Omaha East and West Rules Consolidation

After playing Critical Hit's massive module, Omaha East and West at the 2014 Texas Team Tournament, it was deemed necessary to go through the rules to consolidate the East and West sets of rules into one combined rule booklet. During play, several instances occurred that were unclear from a rules standpoint. I will edit the combined rules booklet to hopefully clarify these segments. It is my hope that this will assure an easier and less confusing playing experience the next time that this is played at the Texas Team Tournament

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Introduction: Those wishing to read the contents of the introductions to the East and West segments of this module should refer to the original printings.

1. Omaha East/West Special Rules

1.1 Direction: Note that the compass does not point directly north, toward hexrow WW. However, that edge will be referenced to as the "north" edge for game purposes and convenience. Technically, it is northeast. Unless stated otherwise via SSR, the friendly map edge for the Germans is the south edge (hexrow A). For the Americans, it is the north edge (Ocean Water hexrow WW-DDD).

1.2 Land Forms: The six overlapping mapsheets depict all of what is considered to be Omaha Beach. Map # 4 overlaps on top of map #3. The redrawing of the terrain on #4 supersedes that found beneath it on #3.

The Omaha Beach battlefield is dominated by bluffs overlooking a long beach which forms a "scallop" just off of the west edge and at the end of what is Omaha East. The terrain that constitutes Beach (G13) and the "Omaha Tide Line" (see 1.41) begins with hexes like RR33 or NN9 and continues north in a series of different colored "levels" that are provided solely to depict various levels of the incoming tide and to differentiate between Single/Beach/Beach-Ocean/Shallow Ocean/Deep Ocean terrain.

All terrain north of Level 0 is considered at Level -1. Level 0 represents the "promenade", the first land level above high tide and is considered Hinterland (G13.2) at all times. The bluffs overlooking the beach rise sharply from Level 1 to Level 5 heights. The highest point on the map is at Level 11 (e.g. hex C74). Abrupt Elevation Changes (B10.5) exist when exiting hexes like GG19 to enter FF19, or EE66 to enter DD65. Slope hexsides (P2; Q3) exist along hexsides like JJ4/KK5.

1.3 Terrain Forms: Woods (B13) are found in hexes like KK49 and M12. Hexes JJ17 and K41 are ponds (B21.13), and JJ12/II14 is a pond hexside. Hexes like GG47 and L34 are Brush (B12). HH44/HH45 and LL3/MM4 are Cliff (B11) hexsides. Hex JJ20 is a Marsh (B16). Hexes like AA2 are Stream (B20) terrain.

1.31 Buildings: Four villages are found on the map, Cabourg, Colleville-sur-Mer, St. Laurent-sur-Mer and Vierville-sur-Mer. Hexes I57 and Q18 contain steeples (B31.2). Neither Cellars (B23.41) nor Rooftops (B23.8) exist *[EXC: The wooden building in hex Y26 has a Cellar Location as it was used as a command post].*

1.311 Rubbled Buildings: Hexes like OO52 and II28 contain printed Rubble (B24) that is treated normally as wooden *(EX: OO52)* or stone *(EX: 0053)* All rubbled buildings count towards the VC (B24.1 is NA for these rubble types only).

1.312 Hexside Roads/Buildings with Roads: Hexside roads and road hexes containing buildings (e.g. hexside X21/X22) are treated as Village Terrain (B31). Some roads are in the same hex as a building, but not directly along a hexside (e.g. hex S27). In such cases, normal vehicle movement and VBM are altered as follows. A unit may move along such roads, moving from one road hex to another without entering other terrain in the hex. Place a one-lane counter (B31.11) OFF the unit, as a reminder of this in-hex Location status.

1.3.13 LOS: LOS is traced to non-moving units normally. If the LOS hits any obstacle terrain in the hex shared by the hexside road before it touches the road art depiction in the hex, LOS is blocked. Treat a LOS directly along a hexside as touching a road that crosses any part of a hexside to which it is connected.

1.3.14 Entry and Exit: A unit entering a Building with Road hex using the road as opposed to entering the other terrain in the hex may only enter a new hex across a hexside physically touched by the road. A unit exiting a hex along a hexside road may only enter new hexes connected to the road.

1.3.15 Defensive Fire: When using Defensive Fire at a unit entering a hex on a hexside road or Building with Road, a LOS if valid if any part of the road art can be touched on the hexside the unit moved across when entering the hex before hitting any terrain that would block the LOS.

1.3.16 Vehicle Movement: Even if CE, vehicles pay 1 MP instead of ½ MP when entering a Building with Road hex using the road. They make all VCA changes normally when entering hexes with hexside roads. They must pay to change VCA to follow the hexside road. The facing hit when a vehicle is fired at is determined normally as if the hex contained no terrain. However, LOS may be locked by terrain in the hex sharing the hexside, and is based upon where the vehicle entered the hexside in relation to where the building is in the hex. Vehicles may end the MPh in Building with Road locations and may remain in Motion on them.

1.3.17 Vehicles Entering In-Hex Terrain: A vehicle may not enter in-hex terrain once it moves on a Building with Road in that hex. It must exit the hex first.

1.13.18 Limitations: No more than ONE vehicle may be in the road location of a Building with Road hex. Any vehicle with a gun size of 75mm or greater or an 'LL' gun size may ONLY move along the hexside if its TCA is facing toward the FRONT or REAR VCA. All movement along a Building with Road hex is NA if another vehicle/wreck occupies the road portion of the hex. A blaze counter and/or Rubble counter in the hex also prevents such movement along the road. No wreck (or immobile vehicle) on such a road may be removed per D10.4.

1.3.19 Personnel Movement: Personnel units may move along the road portion of a Building with Road hex that has NO enemy unit(s) in its ground level. A personnel unit may not voluntarily END the MPh in the road portion of such a hex. A personnel unit moving along a hexside road may enter the terrain in the hex by paying the appropriate MF cost normally (unlike a vehicle). A personnel unit that must end its movement involuntarily is considered IN the terrain.

1.32 Other Man-Made Terrain: Orchards (B14) are found in hexes like H54 and K76. Partial Orchards (Q2), i.e. those with less than four tree symbols, are found in hexes like F58. G3/F3 and L76/M77 are Hedges (B9). H71/I72 is a Bocage (B9.5). Bocage hexsides are distinguished from hedges by a brown 'earthen bank' under the hedge art. Many Paths (B13.6) interweave the map (hex BB34) as do Roads (B3), both paved (hex O34) and unpaved (hex S35). Walls (B9) are found along hexsides like X7/Y8. Hex Q19 is a Graveyard (B18) hex.

1.33 On Map Trenches: The 'slit trench' artwork found in hexes like HH18 and SS63 represents Trenches (B27.5, F8.6). They are treated normally except where noted below. Ignore the paved portion of any road in the same hex as an on map trench. Placement of any supplemental OB trenches must still conform to standard placement rules.

1.331 Unit Placement: Any unit in an on-map Trench hex is considered to be UNDER a Trench counter. Any unit that would otherwise be considered ON TOP of a Trench counter is placed on a Trench counter in the on-map Trench hex. Players may feel free to placed units UNDER a Trench counter in such hexes to avoid inspection by their opponent.

1.332 Adjacent Trenches: On-map Trenches ONLY connect across hexsides crossed by the 'trench-line' artwork. EX: The Trench in hex SS66 connects to the ones in TT65, SS67 and RR66. It does not connect to TT66.

1.333 Connecting: On-map Trenches and AT Ditches are considered to "connect" (B30.8) to, but not through all ADJACENT building/rubble locations [EXC: not to a Location that is rubbled during play of that scenario] if the printed artwork of an ADJACENT Trench enters the hex of a building on map. Infantry entering such a building/rubble Location need not pay an extra MF to leave the trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a "connecting" trench. Infantry may not enter such a trench while using Bypass Movement, nor may they use Bypass Movement while in such a trench, nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a "connecting" trench is not subject to a Snap Shot as it does so. A vehicle must pay the appropriate MP costs/penalty to cross such a trench while using VBM. Hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not fortified provided they enter it from a Trench/AT Ditch that is 'connected' to that building Location.

1.34 Perimeter Wire Hexsides: Wire (B26) is printed on the map along some hexsides (e.g. hex KK38/LL38). All hexside wire printed on-map is considered Perimeter Wire. Perimeter Wire is not as effective as regular wire, therefore the rules for Barbed Wire Fences (P3) apply [EXC: Infantry pay 2MF +COT to cross Perimeter Wire]. The use of Armored Assault negates this penalty. This cost is doubled at night. Perimeter wire has no effect on MP costs but any vehicle crossing such a hexside must first pass a Bog Check (P3.3; the only applicable DRM is +1 for all non-fully tracked vehicles). A successful Clearance (B24.7) removes wire in ALL hexsides of the hex. A Trail Break (B13.421) is created across one hexside ONLY by a fully-tracked vehicle that successfully crosses a Perimeter Wire hexside.

