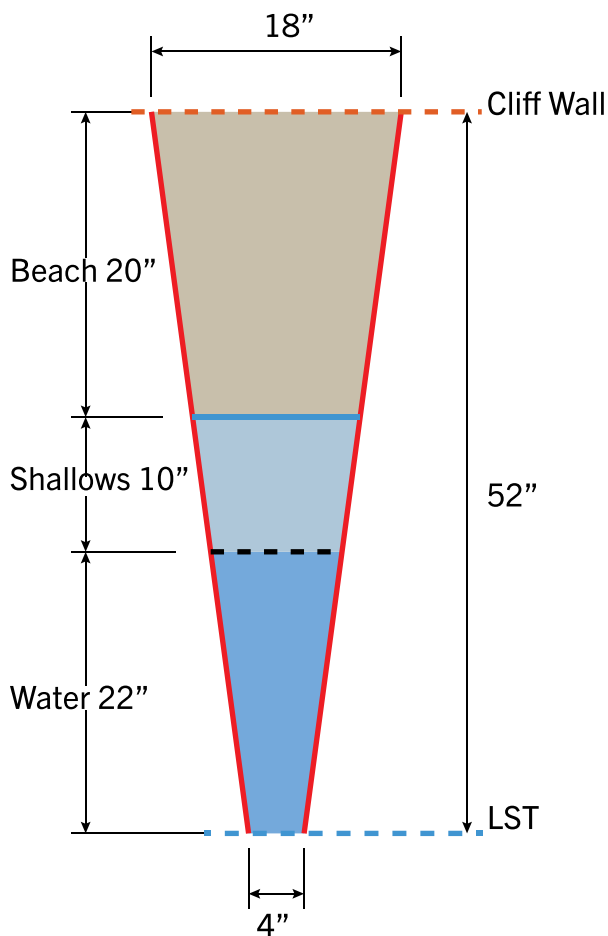
SET UP

BEACH DETAIL

CLIFF WALL

A ---- A ---- B ---- B

Flak 36   Bunker ▮

PLAY AREA
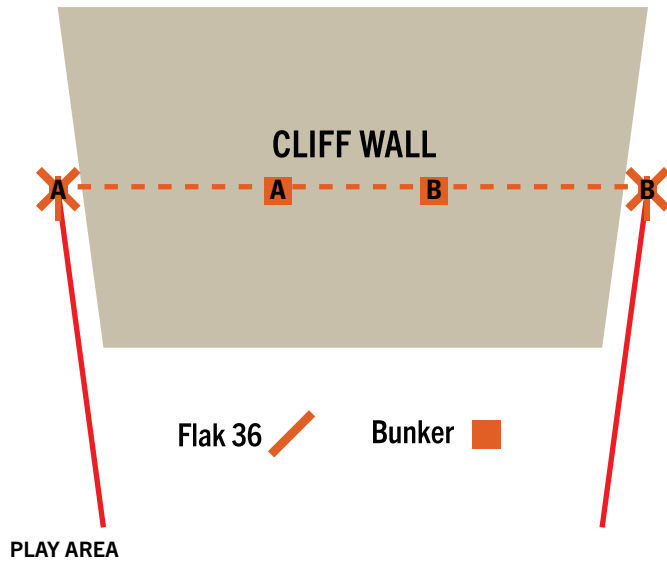
COMBAT STATS

	AP	DP	MP
DD SHERMAN			
- WATER	-	5	6
- BEACH	4	5	8
8.8 CM FLAK 38			
- FIRING AT WATER	4	-	-
- FIRING AT BEACH	8	6	-
BUNKER	-	4	-

18"

Cliff Wall

Beach 20"

Shallows 10"

52"

Water 22"

LST

4"

PRO TIP

To make the water line easier to distinguish, create a blue line out of plates and tiles.