

Scenario 16 – Bloody Omaha

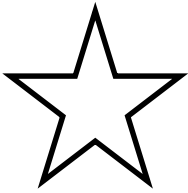
Normandy, France, 0630 Hours, 6 June 1944: The 116th Regiment – originally a Virginia National Guard outfit that traced its roots to the famed “Stonewall Brigade” of the American Civil War – was like the rest of the 29th Division: heavily trained but without combat experience. D-Day would be its first test. The very first troops on the beach at Vierville would be Companies A, E, F and G, spread out across a wide stretch of Omaha Beach in the first wave. They hoped that the aerial bombardment had pounded the Germans as advertised, and prayed for support from the navy and the tanks of the 743rd Tank Battalion.

However, it just was not in the cards. The rough seas played havoc with command and control, and the Germans were alert and unharmed by the opening bombardment. Company E ended up spread across miles of beach when its landing craft were blown off course and totally scattered. Company A was utterly destroyed. Virtually none of its men played any part in the battle after the majority was mowed down in the first few minutes. Companies F and G ended up far to the east, directly in front of the Les Moulins draw, where the defenses were all too strong. It would be hours before any serious force from the 116th escaped the beach. There were not too many of them to answer the roll call on the 7th; all but about 1200 of their original 2700-man rifle battalion were out of the war after D-Day.

The experience of the 116th was duplicated on the left flank by the 16th Infantry, as scattered landings and heavy casualties left the first boat sections incapable of undertaking their primary assault missions. However, one soft spot was discovered. Four boat sections of the 2nd Battalion, 16th Infantry, landing between the St. Laurent and Colleville draws, crossed the beach with only two casualties from enemy fire. The local defense of this sector of the beach was the Colleville strong point, which was planned as three mutually-supporting resistance nests. Of these, the resistance nest atop the bluff midway between the two draws was unoccupied in February of 1944 and seemingly remained unoccupied on D-Day.

Apparent German negligence that left the beach northwest of Colleville without immediate defense was balanced at first by Allied ill fortune in landing so few men there. Except for those four boat sections of the 2nd Battalion the first wave of the 16th Infantry (Companies E and F) touched down immediately in front or east of the occupied fortifications of the Colleville strong point and was there caught in machine gun fire as intense as that which decimated the 116th Infantry. Many of the men of Company E, hard hit and exhausted in their efforts to wade ashore, flopped on the sand and crawled in ahead of the tide. Nearly half of them did not survive. Because of the swamping of most of the DD tanks and immediate enemy destruction of five of the company of mediums beached from LCTs, the 16th Infantry had initially only a third of the planned armor support.

Those tanks available went into action on the beach between the St. Laurent and Colleville draws. The experience of the 16th Infantry’s later waves was similar to that of the 116th. Losses were lighter, but the confusion and intermingling of units on the beaches became more serious. The assault on Omaha Beach had succeeded, but the going had been harder than expected. Penetrations made in the morning by relatively weak assault groups had lacked the force to carry far inland. Delay in reducing the strongpoints at the draws had slowed landings of reinforcements, artillery and supplies. Stubborn enemy resistance, both at strongpoints and inland, had held the advance to a strip of ground hardly more than a mile-and-a-half deep in the Colleville area, and considerably less than that west of St. Laurent. Barely large enough to be called a foothold, this strip was well inside the planned beachhead maintenance area. Behind U.S. forward positions, cut-off enemy groups were still resisting. The whole landing area continued to under enemy artillery fire from inland.



16th Regimental Combat Team, mis-landed and supporting units [ELR: 4]: Enter via Seaborne Assault (G14) along the north edge as listed for each unit on the 116th and 16th RCT Assault Landing Play Aids {SAN 3}



Elements of the 726th and 916th Infantry Regiments [ELR: 3]: Set up all units as listed for *Widerstandsne stern* Wn 60 – Wn 73 on the Omaha Contents Play Aids {SAN: 4}

Victory Conditions: The Americans win at game end if they accomplish ≥ 6 of the following Victory Conditions:

