

MISSION: HIT THE BEACH

'You can almost always force an invasion, but you can't always make it stick.'
—General Omar Bradley, US First Army

The day has arrived. The time has come to liberate Europe from the Nazi menace. Your force is landing in the first wave. Can you break through Hitler's Atlantic Wall and make the invasion stick?

The Hit the Beach mission uses the Amphibious Assault, D-Day Fortifications, Delayed Reserves, Interdiction, Overwhelming Force, No Retreat, No Surrender, Preliminary Bombardment, Prepared Positions, and Total Air Superiority special rules.

YOUR ORDERS

ATTACKER

Your troops are the first wave ashore. You must push inland and secure the beachhead at any cost. It is essential to capture both objectives as soon as possible.

DEFENDER

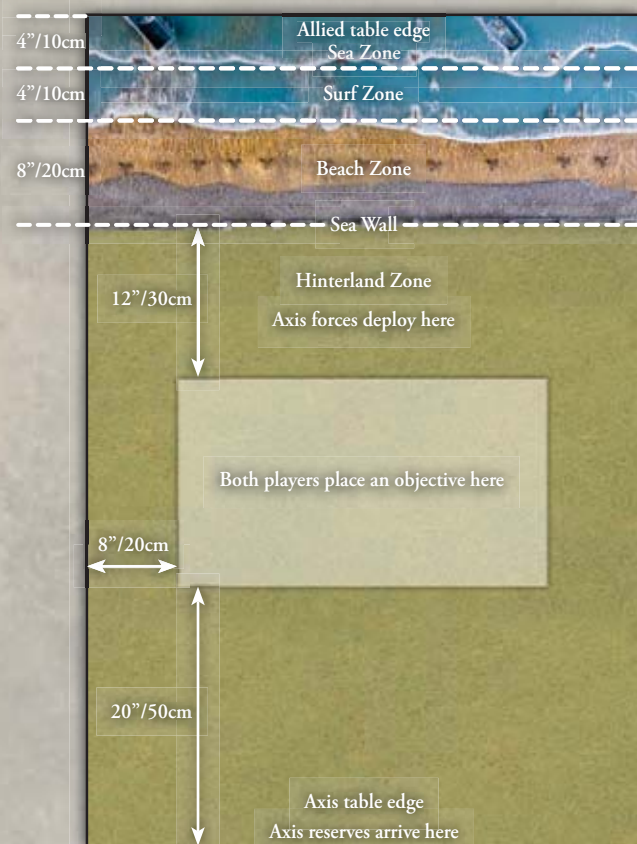
The enemy invasion has finally begun. Under no circumstances can they be allowed to gain a beachhead. They must be destroyed on the beaches. You must hold both objectives.

PREPARING FOR BATTLE

1. The Axis player places their objective first, then the Allied player places theirs. Objectives cannot be placed within 12"/30cm of the beach or dunes or within 20"/50cm of the rear of the table, nor within 8"/20cm of the table edges.
2. Next the Axis player places their fortifications anywhere in the Hinterland Zone. Bunkers may not be placed across roads or the beach exit.
3. The Axis player must hold at least half of their platoons in Delayed Reserve at the start of the game. The remaining platoons and Independent teams are now placed in the Hinterland Zone.
4. The Allied player must hold at least half of their platoons in their Floating Reserve. Place the rest in their landing craft in the Sea Zone.
5. Next the Allied player places any DD tank platoons that will swim ashore, and any artillery batteries carried in DUKW amphibious trucks, in the Sea Zone.

BEGINNING THE BATTLE

1. The Axis force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. The Allied Player conducts a Preliminary Bombardment on the defender's forces.
3. The Allied player then lands their DD tank platoons.



4. The Axis player may not make Reconnaissance Deployment moves.
5. Both players should remember that the Axis reserves will be hindered by the Interdiction special rule when making their plans.
6. The Allied player has the first turn. They may not make a Night Attack.

ENDING THE BATTLE

The battle ends either:

- at the end of the Starting Step of the Allied turn 12, or
- when the Allied player starts any of their turns holding both objectives.

DECIDING WHO WON

Unlike most missions, casualties are irrelevant. All that matters is getting ashore as far and as fast as possible, or stopping the enemy from doing so.

