



Bloody Omaha: D-Day Amphibious Assault™

Playtest Rules

Solo Rules Draft 2.1 6/26/24

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NOTES TO PLAYTESTERS

This is not a finished game (yet!). You can help us by testing the rules, components, victory conditions, and other elements of gameplay. Once you've downloaded the game components and rules, give the game a spin. After you've had a chance to form your opinion, simply go to the survey link on the playtest download page and submit your *detailed* feedback:

<https://bit.ly/45FT1mo>

Deadline for playtester feedback is July 31, 2024.

Playtesters who provide us with useful feedback will have their names listed in the final rules.

INSTRUCTIONS TO DOWNLOAD THE GAME COMPONENTS:

Not provided: You will need one six-sided die (d6) to resolve movement and combat.



You will need to download the PDFs of the game map with 1-inch counters (playing pieces), the 18 player cards, 60 hidden marker tokens, and these playtest rules. Except for the rules, we recommend printing these components on stiff cardstock.

DOWNLOAD THESE HERE:

<https://wp.me/P8Atn1-57x>

For 2-sided components such as the player cards, tokens, and counters – after downloading them, cut them along the thin **RED outside lines**. Then carefully fold them along the thick **DOTTED GRAY LINES**. When you are satisfied these are correctly lined up front-to-back then use paper glue to seal them together. After the glue is dry, cut out the individual cards, tokens, and counters along the thin **BLACK** lines that separate each individual component.

Please provide your email address on the download webpage so we can send you the latest feedback and version of the rules as they are updated:

<https://bit.ly/45FT1mo>

1.0 Historical Introduction

Of the five landing zones in Normandy on June 6, 1944, the American troops on Omaha Beach faced the toughest fortifications and were so badly mauled that the invasion at that site was nearly called off. This solitaire and 2-player game recreates the concealed defenses and unexpected adversities the American assault forces faced that day. The dotted blue line shows the approximate distance inland that elements of the Big Red One (1st Infantry Division), the 29th Infantry Division, and 2nd and 5th Ranger Battalions were able to advance by the end of that deadly day.

2.0 Objective

2.1 As the American player, your goal is to clear the beach exits and advance as far as you can into the hedgerow country behind Omaha Beach. The blue

dashed line on the map represents the furthest advance of American forces at the end of June 6, 1944. Can you do better?

2.2 Victory Conditions – Your level of success (or failure) is determined by accomplishing one of the following victory conditions, calculated at the end of the game:

2.2.a Defeat – Fewer than 2 Exit squares are cleared, regardless of subsequent VP.

2.2.b Historical Victory – At least 3 Exit squares are cleared, and 30 to 40 VP are earned.

2.2.c Major Victory – All Exit squares are cleared, and over 40 VP are earned.

2.3 Earning Victory Points (VP) – American players earn VP in the following ways:

2.3.a Gaps in Beach squares – The Americans gain 1 VP for each Obstacle token which is flipped to its Gap side. The Americans gain no VP for merely occupying a Beach square.

2.3.b Strongpoint tokens – The Americans gain 2 VP for each Strongpoint token that is cleared from the map.

2.3.c Encounter tokens – The Americans gain 1 VP for each Encounter token that is cleared from the map.

2.3.d Town and Exit Squares – The Americans gain 1 bonus VP for each Town and Exit square that is cleared, as indicated by a "+1" icon on each square. Note: Some squares contain both Town and Exit terrain. The bonus VP are NOT cumulative. The Americans only get 1 bonus VP for clearing those squares.

2.3.e Penetration – The Hedgerow squares in the southernmost row of the map (H31 to H40) also provide 1 bonus VP each when cleared, as indicated by a "+1" icon on each square.

2.3.f Reinforcements – The Americans gain 1 VP for each Unit that is still in the Reinforcements box at the end of the game.