1.3.5 On-map Wire: In addition to Wire hexsides, hexes like OO67 contain printed wire that is treated as a normal Wire counter. Printed wire that is successfully cleared (B26.5) should be marked with a Breach counter (B23.9221) It is recommended as a house rule that players recognize that any unit in a printed on-map wire is

considered to be on top of the wire. Any unit set up, moving, or routing beneath the wire should be marked with a Wire counter on top of it.

1.4 Omaha Tide Line/Beach: The invasion occurred while the tide was coming in. All OMAHA WEST scenarios that involve Seaborne Assaults (G14) specify the time of day by SSR. Based upon the listed time in 'hours' of the scenario, determine the 'Tide Line' according to the historical tide data. Hexes SS1, RR1, QQ1, PP1, OO1, NN1, QQ87, PP87, OO87, NN87, MM87, LL87, UU32 TT32, SS33, RR33, QQ34 and PP34 contain Tide Line times, denoting the 'level' that is treated as Beach. If a scenario falls BETWEEN tidal times, use the EARLIER time/level.

1.41 Time/Level: Match the 'time' provided with the level color (and all similar hexes of an identical color) and treat that hex has the first Beach hex (G13.2). All hexes north of the first level of Beach hexes are Ocean (B21.14, G13.4) terrain. All non-shingle/Hinterland hexes south of the first level of Beach hexes are also treated as Beach (see also OBSR 7 for scenario #16).

Example 1: The Tide Line on the scenario card is given as 0630. Hex RR10 is the first beach hex in contact with the ocean. Hexes SS10, TT9 and UU9 are considered Shallow Ocean. All hexes from hexgrain QQ11 – NN12 are also beach hexes and hard sand

Example 2: The Tide Line on the scenario card is given as '0830'. Hex QQ34 is the first beach hex in contact with the ocean. Hexes RR33, SS33 and TT32 are considered Shallow Ocean. Hexes UU32, VV31 and WW31 are Deep Ocean.

Example 3: At 0900 hours and later, the Shingle level is treated as Beach-Ocean, noting that Shingle terrain rules still apply. Use it as the level that defines the hex-rows used where Heavy Surf, Shallow Ocean and Deep Ocean rules apply.

1.42 Beach Elevation and Slope/Sand (G13.2-3): Omaha Beach Slope is always Slight (G13.21). Beach hexes are always considered Soft Sand (G13.3, F7), except for the first level of Beach hexes containing Beach-Ocean hexsides (i.e. the Tide Line, as defined by the scenario's time in hours). The Beach-Ocean hexes are considered Hard Sand (G13.3) or Shingle. Shingle may be defined as the first level of Beach, but it uses its own terrain rules (1.45).

1.43 Heavy Surf: The following Heavy Surf rules (G13.44-4423) always exist only in the FIRST hexrow of Shallow Ocean hexes (i.e. the hexrow adjacent to Beach terrain). All other Heavy Surf rules (G13.443-495) apply to all Ocean hexes [EXC: Heavy Winds are NA (G13.448)].

1.44 Shallow/Deep Ocean (G13.4): The first three hexes north of Beach-Ocean hexsides are treated as Shallow-Ocean. The Ocean hexes ≥ 4 hexes north of Beach-Ocean hexsides are treated as Deep Ocean.

1.45 Shingle: Hexes like PP34 and MM24 represent 'Shingle', loose round stones that made for difficult footing. Shingle hexes are Hinterland (G13.2) for purposes of G14.32 (i.e. Fanaticism and Casualty Reduction are NA). Infantry units in a Shingle hex that has a Seawall hexside are ALWAYS treated as if UNDER an entrenchment counter for LOS purposes only (see B9.21). See also Seawall Cover (1.51). Treat Shingle as Soft Sand (F7, G13.13) for movement purposes only, including Hammada Immobilization (F3.31) [EXC: Infantry expend 1.5 MF to enter

a Shingle hex]. Air Burst (B13.3) applies in Shingle hexes. Shingle hexes are Rally Terrain (A10.61 for American units. Treat Shingle as Beach terrain (1.42) for all other purposes.

1.46 Reef: The terrain depicted along hexsides like NN1/OO2 is Exposed Reef (G13.43) terrain at all times.

1.47 Current and Drift: In an exception to G13.444, all Drift (G13.444) occurs to the SOUTHEAST on Omaha Beach maps *[EXC: moving Destroyers drift east, see 4.33].* Example: An LC drifts toward land AND to the east. Drift occurs only during the American APh (B21.121, Moderate Current).

1.48 Beach Obstacles: The map depicts each type of Beach obstacle found along Omaha Beach. Treat all obstacles as Tetrahedrons (G14.51), NOT Tetrahedron-Wire, noting any exceptions in the rules for each type. In addition to the methods listed in G14.56, Dozers/Tank-Dozers (G15) and Tetryl charges (2.2) may attempt Clearance/Elimination. Armor leaders on Tank-Dozers may apply their DRM to the Clearance DR. Exception to G14.56: Omaha beach obstacles are NOT eliminated by Deep Ocean water. See play aids for specific MF/MP costs and effect of each.

1.481 Belgian Gates: Known as "Element C", "Caries Belgian", and "Cointet obstacles" (the latter named after the creator), these are large steel gates rejected for use in the Maginot Line but produced in large quantities for Belgium. These are found in hexes like RR12 or WW46. Treat Belgian Gate hexes as Tetrahedrons. Should the Tetrahedron entry dr result in a possible A-B mine attack (G14.53), the A-B mine will detonate on a subsequent dr of '1'.

1.482 High Stakes: Known as Holzpfahlen, these are telegraph poles mounted in the sand quickly by using high pressure hoses. These were often armed with one Teller mine, and were of limited use against Landing Craft. High Stakes are found in hexes like QQ13 or WW44. Treat High Stakes hexes as Tetrahedrons. Should the Tetrahedron entry dr result in a possible A-B mine attack (G14.53), the A-B mine will detonate on a subsequent dr of ≤ 2.

1.483 Beam Obstacles: Known as Hemmbalken, these are more extensive beam obstructions based on a tripod design and often lashed with mines. They are found in hexes like PP12 or VV47. Treat Beam Obstacles as Tetrahedrons (G14.51), but with NO possibility of A-B Mine detonation. A Tetrahedron entry dr of ≤ 3 results in LC Destruction (G12.69).

1.484 Czech Hedgehogs: Known as Tschechen-Igel, these are steel anti-tank obstacles collected from Czechoslovakia and found in hexes like OO13 and WW54. Treat Czech Hedgehogs as tetrahedrons but with NO possibility of A-B Mine detonation.

1.5 Low Seawall: Hexsides like LL30/KK30 and SS50/TT50 depict a Low Seawall (G13.62) that ran along almost the entire length of Omaha Beach. They have the following exceptions to cover and movement.

1.51 Seawall Cover: Units adjacent to and behind the Seawall (i.e. in Shingle terrain) are considered OUT of LOS for the purposes of ALL direct fire from non-adjacent Level 0 and higher Locations that cross a Seawall hexside.

1.52 Movement: Vehicular movement across a Seawall hexside is not allowed unless a Trail Break, Breach or Cleared Obstacle counter has been placed along that hexside. Infantry type units may cross an unbreached

Seawall by using Minimum Move (A4.134), Low Crawl (A10.52), or Advance vs. Difficult Terrain (A4.72). Demolition of a Seawall hexside removes BOTH Wire and Seawall.

1.53 Breaching: The Seawall may be breached (G13.624) by using DC, Tetryl Charges, and Dozer/Tank-Dozer. Armor leaders on Tank-Dozers may apply their DRM to the breaching DR.

1.6 Known Minefields: Each hex on the map with an *Achtung Minen!* Sign (EX: MM67 and Y10) and/or within the red-dotted minefield perimeter contains a Known Minefield (F.7). Known Minefields are AP only, and have a strength factor of two. This is an exception to B28.1.

1.7 Printed A-T Ditches: There are A-T Ditches in hexes like II83 and PP39. These are treated as per B27.56, with the following exceptions.

