

# 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 Battalion (6 or 3 strength)	-2

All DRMs are cumulative

Beach Disruption Table (1d6)	
Die Roll	Effect
9 or more	1 Unit Eliminated**
5-8	1 Unit Disrupted**
2-4	No Effect
1 or less	Gain 1 Initiative

\*\*American player chooses the Unit if more than 1 is available.

## LANDING DRMs

Turns 1-2	+1 IP
Turns 3-4	+1
Strongpoint adjacent to Beach*	+1
Unit is Battalion (6 or 3 strength)	-2

\*Strongpoint must be adjacent to beach square, not diagonal, and contain German tokens.

IP = Initiative Point

All DRMs are cumulative

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

\* a roll of 6 on die always fails

## US ENGINEERS DRMs

Turns 1-3	+1
Turns 4-5	No Effect
Turns 6+	-1
Each additional Engineer asset (3 max)	-1

All DRMs are cumulative

Attack Results Table (1d6)	
Die Roll	Effect
7 or more	Failure/ Eliminate 1 Unit**
5-6	Failure/ Disrupt 1 Unit**
2-4	Success/ Disrupt 1 Unit**
1 or less	Success

Success = Eliminate German unit  
Failure = German tokens remain

\*\*American player chooses the Unit if more than 1 is available.

## ATTACK DRMs

Turns 1-3	+1
Turns 7+	-1
Ranger	-1
US Mixed Division	+1*
US Strength < German	+1
US Strength ≥ German	-1
US Strength is 2x German	-2
German 0 Token	-1/-2**
disrupted units	+1

\* Does not apply to 75th Ranger Units

\*\*-1 if attacking unit is disrupted, otherwise -2

All DRMs are cumulative

Victory Levels (3.0)	
<b>Defeat:</b>	2 or less GAPs + 2 or less Exits cleared
<b>Marginal:</b>	3 GAPs + 3 Exits cleared + 30-40 VPs
<b>Substantial:</b>	4 GAPs + 4 Exits cleared + 41-40 VPs
<b>Defeat:</b>	5 GAPs + 5 Exits cleared + 51 VPs or higher
Victory Point Table	
For each of the following:	
Strong Point Eliminated	+1
Encounter Token Removed	+1
Town and Exit Squares	+1
Deep Penetration (Row H31-H40)	+1
Each Beach Obstacle Gap	+1
At End of Game:	
Each Unit on a Beach Square	-1
Each Unit in Reinforcements Box at Sea	-1
Each Eliminated US Unit	-1

Random Event Location Table (6.5)							
1st Die Roll		2nd Die Roll					
T1-T4	T5-T10	1	2	3	4	5	6
1		B01	B04	B05	B08	B03	B06
2		B05	S04	B02	S08	B01	B02
3		B08	B03	S10	B04	S07	S02
4	1	H31	S01	H25	H35	H37	H21
5	2	T19	H20	H34	S05	S03	T12
6	3	H27	T23	S17	T29	T28	S09
	4	S06	H22	T30	H32	H33	H40
	5	H38	H36	H39	S13	H15	S16
	6	H11	H14	S10	H18	H26	T24

### RE Target Square:

RE PHASE (6.5) = the square the unit(s) are in.

If RE Token (8.0 & 8.9) = square with Unit adjacent to RE Token square.

Random Event Token Effect (6.5 & 8.0)
<b>Mine Field Token (8.2):</b> Roll of 5-6 unit disrupted, if already disrupted, eliminate unit.
<b>Sniper Unit Token (8.3):</b> -1 Initiative Point from Division. If Division has no Initiative Points, reduce other Division Initiative Points. if neither have Initiative Points, -1 Initiative Point next turn.
<b>StuG Assault Gun (8.4):</b> Eliminate +1 tank token or reduce +2 tanks to a +1. If no tank tokens, 1 unit in square is Pinned for the remainder of the turn.

## Random Event Tables

Beach Square (1d6)	
Die Roll	Effect
1	<b>Back to the right beach</b> - Place 1 previously eliminated US company-sized Unit in Square B01 on its disrupted side.
2-3	<b>German Artillery</b> - Selected US Unit is disrupted, or eliminated if already disrupted.
4-5	<b>German 88s</b> - Randomly select and remove 1 US Tank that is on a Beach square. Reroll if necessary.
6	<b>Pinned!</b> - 1 unit in target square is unable to Move, Attack or be undisrupted this Turn.

Hedgerow Square (1d6)	
Die Roll	Effect
1	<b>March to the Right Beach</b> - Place 1 previously eliminated US company-sized Unit in Square H14 on its disrupted side. Unit must attack token in that square. If no tokens, it may attack or move to any adjacent square. no IP cost.
2-3	<b>German Mortars Zero In</b> - 1 unit is Pinned in target square and unable to Move, Attack or be undisrupted this Turn.
4-5	<b>StuG Assault Gun</b> - Remove 1 Tank token in the target square. if none, disrupt 1 unit, or if already disrupted, eliminate it.
6	<b>Luftwaffe Sortie (max once per game)</b> - Reduce the initiative of a Division by -1 IP.

Strongpoint Square (1d6)	
Die Roll	Effect
1	<b>Heroic Leadership</b> - 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 strength to its attack.
2	<b>Unfinished Fortifications</b> - Flip 1 token in any strongpoint square. German defense strength is only 2 against one attack, regardless of the actual numerical strength of German tokens in the square. Ignore if no unit adjacent.
3	<b>Hitler's Buzzsaw: MG-42</b> - Machine Guns! All units in target square must pay +1 IP to activate this turn.
4	<b>Reinforced Fortifications</b> - Add 2 to German defense. Apply to this attack if RE token, or first attack this turn if RE phase.
5	<b>Armored Cupola</b> - Add +1 IP cost and +2 CF to German token defense. Apply to this attack if RE token, or first attack this turn if RE phase.
6	<b>German Artillery</b> - Disrupt 1 unit in a target Strongpoint square, or eliminate if already disrupted.

Town Square (1d6)	
Die Roll	Effect
1	<b>French Resistance Help</b> - Choose and reveal any 1 German token on map.
2-3	<b>Ambush in Town</b> - Disrupt 1 unit in a target square, or eliminate if already disrupted.
4-5	<b>Cellar Refuge</b> - 1 unit is Pinned in target square and unable to Move, Attack or be undisrupted this Turn.
6	<b>Sniper!</b> - Reduce the initiative of a division by -1 IP.