2.4 A cleared square is one in which all German Strongpoint and Encounter tokens have been removed.

3.0 Components

3.1 The game includes the following game components:

3.2 Map – The map represents Omaha Beach itself, the waters immediately offshore, and the bocage country above the beach. It also includes the numbered Game Track, which is used to keep track of the current Turn, American Initiative, and American Engineer assets. The map features the following types of terrain:

3.2.a Channel (ID prefix "C") – Gray-bordered squares which hold American units before they land on Omaha Beach. While units are on Channel squares, they are still on landing craft and cannot take any actions other than moving toward the row of Beach squares. The First Wave row of squares closest to the beach represent units making their final approach to the beach and can be targeted by Random Event effects.

• **Reinforcements box** – A special holding area for designated Reinforcement Units (marked with a R* icon), before they are released to drive toward the Beach.

3.2.b Beach (ID prefix "B") – Gray-bordered squares with a historical Beach designation in blue lettering. After a US Unit has entered a Beach square, it has landed and can be activated to move and attack.

3.2.c Hedgerow (ID prefix "H") – Green squares that represent the difficult Normandy bocage country.

3.2.d Strongpoint (ID prefix "S") – Red- or red/gray-bordered squares that indicate the presence of one or more German fortified positions or Wiederstandnesten (WN). Five Strongpoint squares also contain towns — are still treated as Strongpoints (get a red cross token), earn additional VP, and also start the game with 1 additional Encounter token. In addition, some Strongpoint squares also contain beach Exits (D1, D3, E1, E3, and F1 in blue boxes), which represent the draws above the beach which the Americans need to take in order to move vehicles inland. These Exit squares also earn 1 extra VP.

3.2.e Town (ID prefix "T") – These gray-bordered squares are the various small towns and villages behind Omaha Beach. Town squares also provide 1 additional VP at the end of the game.

3.3 29 US Unit counters, each of which represents an American company or battalion of the 1st Infantry Division, 29th Infantry Division, or 75th Ranger Regiment. Each Unit has a full strength, undisrupted side and a

reduced strength, disrupted side. Battalion (BN) counters have a full strength of 10, while companies range from a full strength of 3 to 5. The red circle icon on the full-strength side indicates where the Unit is placed at the beginning of the game.

3.4 3 square informational markers:

3.4.a US Initiative markers – These square markers indicate the total available Initiative points available for each Turn. One features the shoulder patch of the 1st Infantry Division while the other features the 29th Infantry Division patch. This has significance for the two-player game but the markers are interchangeable for the single player game. Simply choose the one you prefer.

3.4.b US Engineers marker – This square marker indicates the total available US Engineer assets available for each Turn.

3.5 60 circular tokens (squares in the playtest download), which include:

3.5.a 1 Turn token – Placed on the Game Track to keep track of the current Turn.

3.5.b 1 US Initiative token – Placed on the Game Track, this token represents the local leadership of American sergeants, lieutenants, and captains which often proved to be the difference between victory and defeat on D-Day. At the start of each Turn, it will begin on the same space on the Game Track as the US Initiative marker and will be moved down the Game Track as Initiative points are used.

3.5.c 1 US Engineers token – Placed on the Game Track, this token represents the combat engineer assets that are currently available to the American player during each Turn. At the start of each Turn, it will begin on the same space on the Game Track as the US Engineers marker, and will be moved down the Game Track as Engineer assets are used.

3.5.d 13 German Strongpoint tokens (Red cross) – These represent the strength of German weapons positions and their garrisons above Omaha Beach and in the towns nearby. These are placed face-down on the game map (cross up).

3.5.e 32 German Encounter tokens (Black border) – These represent German forces and other hazards (mines, snipers, etc.) that could be encountered by American troops once they are off the beach. These are placed face-down on the game map (cross up).

3.5.f 9 Beach Obstacle tokens – Placed on each Beach square, these represent the various beach obstacles such as hedgehogs that the Germans placed to damage and destroy landing craft. They are flipped over to their “Gap” side once American engineers have blown a gap through the obstacles.

