Random Events

Beach Square (1d6)	
Die Roll	**Effect**
1	**Back to the right beach -** Place 1 previously eliminated US company-sized Unit in Square B01 on its disrupted side.
2-3	**German Artillery -** Selected US Unit is disrupted, or eliminated if already disrupted.
4-5	**German 88s -** Randomly select and remove 1 US Tank that is on a Beach square.
6	**Luftwaffe Sortie -** Selected US Unit is disrupted, or eliminated if already disrupted.

Strongpoint Square (1d6)	
Die Roll	**Effect**
1	**Heroic Leadership -** Immediately select a US Unit that is adjacent to a German token and activate the US Unit without spending Initiative. If that US Unit makes an attack, add 5 to its die roll.
2-3	**German Machineguns -** All US Units adjacent to selected German token must pay 2 Initiative in order to activate this Turn.
4-5	**Armored Cupola -** Selected German token may not be attacked this Turn.
6	**German Artillery -** Selected US Unit is disrupted, or eliminated if already disrupted.

Hedgerow Square (1d6)	
Die Roll	**Effect**
1	**Flank march to the right beach -** Place 1 previously eliminated US company-sized Unit in Square H18 or H14 on its undisrupted side. It may immediately activate and attack without using any US Initiative points.
2-3	**German Mortars -** Selected US Unit is pinned in place. It may not use any Initiative this Turn.
4-5	**StuG Support -** Randomly select and remove 1 US Tank that is adjacent to a German token.
6	**Luftwaffe Sortie -** Selected US Unit is disrupted, or eliminated if already disrupted.

Town Square (1d6)	
Die Roll	**Effect**
1	**French Resistance -** Choose and reveal one German token to a US unit.
2-3	**Ambush! -** Selected US Unit is disrupted, or eliminated if already disrupted.
4-5	**Cellar Refuge -** Selected US Unit is pinned in place. It may not use any Initiative this Turn.
6	**Sniper! -** Reduce US Initiative by 1 this Turn.

Bloody Omaha Tables

Drift Table (1d6)	
Die Roll	**Effect**
6 or more	2 squares
4-5	1 square
3 or less	No drift

DRIFT DRMs

Turns 1-4	+1
Unit is Bn (6 or 3 str)	-2

Beach Disruption Table (1d6)	
Die Roll	**Effect**
7 or more	Unit Eliminated
4-6	Unit Disrupted
2-3	No Effect
1 or less	Gain 1 Initiative

DISRUPTION DRMs

Turns 1-2	+2
Turns 3-4	+1
Adj. Strongpoint	+1*
Stacked w/diff. Div.	+1**
Unit is Bn (6 or 3 str)	-2

* Total modifier is only +1, regardless of how many uncleared Strongpoint squares are adjacent.

** Unit is not eliminated if this is the only positive DRM, only disrupted. Does not apply to 75th Ranger Regt.

US Engineers Table (1d6)	
Die Roll	**Effect**
3 or more	Failure
2 or less	Success

US ENGINEERS DRMs

Turns 1-3	+1
Turns 6+	-1
Each add't Eng.	-1
Adj. Strongpoint	+1*

* Total modifier is only +1, regardless of how many uncleared Strongpoint squares are adjacent.

Attack Results Table (1d6)	
Die Roll	**Effect**
5 or more	Failure
2-4	Success/Disr.
1 or less	Success

ATTACK DRMs

Turns 1-3	+1
Turns 7+	-1
Disrupted	+1
Attack w/diff. Div.	+1*
US Str < German	+1
US Str ≥ German	-1
US Str 2x ≥ German	-2

* Does not apply to 75th Ranger Regt.