The Allied player wins if they hold the objective placed by the Axis player, otherwise the Axis player wins.

Calculate your Victory Points from the Victory Point Table on the following page.

MISSION SPECIAL RULES

The Amphibious Assault rules are on pages 11 to 15. The Delayed Reserves, Preliminary Bombardment, Prepared Positions, and Total Air Superiority special rules are in the *Flames Of War* rulebook on pages 198 to 218.

D-DAY FORTIFICATIONS

The German defences along the Atlantic Wall were formidable. They included bunkers with the latest and heaviest anti-tank guns as well as emplaced tank turrets.

Use the Fortifications rules on page 217 of the rulebook to determine the amount and type of fortifications available with the following changes.

FORTIFICATION POINTS

| Table Width | Fortification Points |
|-------------|----------------------|
| 4'/120cm | 40 points |
| 5'/150cm | 50 points |
| 6'/180cm | 60 points |

There are six types of bunkers available for the Hit the Beach mission. These all still count as bunkers, just with different weapons. Remember, you can only spend half of your points on bunkers of all types. In addition in this mission, you may not have more than two bunkers of any one type, or more than a single 8.8cm PaK bunker, although you can mix different bunker types freely.

BUNKERS

| Bunker | Cost | Range | ROF | Anti-tank | Firepower |
|-------------|------|-----------|-----|-----------|-----------|
| 8.8cm PaK | 12 | 40"/100cm | 2 | 16 | 3+ |
| 7.5cm FK | 6 | 24"/60cm | 2 | 8 | 3+ |
| 5cm PaK | 8 | 24"/60cm | 3 | 9 | 4+ |
| 5cm KwK | 4 | 24"/60cm | 3 | 7 | 4+ |
| Tank turret | 4 | 16"/40cm | 2 | 4 | 4+ |
| or | | 16"/40cm | 4 | 2 | 6 |

Tank turrets count as bunkers with all-round vision slits.

HMG 6 24"/60cm 6 2 6
HMG bunkers have ROF 2 when Pinned Down.

INTERDICTION

The Allied air forces totally dominate the skies over the landings and far inland. The German reserves are placed centrally so they can respond to a landing anywhere. However, their march is continually interrupted by air attacks making their movement very slow and uncertain.

The Axis player's Delayed Reserves arrive on rolls of 6 rather than 5+ as normal.

OVERWHELMING FORCE

Amphibious assaults require overwhelming force. The troops land in the teeth of the enemy defences, scattered and disorganised. It is only through overwhelming force that they will secure a lodgement.

The Allied force has 75% more troops than the Axis force. A good force for most tables would be 1750 points for the Allies against 1000 points for the Axis.

When an Allied platoon is Destroyed, the player returns it to the Floating Reserve to represent a fresh unit landing in its place. Infantry and Man-packed Gun teams in the platoon return to the Floating Reserve and can land again as long as the platoon contains at least four such teams. However, all other types of teams are permanently lost. As usual, Destroyed Armoured vehicles remain where they are.

Independent teams are also permanently lost when they are Destroyed.

The Allied player may voluntarily destroy platoons and return them to the Floating Reserve in the first part of the Starting Step.

NO RETREAT, NO SURRENDER

The troops landing on the beaches know that it is do or die time. There is no going back, only death or victory. Likewise the defenders have no contact with their headquarters and have no option but to fight on.

Neither side needs to take Company Morale Checks. They will fight until the end.

VICTORY POINTS TABLE

| Outcome | Results | Allied Points | Axis Points |
|--|-------------------------|---------------|-------------|
| Allied player holds both objectives by turn 9 | Stunning Allied Victory | 6 | 1 |
| Allied player holds both objectives | Major Allied Victory | 5 | 2 |
| Allied player holds the objective placed by the Axis player | Minor Allied Victory | 4 | 3 |
| Allied player holds the objective placed by the Allied player | Minor Axis Victory | 3 | 4 |
| Allied player holds no objectives, but has troops in the Hinterland Zone | Major Axis Victory | 2 | 5 |
| Allied player holds no objectives and has no troops in the Hinterland Zone | Stunning Axis Victory | 1 | 6 |