3.5.g 3 US Tank Support tokens – These double-sided tokens represent support from the few tanks that safely landed on Omaha Beach.

3.6 18 player cards – Each card has one or more options for the American player to choose from, depending on which turn the card is played.

3.7 1 six-sided die – Various game effects such as landing craft drift and clearing obstacles are resolved by rolling 1 six-sided die, signified as 1d6.

4.0 Setup

4.1 German Strongpoint and Encounter tokens – Place 1 Strongpoint (red cross) token in each red or red/gray-bordered square. Each red/gray-bordered square also receives 1 Encounter (black cross) token. Place 1 Encounter token in each of the other Town and Hedgerow squares that are south of the beach.

4.2 Beach Obstacle tokens – Place 1 Beach Obstacle token in each Beach square, Gap side down.

4.3 Game Track – Place the square US Initiative and US Engineers 1-inch markers on square 1 of the Game Track. Place the Turn, US Initiative, and US Engineers tokens on square 1 of the Game Track. Set aside the US Tank tokens for use later in the game.

4.4 US Unit counters – Place the US Unit counters in the Channel squares that match the red setup icon on each counter. The 1st Infantry Division Units should be on the eastern side of the map, with the 29th Infantry Division and 75th Ranger Regiment to the west. Place the rest of the Units (those marked with a R* red circle icon) in the Reinforcements box. Make sure that each Unit has its higher, full-strength side up to start.

4.5 Cards – Shuffle the 18 player cards and draw 3 cards. Choose 2 cards and shuffle the third card back into the deck. This is your starting hand.

5.0 Sequence of Play

5.1 Draw Phase – Draw 1 card and add it to your hand. If the deck ever runs out of cards, shuffle the discarded cards to refill the deck. Finally, increase the Initiative and Engineers ratings by 1 on the Game Track by moving the square US Initiative and US Engineers markers

one space to the right. Place the circular US Initiative and US Engineers tokens on top of their respective markers.

5.2 Random Event Phase – Choose 1 square occupied by a US Unit that is adjacent to a square that holds a German token. These two squares will be the potential targets of the Random Event. Roll 1d6 on the Random Event table that corresponds to the terrain in the square occupied by the US Unit. Immediately resolve the Random Event.

5.3 Activation Phase – Check the location of the Initiative token on the Game Track. For each Initiative point, you may perform one of the following actions:

5.3.a Move a Unit into an adjacent square. Reveal any German Strongpoint or Encounter tokens in that square. Resolve Random Event tokens immediately by drawing a card and resolving the Random Event.

5.3.b Attack a square containing numerical German tokens.

5.3.c Use an Engineer asset to attempt to clear a Beach Obstacle or Minefield.

5.3.d Flip a disrupted Unit counter to its undisrupted, full-strength side.

5.3.e Attach a Tank token to a new Unit counter by moving it from its current location to the intended Unit counter.

5.3.f Move a Unit from the Reinforcements box to an adjacent Channel square (C19 to C27), on or after Turn 3 only.

5.4 Drift Phase – For each Unit still on a Channel square, roll for drift on the Drift table, then move the counter in the direction indicated. Any Unit that leaves the map is removed from the game (it lands further down the beach and is unable to support the rest of the division). Then move each Unit still on a Channel square 1 square forward toward the Beach. **Note:** At this point, each Unit moves automatically toward the Beach and does not require an Initiative to activate.

5.4.a Note – Game Turn 1 begins with the Drift Phase. The Draw Phase and Activation Phase are skipped during Turn 1.

5.5 Landing Phase – Each Unit that moved from the First Wave row of Channel squares to a Beach square must now roll 1d6 for disruption on the Beach Disruption table, applying the listed modifiers to the die roll.

6.0 Landing Craft and Beach Landings

6.1 Until Units are landed on Omaha Beach, they are considered to be on landing craft, such as LCVPs (Landing Craft, Vehicle, Personnel) or LSIs (Landing Ship, Infantry). As such, they run the risk of drifting away from their designated landing zone.