1.71 Gully: Infantry type units treat them as a Gully (B19).

1.72 Clearance: A-T Ditches may be Cleared in the same manner as Rubble (B24.71) *[EXC: all such Clearance DR suffer a +5 DRM].* For Clearance purposes, Dozers/Tank Dozers may enter such hexes but may never exit an Uncleared A-T Ditch. Armor leaders on Tank-Dozers may apply their DRM to the Clearance DR. Any A-T Ditch hex that is Cleared has a Cleared Obstacle counter placed in it. Infantry may then enter/exit as if at a Ford (B20.8) in a Shallow Stream and for Vehicles as per B20.46.

1.8 A-T Wall: Hexsides like JJ12/KK13 contain an A-T Wall. Treat these as Roadblocks (B29) that are Level 1 in height with the following exception. No Clearance attempts/removal by any means are allowed, and no Personnel may cross an A-T Wall hexside.

1.9 Rommel's Asparagus: Known as Rommelspargel, these were 13 to 16 foot logs that were placed in the fields and meadows of Normandy to cause damage to the expected invasion of Allied gliders and paratroopers. Rommel called the defensive concept Luftlandehindernis (Air-landing obstacle). They are found in hexes like F64. To make their use easier to assimilate, Rommelspargel are treated as *terrain*, not a form of obstacle.

1.9.1 Effects: Rommelspargel is Inherent Terrain (B.6). It is not Concealment Terrain and is a Half-level LOS Hindrance. Each two hexes of Rommelspargel an LOS passes through provides a +1 DRM, FRD. Rommelspargel may not be kindled.

1.9.2 Movement: There is no effect on infantry movement. Vehicles must expend one MP+COT to enter.

1.9.3 Fortifications: A Fortification may exist in a Rommelspargel Location unless prohibited by other fortifications within.

1.10 LC Set-up Restrictions: For all Omaha scenarios (including Omaha West) the ⅔ restriction of G14.21 is replaced by ½.

2. Breaching The Atlantic Wall

2.1 Bangalore Torpedoes (BT): Bangalore Torpedoes are represented by a new SW counter that functions in the same manner as an ATM in that their use, like an ATM in CC vs. an AFV, adds a favorable DRM to Clearance

(B24.7) attempts against Wire and Known AP minefields. BTs are 3PP and may only be used against Wire and Known AP minefields. When used, Clearance attempts receive a -3DRM to the Clearance DR, which is not modified for Mud (ignore E3.62). Non-American users apply Non-Qualified Use (A23.2) penalties.

2.11 Usage: BTs may never be Thrown (A23.6) or Set (A23.7). They may not be placed if the placing unit is ON wire. BTs may be placed during the PFPh into both the placing unit's hex and an adjacent hex, and during the MPh in ONLY the placing unit's hex, ONLY if that hex is adjacent to the hex where the placing unit started the MPh and ONLY if it can be entered using assault movement (A4.61). Since this is a Clearance attempt (B24.7), in both cases, when the placement attempt for the BT is declared, a TI counter is immediately placed upon the possessing unit. If placed during the PFPh the BT may not be placed in a hex that contains a KNOWN enemy unit, but MAY be placed in a hex that contains units under concealment (?) counters. If the opposing player reveals a real unit, the BT may not be placed, but the attempt still counts as SW usage (A7.35). A BT may not be placed during the PFPh across an Abrupt Elevation Change (B10.5) in either direction (up/down). If a unit attempts to place the BT during the MPh, it is not successfully placed if the unit is Pinned or Broken but is retained by the placing unit. If the placing unit is eliminated while attempting to place the BT, the BT is not successfully placed, but remains in the placing unit's location where it is subject to normal Random SW Destruction (A9.74) and SW Recovery (A4.44). Use of a BT is treated as SW usage during the PFPh, and exactly as a Placed DC if placed during the MPh. If placed in the owning player's hex, the owning player declares which two directly opposite hexsides of the hex that the Trail Break will connect, prior to resolving the BT Clearance attempt. If placed during the PFPh, the Clearance attempt is made as the last action of the PFPh. If placed during the MPh, the Clearance attempt is made as the first action of the AFPh.

2.13 Effects: A successful Clearance DR (after modifications) will clear any Wire in the hex and/or create a Trail Break (B13.421) through any Known AP (only) minefield from the hexside through which they were placed, to the directly opposite hexside. BTs have no effect on friendly units in the Location. Enemy units are affected if the colored die on the clearance DR is a 1 or 2. HIP units are revealed and concealed units lose their concealment and all are subject to a NMC. If the Clearance attempt is unsuccessful, a Labor counter (B24.8) may be placed on the unit(s) that made the Clearance attempt. *EX: A sapper squad accompanied by an 8-1 leader declares a Clearance attempt and places a BT in an adjacent hex during the PFPh. A TI counter is placed upon the squad and leader. As the last act of the PFPh, a Clearance DR is made. The DRMs are: -1 squad size, -2 sapper squad, -1 leadership DRM, -3 Bangalore Torpedo, for a total of -7DRM. The DR is an 8 (2c - 6w) - 7 = 1, resulting in a successful Clearance attempt. In addition, because the colored dr was a 2, a HIP enemy unit in the hex where the BT was placed is revealed and is subject to a NMC. Had the Clearance attempt been unsuccessful, a Labor counter could be placed upon the units that made the Clearance attempt, the DRM of which would be applicable to subsequent Clearance attempts, with or without a BT.*

2.2 Tetryl Charges (TC): Tetryl Charges are represented by new SW counters. They are used and function exactly as a DC with the following exceptions. They may only be Placed or Set (never Thrown). TCs are 2PP and have a strength of 36FP. When Set, (A23.7) they receive a -4 DRM to any IFT DR. Only Engineer/Sapper MMCs and any SMC are qualified to use them (A23.2).

2.3 Bangalore/Tetryl Heroes: Any U.S. MMC possessing a BT or a TC may generate a Bangalore/Tetryl Hero (BTt Hero) in the same manner as a Japanese DC Hero (G1.421) [EXC: a BTt Hero may carry a 3PP BT despite its exceeding PP capacity]. The designated target of a BTt Hero may only be a target type capable of being affected by the SW that the BTt Hero possesses. If a BTt Hero is eliminated prior to detonation of his Bangalore/Tetryl Charge vs. the designated target, the BT/TC is subject to Random SW Destruction, but otherwise is left unpossessed in the eliminated BTt Hero's hex.

2.4 'Cleared Obstacle' Counters: New counters are provided to depict Clearance (B24.7) across Wire hexes, Seawall hexsides, A-T Ditches and Beach obstacles (1.48). A-T Walls (1.8) may NOT be cleared.

2.5 Elite Status: American units are considered Elite (C8.3) for Ammunition Depletion purposes.

3. Defending The Atlantic Wall

The German defenses on Omaha Beach were concentrated around Widerstandsnestern (Wn), or resistance points. On the map, these are labeled as Wn 65 through Wn 73. Wn 74 (Pointe et Raz de la Percée is represented by an off-map Play Aid (see 7.21). For scenario #16 only, refer to German Wn Contents Play Aids 1-4 for OB and set up limitations. Each Wn has a dotted line printed to mark its perimeter. Any unit setting up within a particular Wn must set up inside this perimeter.

3.1 New Pillbox Types: New Pillbox (B30) counters are provided in Omaha East/West to represent the different fortifications found along Hitler's 'Atlantic Wall'. These are referred to as 'Casemates' and are treated as normal pillboxes with the following additions and exceptions. The term 'casemate' has been chosen to replace 'gun bunker', previously used in Pointe du Hoc™, because some casemates allow machineguns ONLY to set up in them.

3.11 CA and Facing: Align each Casemate within a hex to match the counter. The CA LOS from units IN the Casemate only exists across arrow hexsides and hexspines. All other LOS to/from the Casemate applies the NCA Defense Modification (B30.113). See the examples for limits of the CA/LOS of each type of casemate. A Gun in a Casemate cannot fire Within Hex (B30.1, B30.2, and C5.5).

3.12 Hillside Casemate: If a Casemate is defined by SSR as a hillside Casemate, it must be set up in a hill hex that has a contour to a lower level (NOT a Slope hexside). No attack may be made across the NON-CA hexsides of a hillside Casemate.

3.13 Special Rules: An asterisk before the Stacking Capacity of a casemate/pillbox indicates that one or more special rules apply to its use or stacking, see the back of some casemates for special stacking rules.

3.2 Tobruk/Panzerstellung: Two additional types of new pillbox counters have been provided to represent 'Tobruk' and 'Panzerstellung' emplacements. Both of these pillbox types have a stacking limit of one HS/crew as indicated by their Stacking Capacity in brackets.