1. Successfully effect with Clearance (B24.7) at least one unbroken line of adjacent hexes through any contiguous line of north/south beach obstacles on boards 1-3.
2. Successfully effect with Clearance (B24.7) at least one unbroken line of adjacent hexes through any contiguous line of north/south beach obstacles on boards 4-6.
3. Control ≥ 40 building/Rubble hexes.
4. No Good Order German MMC within Wn 62 and ≥ 1 other *Widerstandsne stern* on boards 4 – 6.
5. No Good Order German MMC within ≥ 3 *Widerstandsne stern* on boards 1 – 3.
6. No Good Order German MMC on/adjacent to road hexes KK18 – U16 on boards 1 – 3.
7. No Good Order German MMC on/adjacent to road hexes KK58 – T61 on boards 1 – 3.
8. No Good Order German MMC ≤ 3 hexes from road hexes K60 – X74 on boards 4 – 6.
9. Accumulate ≥ 16 EVP for units exited on/adjacent to hex 4I14 OR on/between 6I32 – 6I47.
10. Accumulate ≥ 8 EVP for infantry plus ≥ 1 fully-tracked AFV exited on/south of hex 6I74.
11. Have ≥ 10 Good Order Squad Equivalents on Level 6 or higher hexes on boards 1 – 3.
12. Have ≥ 10 Good Order Squad Equivalents on Level 6 or higher hexes on boards 4 – 6.

BALANCE:



The Americans win if they accomplish ≥ 5 Victory Conditions.



The Americans must accomplish ≥ 8 Victory Conditions.

MAP CONFIGURATION:

1. Omaha maps 1 – 6 are used for this scenario. Lay Map #4 (OE) on TOP of OW Map #3. The terrain on Map #4 supersedes that on Map #3.

2. Only hex-rows I through GGG are playable. All row I half hexes are playable.

SCENARIO SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northeast at Start. The Tide Line is 0630 on turn one and advances one level towards shore (i.e. south, or toward Hinterland (G13.2) hexes) every EIGHT turns thereafter.

2. After all set-up, place Blaze (B25.1) counters in the following hexes: FF56, FF51 and EE61. Drifting Smoke (B25.2) is in effect at set-up. Place Dispersed Smoke (A24.61) counters downwind normally as if a RPh had transpired already.

3. Both sides place three sniper counters, one on each of maps 1-2, 3-4 and 5-6. A sniper is activated only as a result of a sniper activation DR rolled for activity on its particular board sector. *[EX: The American player fires a unit on board 3 and rolls a '3'. Only the German sniper placed for boards 3-4 is activated.]* In the event that a sniper counter drifts out of its original board sector, it is still activated only due to DRs on its original sector.

4. The original OB forces in Wn 63 set up ≤ 4 hexes from 6K45.

5. The original OB forces in Wn 69 set up ≤ 4 hexes from 3K69.

6. No unit of Wn 63 or Wn 69 may move, Rout or Advance > 4 hexes away from hex 3K69 until at least one Known enemy unit has entered the LOS of a German unit within that perimeter.

7. Wn 67bis is not in play.

8. German OBA is unavailable until Turn 5.

9. Commencing with Turn 5, the Germans may attempt one Fire Mission of 300mm Rocket OBA (C1.9), directed by the observer in the Wn 67 OB. The standard Draw Pile with Scarce Ammo (C1.211, 8B/4R) is used. If a Black Card is drawn, no AR may be placed within 6 hexes of a Known German unit that has an LOS to the Observer.

10. All American units scheduled to arrive in a sector enter play along the north edge. AFVs provided with LSTs must enter play loaded in an LST. Destroyers may also enter along the east or west edge, in addition to the north edge.

11. The LCI that arrive on Turns 20 and 22 are not subject to Recall (G14.232), and once Beached may remain indefinitely on map.

12. Starting with Turn 1, the Americans receive 1 module of 300mm (HE only) NOBA (USS Arkansas), and two modules of 150mm (HE only) NOBA (Light Cruisers HMS Glasgow and FS Georges Leygues), and three modules of 120mm (HE only) NOBA (Destroyers USS Carmick, USS Frankford and USS McCook).

13. The predesignated Ocean hexes (G14.62) for the USS Arkansas' 300mm and the Georges Leygues' 150mm NOBA may only be on an edge hex on boards 4, 5 or 6, and an AR may only be placed in hexes on these three boards.