6.2 Checking for Drift – Each Unit still on a Channel square must roll for drift on the Drift table. Roll 1d6, apply the die roll modifiers (DRM) below, then (if required) move the Unit counter the indicated number of squares to the east.

6.2.a Drift Table DRMs

- DRMs are applied depending on which turn the landing occurs. Landings on Turns 1 through 4 receive a modifier of +1.
- If the Unit counter is battalion-sized, with a strength of 6 (BRO or Rangers) or 3 (29th Division), the unit gains a modifier of -2.

6.2.b If a Unit leaves the map due to drift, it is eliminated and removed from the game.

6.3 After drift is determined and executed, move each US Unit 1 square directly forward.

6.4 When a Unit enters the First Wave row, it is on its final approach, and may be targeted by Random Events, just as if it were on land.

6.5 When a Unit moves from the First Wave row to the Beach row, it comes under fire from German defenses. Roll on the Beach Disruption Table, applying the appropriate modifiers below, to determine its fate. This roll is only made once, regardless of how long the Unit remains on Beach squares.

6.5.a Beach Disruption Table DRMs

- DRMs are applied depending on which turn the landing occurs. Landings on Turns 1 and 2 receive a modifier of +2. Landings on Turns 3 and 4 receive a +1 modifier.
- If the Unit is battalion-sized, with a strength of 6 or 3, the unit gains a modifier of -2.
- If the Beach square is directly adjacent (connected by a gray arrow) to 1 or more uncleared Strongpoint squares, the die roll receives a +1 modifier. The modifier will only be +1, regardless of how many adjacent Strongpoint squares qualify.
- If the Unit lands on a Beach square that is occupied by a Unit from another division, it receives a +1 mod-

ifier to the roll. However, if this is the ONLY positive modifier to the roll, the Unit can only be disrupted, and any Unit Eliminated results are changed to Unit Disrupted. Note: This modifier does NOT apply to the 75th Rangers.

7.0 Tracking Initiative and Engineers

7.1 Initiative represents both the actions of individual small unit leaders (junior officers and NCOs who gave direction to small groups of scattered soldiers) and the arrival and influence of senior leaders and headquarters elements.

7.2 The US Engineers rating represents the efforts of the 5th and 6th Engineer Special Brigades to clear beach obstacles, minefields, and other fortifications that were placed to hinder the invading Americans.

7.3 The total Initiative and Engineers ratings start at 1, and automatically increases by 1 during the Draw Phase of each Turn after Turn 1. The total ratings are marked with square Initiative and Engineers markers on the Game Track. During each turn, as Initiative and Engineers resources are spent, the circular Initiative and Engineers tokens are moved down the Game Track.

7.4 Initiative and Engineers may also increase or decrease due to token effects, Beach Disruption results, and card effects. When this happens, move the square Initiative and/or Engineers markers in the correct direction. **Note:** US Initiative and Engineers can never fall below 1.

7.5 During the Draw Phase of each Turn, place the circular Initiative and US Engineers tokens on top of their respective square markers.

8.0 US Movement and Clearing Squares

8.1 Once landed, Units may attempt to move into an adjacent (non-diagonal) German-occupied square by spending 1 Initiative. All tokens in the target square are revealed and resolved as follows:

8.1.a Numerical tokens – If the revealed German Strongpoint or Encounter token(s) have a numerical value (even if 0), the US Unit counter is immediately flipped to its disrupted side. The Strongpoint or Encounter tokens may then be attacked by using an additional Initiative to activate the same or different Unit.

8.1.b Random Event – The Unit moves into the square, and roll 1d6 on the Random Event table that corresponds to the terrain in the square. Re-

solve the RE immediately.

8.1.c Mines – The Unit has encountered a minefield. The Unit may enter the square but must roll 1d6 if it does. On a roll of 1-3, the Unit is disrupted, or eliminated if already disrupted. In order to clear the Mines token, a clearance attempt must be made on the US Engineer Table as described below.