3.21 Target Size: To simulate the difficulty in picking out units in Tobruk and Panzerstellung Pillboxes, a Target Size (C6.7) DRM of +2 is applied cumulatively with any Cupola or 5/8" MTR Target Size DRM.

3.22 Counter Limits: A Tobruk may only contain SW [EXC: One 5/8" MTR counter may set up within instead of a SW]. The solid ring around the 'SW' notation indicates that the LOS of SW beneath the Tobruk is not restricted in any portion of their CA (i.e. Field of Fire is 360^{o}).

An asterisk before the Stacking Capacity (B30.111) of a Tobruk/Panzerstellung indicates that a non MTR Gun may NOT set up beneath (inside) it. The Stacking Capacity is in brackets *(EX: (1) for a Tobruk) to indicate that it may only contain a HS/crew.*

3.3 Blockhouse: A blockhouse is a new Pillbox type representing both observation posts and shelter bunkers. All Pillbox rules (B30) apply to Blockhouses except as modified below. Place the units IN a Blockhouse in the corresponding boxes on the German Wn Contents Play Aid cards or use Cloaking display boxes.

3.31 Inherent Tunnels: Each blockhouse automatically receives two inherent tunnels (B8.6). A blockhouse may be entered through one of its inherent tunnels, as per B8.6 (note that such a tunnel entrance may exist in an Open Ground hex), or from an ADJACENT trench at a cost of one MF. If a tunnel entrance is in open ground and does not connect to a trench/casemate/weapons pit/pillbox and is in the LOS of a Good Order enemy unit at the time it is used, it is automatically revealed. This tunnel may be destroyed by any ground unit that ends its MPh in the hex, or during the PFPh at no cost to the unit that destroys the entrance (i.e. a unit may fire inherent/SW normally). Note: Destroying a tunnel is a Concealment Loss activity (see Note C of the A12.121 divider).

3.32 Stacking: A blockhouse is a separate in-hex location and has a stacking capacity of 3 squad-equivalents as per B30.111.

3.33 CA/NCA TEM and LOS: A Blockhouse has a CA/NCA TEM of +7. All attacks [EXC: CC] are treated as a Pillbox being attacked outside its CA. Units inside a Blockhouse may not attack in any manner and have no effect on routing units. A unit IN a Blockhouse does have an LOS outside when possessing a radio/phone and my function as a normal Observer (C1.6) with a 360 degree LOS.

3.34 Blockhouse Elimination: A Set DC (A23.7) attacks the Blockhouse and the units IN it with 36 FT and no TEM/DRM (including any for Set DC). A KIA result eliminates the Blockhouse, all units/SW within, and any connected tunnels. Stone Rubble is placed in the hex. Any HE/OBA/NOBA/Bomb attack eliminates a Blockhouse on an original DR resulting in a 5KIA and replaces it with Shellholes (5.6) if applicable (i.e. ≥150mm creates Shellholes (B2.1)). Heavy Payload (C.7) is the only DRM that applies to this DR.

3.35 Unit Placement: All units in a Blockhouse are placed on the Wn Contents Play Aid and may remain off map. Place a concealment counter from a nationality not in play in the hex to signify that non-HIP units are set up within. A Blockhouse is Rally Terrain (A10.61). Units exiting a blockhouse are placed under a concealment counter when they exit, unless they are entering an Open Ground Location that does not contain a Trench/Casemate/Weapons Pit/ Pillbox not occupied by an enemy unit. Exiting units may Assault Move/Advance directly into an Adjacent fortification.

3.36 Close Combat: A unit attacking the contents of a Blockhouse may attack each MMC as if it was the only unit in the hex. Each MMC in a Blockhouse is considered to have a FP of 2 for the purposes of CC odds determination and the defender must identify the entire contents of the Blockhouse to the opponent during CC. SMC may be stacked with any MMC desired and add one to its CC value. Only one MMC may attack the contents of a Blockhouse during the CC phase and only if there are no enemy MMC in the hex outside the Blockhouse. Units inside a Blockhouse may never attack in CC unless attacked. Units in a Blockhouse are not held in melee if they

can leave the Blockhouse and enter an ADJACENT Location that is not occupied by an enemy unit. Units in a Blockhouse do not hold enemy units in Melee.

3.4 Pillbox Cupola: Any pillbox with a 'T' notation, surrounded by a partial or complete ring, may mount an Armored Cupola (D9.5). All attacks against the Armored Cupola are treated as if under the pillbox counter and receive the NCA DRM.

3.41 VF01 Pillbox Cupola: The 75* cupola on this pillbox has a restricted CA consisting of the three contiguous hexsides that do NOT contain CA arrows. The cupola may not fire/be fired upon from outside its CA. Refer to the Vf01 CA diagram.

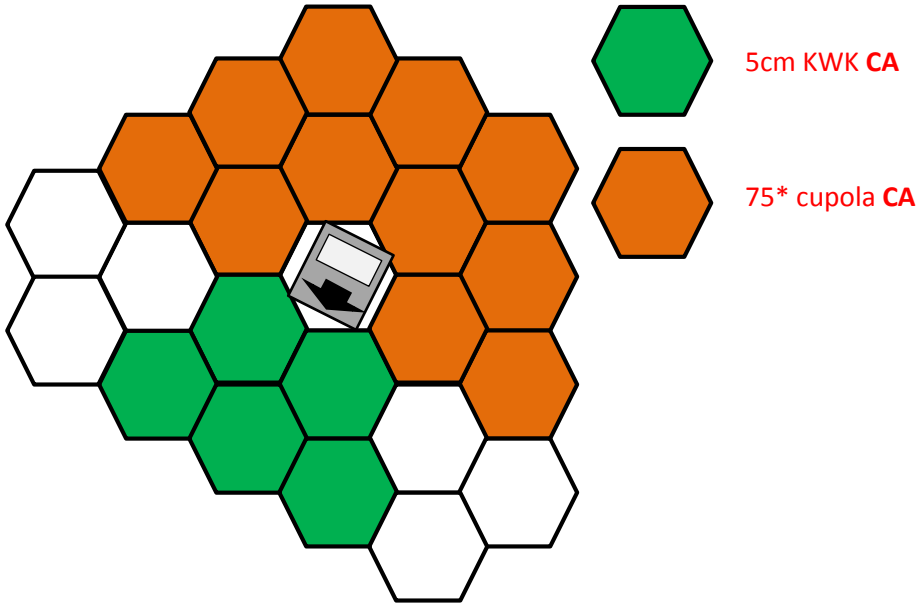
3.42 5cm KWK: This weapon is treated as a normal PaK 38 (Chapter H German Ordnance Listing 8) except as follows. The 5cm KwK may not be moved, as signified by the notation 'no move' (*NM). The 5cm KwK gunshield (C11.5) provides a +3 IFT DRM [EXC: NOBA, see below]. The 5cm KwK has a 360 degree CA.

3.43 H677/H667 Restricted Pillbox CA: Pillboxes like the H677 have a restricted CA. Refer to the H677 Pillbox Diagram for hexes that lie within the hexspine portion of the CA. The restricted CA depicted applies to H677 and H667 Pillboxes, noting that two versions of these Pillbox counters are provided to cover both sides of the CA. Either may be included in the OB of a scenario at the owning player's choice.

3.44 Central Texas ASL House Rules: The special CA of the VF01 Pillbox Cupola and the H677/H667 Pillboxes resulted in much lost time during play at the 2014 Texas Team Tournament, due to shifting counters and the need to realign the Casemate and Pillbox Cupola and then figure out again the CA. For those willing to dispense with this additional chrome in favor of playability, the following will govern.

3.441 Generic ASL Pillbox Counters: Use generic 1+5+7 pillbox counters to represent the VF01 and the H677/H667 pillboxes, aligning the CA of the pillbox according to the standard ASLRB rules. The standard ASLRB pillbox CA will apply. These generic pillbox counters will have a uniform defense DRM of 1+6+9, and a uniform stacking limit of 1½ squad equivalents. Any other special characteristics of the original pillbox (i.e. cupolas) are applicable to the generic pillbox counter.

3.442 VF01 Pillbox Covered Arcs: The pillbox CA will be the CA for the 5cm KWK, and the four-hex non-Covered Arc of the pillbox will be the CA for the 75* pillbox cupola. The cupola may not fire/be fired upon from outside its CA.



