



Bloody Omaha: D-Day Amphibious Assault™

2-Player Rules

Two-player Rules Draft 1.0 6/2/24

10.0 Introduction

In this two-player, cooperative version of Bloody Omaha: D-Day Amphibious Assault, each player commands one of the two American divisions who fought their way ashore on that momentous day, the veteran 1st Infantry Division and the green 29th Infantry Division. In addition, the 29th ID player will also command units of the 75th Ranger Battalion.

11.0 Co-op Victory Conditions

Although the Americans win or lose the overall game based on the Victory Conditions in Section 2.2, competitive players can track and compare their individual contributions toward victory. Each player should collect and keep each German Strongpoint and Encounter token cleared during the game. At the end of the game (if the Americans won, of course), compare the total number of cleared tokens, with Strongpoint tokens counting double. Since the Unit values for the 29th ID are generally lower, add 5 to the 29th ID's player. The player who collected the most German tokens is the winner! Obviously, if the Americans lose the game, both players have lost equally.

12.0 Initiative and Unit Activation

12.1 US Initiative is earned somewhat differently in the 2-player game. Instead of Initiative increasing by 1 every Turn, it increases by 2 every other Turn, as shown in the table below.

12.2 Beginning with Turn 2, each player alternates taking the first activation of each Turn. After a player uses Initiative to activate a Unit or perform another action, the other player may use Initiative. If a player wishes to use more than 1 Initiative for an action, such as including more Units in an attack, the other player must agree to the use of the extra Initiative. The use of US Initiative and US Engineers is tracked normally.

13.0 Random Events

13.1 The player with the 1st Activation will select both the US Unit and German token to be affected by the Random Event for the Turn. He must select one of the Units belonging to his Command.

14.0 Player Cards

14.1 Each player also has his own hand of player cards, and only draws a card when receiving the 1st Activation on a Turn.

14.2 A player may play a card at any time, as stipulated in Section 9.2, and may play cards on Units belonging to either player.

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2-Player Activation Table

Turn	1st Activation	Initiative
1	N/A	2
2	1st ID	2
3	29th ID / 75th Rangers	4
4	1st ID	4
5	29th ID / 75th Rangers	6
6	1st ID	6
7	29th ID / 75th Rangers	8
8	1st ID	8
9	29th ID / 75th Rangers	10
10	1st ID	10