14. The predesignated Ocean hex (G14.62) for HMS Glasgow's 150mm NOBA may only be on an edge hex on boards 1, 2 or 3, and an AR may only be placed in hexes on these three boards.

15. The predesignated Ocean hexes for the Destroyers (G14.62) may be any edge hex. However, an AR may be placed only in a hex on the same board number as the predesignated Ocean hex or either of the two adjacent boards. *EX: USS McCook's predesignated Ocean hex is an edge hex on board 3. It may then place an AR only in a hex on boards 2, 3 or 4.*

16. Commencing two game turns after the destruction of all guns in Wn 74, the Americans receive another module of 350mm (HE only) NOBA (USS Texas). The predesignated Ocean hex of the USS Texas' 350mm NOBA may only be on an edge hex on boards 1, 2 or 3 and an AR may only be placed in hexes on these three boards.

17. Referencing SSRs 13, 14, 15, and 16, a SR that drifts out of the assigned sector for that NOBA module due to the extent of error DR may still be converted to a FFE if the blast area contains at least one Known enemy unit in the LOS of the shipboard observer or to the SFCP directing the fire.

18. When destroyers are in play on the map, they may fire both HE and WP rounds.

19. For German and American leader selection and for when the MMC occupants of a LC are determined by DR, consult the tables below:

US/German Leader Table		
DR	Leader	Armor Leader
≤ 2	10-3	10-2
3	10-2	9-2
4	9-2	9-1
5	9-1	8-1
6 – 7	8-1	8-1
8 – 9	8-0	-
10 – 11	7-0	-
≥ 12	6+1	-

DRM: -1 if Ranger/Engineer; +1 if German

US MMC Quality Table		
DR	US Squad	US HS
2 – 3	6-6-7	3-4-7
4 – 8	6-6-6	3-4-6
≥ 9	5-4-6	2-3-6

20. If the American player desires to skip the majority of the DRs for unit/leader quality, do the following procedure instead. For the unknown OB squads, pull 12 x 6-6-7, 88 x 6-6-6, and 38 x 5-4-6. For the unknown OB half-squads, pull 4 x 3-4-7, 31 x 3-4-6, and 14 x 2-3-6. For the unknown regular OB leaders, pull 2 x 10-3, 5 x 10-2, 7 x 9-2, 10 x 9-1, 27 x 8-1, 22 x 8-0, 12 x 7-0, and 2 x 6+1. For the Ranger/Engineer leaders, pull 2 x 10-3, 2 x 10-2, 3 x 9-2, 3 x 9-1, 7 x 8-1, 6 x 8-0, and 1 x 7-0. When pulled, each of these four groups of counters are placed into separate cups and mixed. When a reinforcement group is due to arrive on a given turn, the appropriate counters are randomly pulled from their respective cups to complete the OB of the reinforcement group. NOTE: The Engineer/Ranger leaders are for the LC that contain Rangers or Engineers as the sole or the majority squad-type in that LC. The armor leaders will still need to be rolled separately.

21. If the German player desires to skip the majority of the DRs for On-Board leader quality, do the following procedure. Pull 1 x 10-2, 2 x 9-2, 3 x 9-1, 8 x 8-1, 9 x 8-0, 6 x 7-0, and 2 x 6+1. These leaders may be placed as desired in any Wn up to the limit in each Wn as shown in the OB. NOTE: This supersedes all known leaders in the German OB as shown on the OB cards. They are included in the above ratio of leaders. The leaders for the Turn 9 and 11 reinforcements will still need to be rolled.

Turn Record Track

	0630					
★ 0	★ 1	★ 2	★ 3	★ 4	5	★ 6
		0700				
★ 7	★ 8	9 +	★ 10	11 +	★ 12	★ 13
			0730			
14	★ 15	★ 16	17	★ 18	19	★ 20
				0800		
21	★ 22	23	24	★ 25	★ 26	★ 27
					0830	
28	29	★ 30	31	★ 32	33	34
★ 35	★ 36	37	38	39	40	

Diagram of Naval Fire support Areas, Omaha Beach