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3.45 Armored Gunshield: By SSR, a Pillbox may be equipped with an Armored Gunshield over the main compartment CA. An Armored Gunshield makes the pillbox immune to Small Arms Fire and Thrown DC (A23.6). Other IFT attacks affect an Armored Gunshield as if attacking a pillbox CA. Ordnance may attack an armored gunshield by making a TH attempt vs. an Infantry target type, with no DRM for the pillbox, and using the size DRM for the gun inside. A Hit allows a TK attempt vs. the AF of the Armored Gunshield. A final DR ≤ to its AF allows an IFT DR vs. the contents of the pillbox as if the hit was vs. a pillbox without an Armored Gunshield, and removes the Armored Gunshield permanently. A final DR ≤ ½ of the final TK (FRD) DR needed results in a CH vs. the contents of the pillbox with a DRM of -4. The DRM for NOBA fire vs. the CA of a pillbox equipped with an Armored Gunshield is +7. Placing a DC versus an Armored Gunshield requires a roll on the following placement table:

DR	**Effect**
≤ 5	30 FP no DRM
6 – 8	30 FP +4 DRM
9 – 10	30 FP +7 DRM
12+	12 FP +7 DRM

A set DC (A23.7) attacks an Armored Gunshield at 36 FP with no DRM. A DC used against an Armored Gunshield cannot eliminate the pillbox and a Thrown DC adds an additional +2 DRM on the above placement table.

3.5 Weapons Pits: These represent open concrete gun emplacements that were used in fortified areas in lieu of casemates or pillboxes along the Atlantic Wall. Weapons Pit counters are included in the Omaha East/West counter mix. A Weapons Pit is a separate Location within a hex. A Weapons Pit may be located in any terrain that can accommodate a pillbox, but may not be placed in a hex that contains any other fortification [EXC: wire, mines].

3.51 Orientation: A Weapons Pit counter is oriented with an entry hexside (thick black bar on the counter) aligned with a particular hexside. This hexside has no bearing on CA, and only affects entry.

3.52 Stacking: A Weapons Pit has a stacking capacity of one Gun and its crew and one additional squad/equivalent and 10 PP *[EXC: another Gun and crew are NA].*

3.53 Infantry Entry: If adjacent to a trench counter, infantry may enter a Weapons Pit as per B27.54. Otherwise, infantry enter/exit a Weapons Pit as per B27.4. B27.41 and B27.42 also apply. Infantry units entering a Weapons Pit from a trench or tunnel are considered connected as per B27.54 and so are not attacked by any wire or mines.

3.54 Vehicular Entry: The entry hexside is the only hexside which a vehicle may cross to enter a Weapons Pit Location. Vehicles entering a Weapons Pit hex other than via the entry hexside do so as per B27.55. A vehicle may not change VCA while within a Weapons Pit, i.e. to exit, the vehicle must use reverse movement, unless it used reverse movement to enter.

3.55 TEM: A Weapons Pit has a TEM of +2 vs. direct fire and +3 vs. NOBA/OBA/Overrun. A vehicle IN a Weapons Pit is HD to all fire (including across the entry hexside), but D4.2 applies.

3.56 Guns: A gun in a Weapons Pit may change its covered arc in any direction even if it is restricted by RFNM or NM. Guns that are normally allowed to pivot have a maximum pivot DRM of +2 for the first hexspine [EXC: if they are RFNM or NM, the maximum DRM is +3].

3.6 Rally Bonus: All fortification types, Pillboxes, Casemates, Blockhouses, Weapons Pits and Trenches are considered to be Rally terrain (A10.61).

4. Omaha Water Craft

Omaha East/West uses the following LC: LCVP, LCA, LCM 3, LCT mk5, LCT mk6 and the LCI(L). These counters are treated as LC (G12) normally with the following exceptions and rules below. The game also provides M4 DD AFVs, DUKWs and a new ship type, the Gleaves Class destroyer. The G14.21 PP2/3 rule is NA.

4.1 LCI(L): The Landing Craft, Infantry (Large) is treated as per Landing Craft Note 5 (LCI(S)), noting the additional PP Capacity of 142PP and its better armor. LCI(L) craft played an important role at Omaha Beach, entering the fray relatively early during the landing.

4.11 Counter Size: A destroyer occupies 3 hexes, with the bow facing a hexside, instead of a hexspine. This is the Ship Covered Arc (SCA). The LCI(L) occupies two hexes, with the bow facing a hexside. This is the ship covered arc (SCA). Movement for both destroyers and LCI(L)s are from hex to hex along the SCA.

4.12 CA Change: The LCI(L) changes its CA as per G12.2.

4.2 DD Gleaves Class and On-Board Naval Direct Fire: The existing NOBA rules were primarily designed to portray the heavy firepower provided by battleships and cruisers off shore supporting amphibious landings. What was not included were rules governing the supporting fire delivered by the patrolling destroyers that ventured close to the shoreline. Destroyers risked running aground in order to provide the attackers direct fire support, often engaging enemy fortifications, guns, AFVs and infantry concentrations. The following rules govern play with on-board destroyers.

4.21 Turret Placement: Place four turret counters on the destroyer counter, two on the bow hex and two on the stern hex. The center hex of the destroyer counter is the superstructure (See 4.3). The bottom bow turret is A turret, or the turret closest to the bow. The top bow turret is B turret, closest to the superstructure. The bottom stern turret is D turret, closest to the stern and the top stern turret is C turret, closest to the superstructure. Use A-D acquisition counters of the same color when firing the MA turrets.

4.22 On-Board Naval Direct Fire (OBNDF): An on-board destroyer uses OBNDF. A destroyer may move on map to use OBNDF, or move back off-map any number of times (see also 4.34). If off-board and firing NOBA, the destroyers fire only HE, like the other ship classes firing NOBA. When using OBNDF, the destroyers may fire HE, AP, and WP.

4.221 Utilization: OBNDF may be utilized during any CG firefight or by SSR.

4.222 Opportunity Fire: OBNDF may not be marked for Opportunity Fire.

4.223 Reference Chart: A Destroyer Reference Chart (DRC) is included which lists the number of guns each destroyer may fire per turn (*EX: the* Gleaves *Class has four single turrets which house one 127L gun per turret*). Each turret may fire on different targets. In addition, each destroyer has an IFE which represents on-board AA guns that may also fire at on-board targets in addition to the Turreted MA.

4.224 TH Table: Each OBNDF gun uses the C3 TH Table with the following exceptions: Case I of C5 (BU/CE) status never applies; Turreted MA that fires during the MPh or is non-stopped applies only Case B, and Cases C1 (+1) and C2 (+2) if applicable, (Case C and C4 are NA); Turreted MA may fire in the AFPh as per C5.35, applying all Case C DRMs as applicable; A +1 DRM is applied in Heavy Surf (G13.449); A Turret Covered Arc (TCA) change (4.4) uses the C5 case A [T:] DRM.

4.225 Acquisition: Turreted MA is considered Stabilized and may gain a -1 acquisition during PFPh, MPh, DFPh and AFPh at all times. It may gain a -2 acquisition only if anchored.

4.226 Acquisition Reduction: An anchored destroyer that has a -2 acquisition on a target does not lose its acquisition should it start to move. The current -2 acquisition is reduced to a -1 acquisition which will remain at -1 until the destroyer drops anchor and fires again in a subsequent fire phase, which would then reestablish the -2 Acquisition. Of course if during its movement, the destroyer lost LOS to the target hex, all acquisition would be lost.

4.227 MA ROF: Turreted MA ROF is 1; [IFE, see 4.6]; Intensive Fire is NA.

4.228 MA Malfunction and Repair: A destroyer's MA malfunctions normally on a '12'. However it is repaired on a '1-3' dr repair attempt, and is disabled normally on a dr of 6.

[EX#1: A non-stopped destroyer changes its TCA two clicks, spends 4 MP (4.36) and fires one of its MA during the MPh. Heavy Surf is in effect. The firer-based TH DRMs are: +1 Heavy Surf, +2 Case B (assume that Case C1 or C2 are NA) and +2 TCA change = + 5 DRM. A -1 acquisition counter may be placed. EX#2: The destroyer maintains ROF, spends 4 more MF and fires again. The firer-based TH DRMs are +1 Heavy Surf, +2 Case B and -1 Acquisition = +2 DRM. While moving, the destroyer cannot gain a -2 acquisition DRM. EX#3: A destroyer in heavy surf moved and dropped anchor during its MPh. Firing in the AFPh, its firer-based TH DRMs (no TCA changes) are as follows: +1 Heavy Surf, +2 case B, +1 Case C = +4 DRM (Assume that Case C1 or C2 are NA).If the destroyer had remained in motion, case C4 +1 Stabilized would also have applied. A -1 acquisition counter may be placed and if the destroyer remains anchored, it may gain a -2 acquisition.