8.1.d Sniper – A German sniper has targeted the Unit. Immediately reduce the Initiative by 1, moving the Initiative token 1 space to the left on the Game Track. This also immediately reduces the number of Initiative that can be used during the current Game Turn, potentially ending the Activation Phase. Then remove the Sniper token.

8.1.e StuG – A German StuG assault gun armored vehicle opens fire on the Unit. Immediately remove 1 US Tank token from Unit. If the Unit doesn't have an attached Tank counter, disrupt the Unit counter instead, if it not already disrupted. Then remove the StuG token.

8.2 Squares with multiple German tokens – Some squares will contain more than 1 German token (red Strongpoint or black Encounter). If a Unit attempts to move into a square with more than 1 token, resolve any non-numerical tokens (Sniper, Random Event, etc.) before resolving any numerical tokens. If there are more than 1 numerical tokens, add their values together when attacked. They must be attacked and removed together.

8.3 Tank tokens – These tokens represent US tanks, and as such have special rules which govern their placement and movement. Tank tokens are placed in Beach squares with a Gap token, but after initial placement, must always be in a square with a Unit. A Tank token may be moved to a new Unit by spending 1 Initiative and tracing a path of cleared squares (no diagonals) to the new Unit. **Note:** In order to move from a Beach square to a new Unit, the path must include a cleared Exit square.

8.4 Attacking German tokens – German tokens with a numerical value must be attacked to be cleared from a square, using the following steps:

8.4.a Designate attackers – Select an adjacent (not diagonal) square containing 1 or more US Units. All Units must participate in the attack. Additional adjacent squares may be added to the attack by spending an additional Initiative per square. If the attackers are from different US Com-

mands (1st ID, 29th ID, 75th Rangers),

8.4.b Calculate US attack strength – Total the strength of all attacking Units, including any attacked Tank tokens.

8.4.c Calculate German defense strength – Total the value of all defending German tokens.

8.4.d Determine the result – Roll 1d6. The attack may have one of three different results:

- **Failure** – All Units remain in their starting squares and are disrupted, or eliminated if already disrupted.
- **Success/Disrupted** – Remove enough defending German tokens to equal or exceed the number rolled on the dice PLUS the total US attack strength. If all German tokens have been removed, the US Units in the initial attacking square move into the target square. All participating Units are disrupted, or eliminated if already disrupted.
- **Success** – All defending German tokens are removed, and the US Units in the initial attacking square move into the target square

8.5 Creating Gaps and clearing Mine tokens – In order to create a Gap in a Beach square or clear a Mines token from a square, spend 1 Activation and 1 or more Engineer resources. Roll 1d6 on the US Engineer table and apply the following modifiers:

8.5.a US Engineers Table DRMs

- DRMs are applied depending on which turn the clearance attempt occurs. Clearance attempts on Turns 1 through 3 receive a modifier of +1. Attempts that occur on Turn 6 or after receive a modifier of -1.
- If more than 1 Engineering asset is applied to the roll, apply a -1 modifier for each Engineering asset allocated after the first.
- If the Beach square is directly adjacent (connected by a gray arrow) to 1 or more uncleared Strongpoint squares, the die roll receives a +1 modifier. The modifier will only be +1, regardless of how many adjacent Strongpoint squares qualify.

8.5.b If the attempt is successful, flip the Obstacle over to its Gap side, or remove the Mines token.

9.0 How to Play Cards

9.1 Cards may be played by the US player for a positive effect, usually to add to American resources (Engineer, Tank, Initiative, etc.) or to cancel or remove German obstacles and effects.

9.2 When played by a US player, there will be one or more options to choose from. A player may only use one of the options on the card. The options will usually indicate when each one can be played. For instance, "Turn 1+" options can be played any time during or after Turn 1. An option marked "Turn 3-4" can be played only during Turns 3 or 4. Discard the card immediately after resolving the card.

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