4.229 AP Ammunition: Destroyer turrets may opt to fire at Pillboxes/Blockhouses using AP ammunition as per B30.35. The HE equivalent (C8.31) of Destroyer AP ammunition is 4.

4.3 Entry: A destroyer may enter from the east, west and north map edges. When entering from the east or west map edges, the entry hex must conform to the Ship Covered Arc (SCA) at a cost of one MP to enter. When entering from the north map edge, the entry hex MAY conform to the SCA at a cost of one MP to enter, OR the destroyer may expend 6 MPs and enter via sideslip (4.351).

4.31 Movement: When it is on the map, a Destroyer may only enter Deep Water hexes and spends one MP per on-map hex. A destroyer is either moving or anchored, which is signified by either having the counter front or back displayed. Reverse Movement is allowed as per LC (G12.22).

4.32: A destroyer may NOT carry passengers.

4.33 Anchored: A Stopped destroyer is considered anchored. An anchored destroyer is treated as a non-moving target, and may gain -2 acquisition (4.224). Flip the counter to its back side (indicated by an anchor) to signify that it is anchored. A non-anchored destroyer is always considered to be non-stopped for application of Case B and case J.

4.331 Starting/Stopping: D2.12 applies to an anchored destroyer [EXC: it requires 3 MP to start (deducted from its front-side MP allotment after starting)]. D2.13 applies to a moving destroyer [EXC: it requires 3 MP to stop].

4.34 Drift: A moving destroyer is subject to Drift (1.47, G13.444), but only to the east (not southeast).

4.35 SCA Change: A destroyer may only enter a hex that lies within the counter's SCA. A destroyer wishing to change its Ship Covered Arc (SCA) must spend 7 MPs, 3 MP forward, then 1 MP to change the SCA, and then 3 MP more forward in the new SCA. If, after this second 3 MP expenditure, another SCA change is desired, an additional 4 MPs must be spent, 1 MP for the SCA change and 3 MP forward in the new SCA. If the destroyer does not have sufficient MP remaining in its move for the turn(s), it may not change its SCA. If this change of SCA results in any part of the destroyer being off-map, the destroyer counter must be removed from the playing area and may reenter after two movement phases (i.e. during the third MPh after removal). If the destroyer reenters, it must be on the same map edge (east, west or north) from which it exited.

4.351 Side-slipping: To represent the ability to make small course adjustments without changing the SCA, for every 6 hexes moved forward (only), the destroyer may shift one hex to the starboard or port, while maintaining its current SCA.

4.36 Move After Fire: A destroyer may move in the MPh after firing in the PFPh at a cost of half (FRU) of its MP allowance, including the 3 MP to start if the destroyer is stopped. It may not fire again in the subsequent movement or AFPh.

4.37 Moving and Firing: If it did not fire in the PFPh, a destroyer may fire during its movement phase at a cost of 4 MP. If the destroyer does not have 4 MP remaining in its movement phase, it may not fire. All turreted MA may fire, but are not required to fire. However, if one or more MA gun and/or the IFE fires and then the destroyer moves ≥ 1 MP and then wishes to fire a different MA gun/IFE (or the same MA/IFE provided it has maintained ROF), a total of 4 MP would then need to be spent in movement or delay before the destroyer could fire again. It may not fire again in the subsequent AFPh.

4.4 Mandatory FG: Two or more Turreted MA that fire at the same target in the same fire phase must fire together.

4.41 Broadside DRM: Each Turreted MA > 1 that fires at the same target adds a -1 DRM to the TH DR. This applies regardless of the target type selected (Vehicle, Infantry or Area). *[EX: A destroyer fires a broadside at a target with all four of its Turreted MA. That TH DR receives a -3 DRM]*

4.42 Effects: If the modified TH DR equals or is 1 less than the TH number, one hit is obtained. Each number on the modified TH DR that is ≥ 2 less than the TH number obtains additional hit(s), up to the total number of guns that fired. *[EX: A non-stopped destroyer in heavy surf fires all four Turreted MA in the PFPh at a target at 12 hex range under a Trench counter. No acquisition is in effect. The TH number is 7. The TH DRMs are +1 Heavy Surf, +2 non-stop (Case B), +2 Trench and -3 Broadside (assume that Case C1 or C2 are NA) = +2 TH DRM. A 5 DR +2 = 7 and results in one hit. A 4 DR +2 = 6 also results in one hit. A 3 DR + 2 = 5, results in two hits. A 2 DR + 2 = 4 and results in three hits, at least one of which is a CH.]*

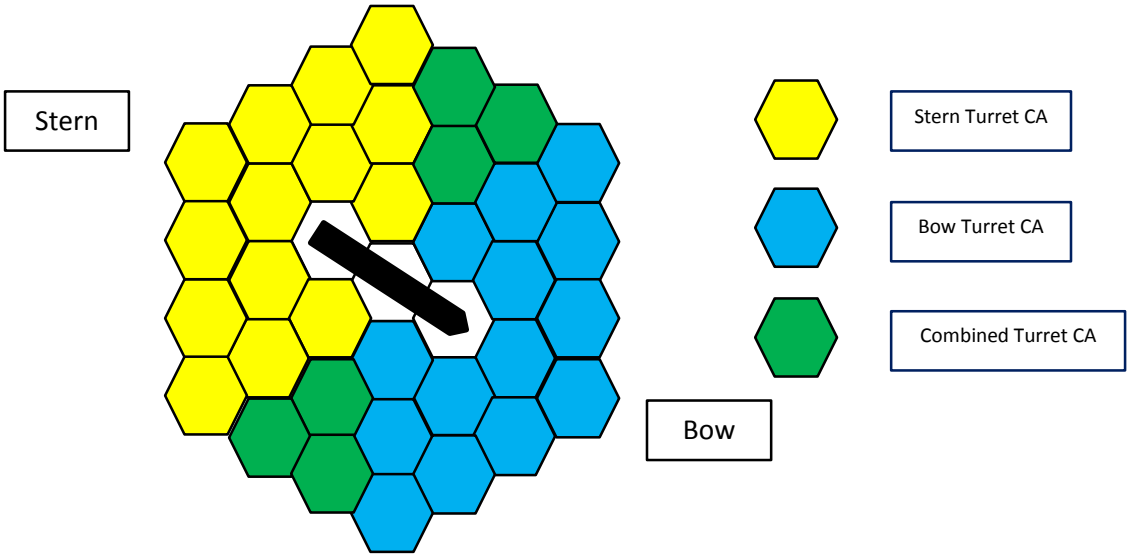
4.43 Broadside CH: A TH DR of 2 always results in at least one CH. A subsequent dr/DR is made for each gun >1 that fired in the broadside. Each gun that rolls a '1' in this subsequent dr/DR also obtains a CH.
[EX: Continuing the above example, an unmodified TH DR of 2 is rolled. This will result in three hits, at least one of which is a CH. 2 dice are rolled in the Subsequent DR. The DR result is 1 and 5. One additional CH is obtained. In this example, three effects DRs are made, with the two CHs being resolved on the 36(-1) column (CH) and the remaining hit on the 24 FP column.

4.431 Multiple Hits: Multiple Hits are resolved as per C3.8, i.e. DRs equal to the number of hits obtained are made, with the best result (firer's choice) being applied on the IFT or TK Table. *[Continuing the above example, the three effects DRs are made, two on the 36(-1) column (CHs) and the remaining hit on the 24 column. The best result (firer's choice) of the three DRs is applied.]*

4.44 Infantry Target Type TH < ½ Modified TH #: A TH DR on the Infantry Target Type < ½ of the modified TH number yields 1 CH, with any additional hits being resolved normally.

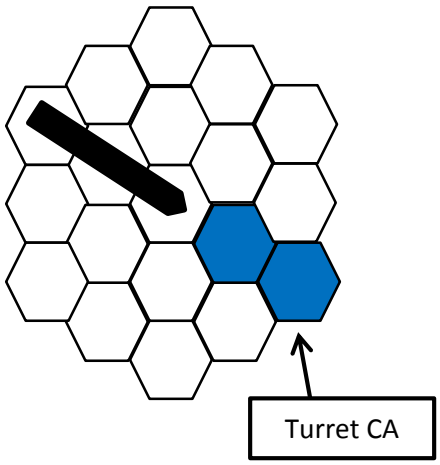
4.45 Broadside Acquisition: Turreted MA that fire together as a broadside may gain acquisition. This acquisition remains in effect while at least one turreted MA is firing at that target. Place the appropriate acquisition counter for each MA that is firing at that target. If a turreted MA changes targets, its appropriate acquisition counter is removed from the original target hex. However, if a turret that was not part of the original broadside joins in a subsequent broadside attack, all acquisition is lost until regained with subsequent shots. *[EX: Three turreted MA combine for a broadside attack with a -2 Broadside DRM. After the first shot, three appropriate -1 Acq counters are placed on the target. Assuming that the destroyer is anchored, a subsequent shot would enable -2 Acq counters to be placed. Now the fourth turreted MA joins the broadside for the next shot, enabling a -3 Broadside DRM to this shot. However, the previous -2 Acq counters are removed and will only be regained with subsequent fire.]*

4.5 Turret CA (TCA): In order to fire an OBNDF mission, the target must lie within the CA of the firing turret and be within LOS of the destroyer's Shipboard Observer (G14.68). Each destroyer has four turrets, two in the bow and two in the stern. The turret CA for the bow turrets is the bow SCA and the side CA. The turret CA for the stern turrets is the stern SCA and the side CA. Reference the diagram below for the respective CA radius of the bow and aft turrets.

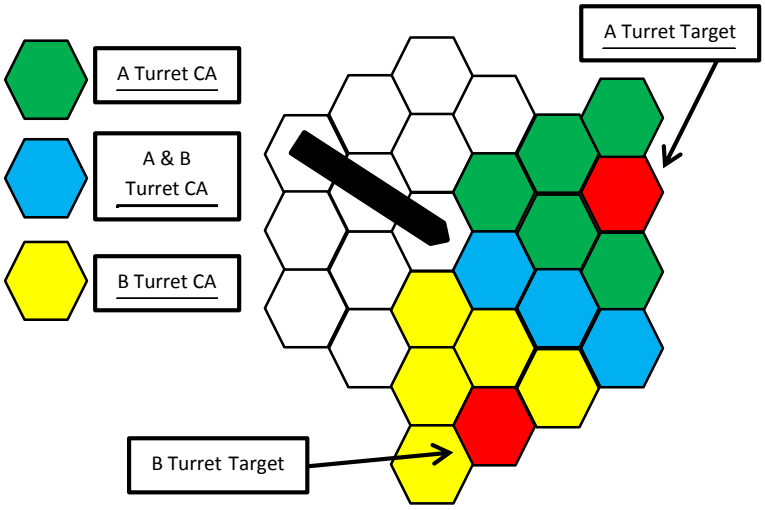


4.51 Initial TCA: Upon initial entry or reentry after exiting the board, all TCA are considered to be the same as the SCA, with the bow turrets facing the bow and the stern turrets facing the stern. Although the TCA initially conforms with the SCA, when firing, the TCA must conform with standard C3.2 covered arc rules. If the target of the first turret MA fire lies within the CA comprised of the SCA hex and either of the hexes immediately to the starboard or port of the SCA hex, no case A DRM is applied to the fire. However, after firing, the TCA is now aligned as per C3.2 for any future TCA changes. The same process applies for the stern turrets.

Entry TCA – Same as SCA



Firing TCA – As Per C3.2



4.6 IFE Attack: Each destroyer has an IFE attack that represents its light AA guns used in direct fire. The ship's movement does not affect this fire. Determine LOS as for a Shipboard Observer (G14.68). The IFE strength of each destroyer is listed on the Destroyer Reference Chart. Destroyer IFE has a normal range of 16 hexes and is halved for fire at ranges greater than 16 hexes. The IFE attack has a ROF of 2. If used against an armored target, it must first make a TH DR. Once a hit has been achieved, make two TK DR if the base IFE is ≤ 12, and four TK DR if the IFE is > 12. For TH and TK purposes, treat these guns as 40L which use red TH numbers.

4.7 On-Board Destroyers As Targets: An on-board destroyer may only be affected by ordnance and OBA.

4.71 Ordnance Vs. On-Board Destroyers: An on-board destroyer is considered to be an extra-large target with a target size modifier of +5 for non-MTR attacks. As per 4.3, a destroyer is always considered a moving target for purposes of C.8 unless anchored.

4.72 OBA/MTR Fire Vs. On-Board Destroyer: When a destroyer is attacked by an OBA FFE or enters an FFE blast area, an effects DR is made for every FFE Blast Area hex entered. Every hex of the FFE in which the destroyer counter occupies or moves is subject to the effects DR. If it moves into or exits a FFE, each of the three hexes occupied by the destroyer counter is attacked separately as it leaves a hex and/or enters a new hex. A KIA results in a hit and a damage DR is made using the HE TK number for the size of the battery firing. Mortars attack the destroyer using the base Area TH number with no modifiers for ship size or movement.

4.73 Damage: Once a hit is achieved against a destroyer, a damage DR is made. If hit by HE/HEAT, the DR is subtracted from the basic TK# vs. an armored target and the result is the amount of DP the destroyer suffers. For AP ammo, the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a destroyer receives, it must make a MC with a base ML 8. There is a +1 DRM to this MC for every 10 DP that the ship has already suffered (FRD). Failure of this MC subjects the destroyer to the effects of Recall and it must exit the board. When a ship has suffered DP ≥ to 1/2 its DP allowance, it may no longer use its IFE.

4.731 Critical Hit Vs. Destroyer: A CH doubles the number of DP received by a Destroyer. This is an exception to G12.64, which states that a CH adds +1 to the DP inflicted.

4.732 Turret Destruction: After the first 10 DP received, for every 10 DP that a destroyer subsequently receives (FRD), a check for possible turret destruction must be made. A +1 DRM for every multiple of 10 DP sustained after the initial 10 DP applies to this DR. Halve the DP sustained that triggered the turret destruction DR and add this to a subsequent DR. If the result is ≥ 13, one turret (random selection) is destroyed.

4.733 Sinking: When the total DP suffered is > its DP allowance, the ship sinks and is removed from play.

4.734 Casualty Victory Points: Sunken destroyers earn the opponent CVPs equal to one quarter (FRD) of the ship's initial DP allowance.

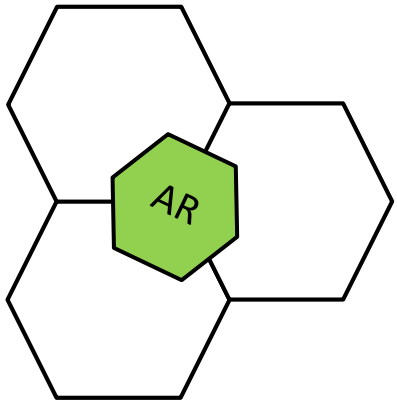
[EX: A destroyer has sustained 19 DP and passed all MC. It receives another 7 DP from a subsequent attack. It now has 26 DP, which triggers both another MC and its first turret destruction DR. After the MC (which now has a +1 DRM), the turret destruction DR is made. The DP sustained are halved (7 ÷ 2 = 3.5 = 3 (FRD)). A DR is made with the +3 DRM. A 13 or greater results in one turret (random selection) being destroyed. Having now sustained 26 DP, a subsequent turret loss DR would add a +1 DRM in addition to the damage DRM.]

4.8 Naval Off-Board Artillery (NOBA): NOBA module availability is given by SSR. Three ship types are available for NOBA modules, battleships (USS Texas and USS Arkansas), Light Cruisers (HMS Glasgow and FS Georges Leygues) and Destroyers (USS McCook, USS Carmick and USS Frankford). The gun size for Battleship NOBA is 350mm (USS Texas) and 300mm (USS Arkansas). Light Cruiser NOBA is 150mm and Destroyer NOBA is 120mm. All NOBA is HE only. NOBA is directed using a Shipboard Observer (G14.68) who is at level one or by a Shore Fire Control Party (SFCP). The Shipboard Observer and/or SFCP must have a LOS to the target hex.

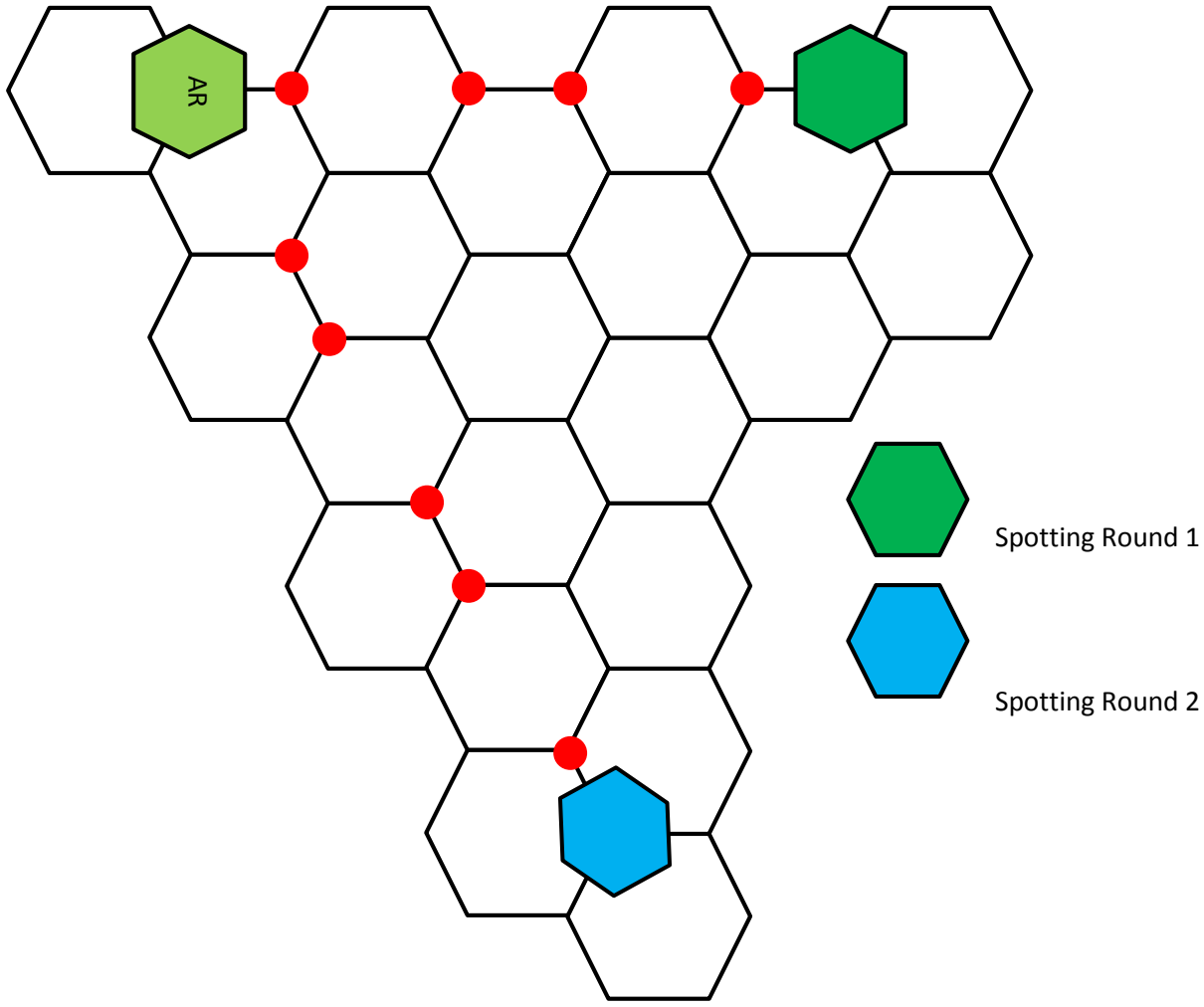
4.81 NOBA Card Draw and Accuracy: All rules concerning NOBA apply with the following exceptions. The card deck for NOBA contains 5B and 3R. An accuracy dr of 1 is needed for a SR to be accurate if coordinated by a ship-board observer, or 1-2 if coordinated by a SFCP (G14.68, the -1 drm to the accuracy dr and the halving of the extent of error DR are NA).

4.82 Destroyer NOBA: Battleship and Light Cruiser AR and blast areas are as given in G14.65. Due to only having 4 guns versus 8 to 12 on the battleships and light cruisers, the AR location and blast area are modified from G14.65 as follows.

4.821 Destroyer NOBA AR: Instead of the AR being placed in a hex as with standard OBA/NOBA, the AR for destroyer NOBA is placed on the vertice where three hexes meet with the AR counter turned so that the numbers coincide with the hex-spines instead of the hex-sides. This also applies when repositioning a SR or a FFE counter.

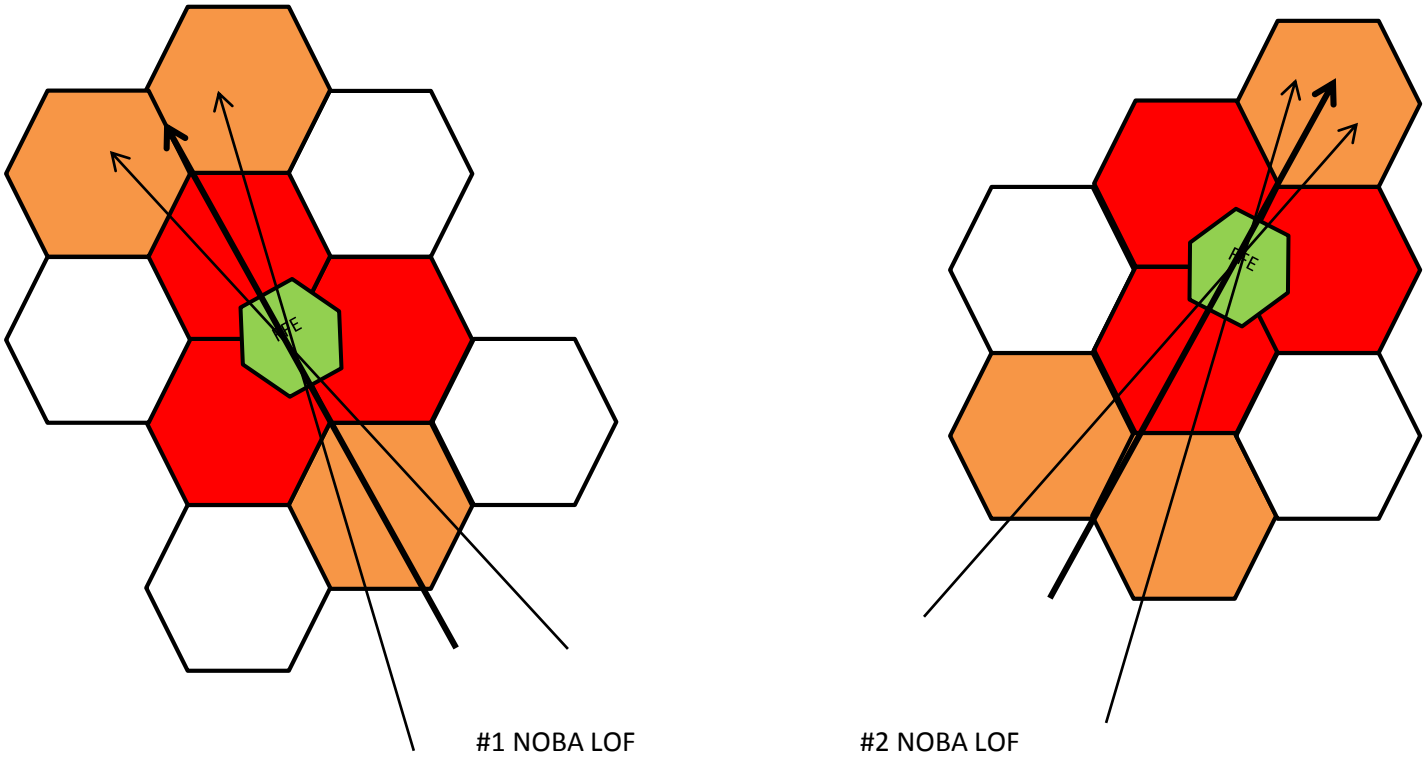


4.822 Destroyer NOBA SR Extent of Error: The accuracy dr and extent of error DR are resolved as per 4.81. The extent of error location is resolved differently with destroyer NOBA. Instead of counting hexes and then placing the SR as per the extent of error DR, the direction of error is oriented with the three hex-sides and the distance is in number of vertices from the original AR vertice with the SR being placed on the vertice at the appropriate distance per the DR.



EX: Reference the above illustration.
Spotting Round 1 had a direction of error DR of Colored 1 – White 5.
Spotting Round 2 had a direction of error DR of Colored 2 – White 6.

4.823 Destroyer NOBA Blast Area: The blast area for destroyer NOBA Concentration contains *five* hexes. The three hexes contained in the AR/SR counters are the normal Blast Area with full FP being applied. The two extra hexes are determined with the NOBA LOF drawn through the center vertice of its FFE counter, and comprise the last hex that LOF crosses at it enters and the first hex it crosses as it exits the normal three-hex Blast Area of that Concentration. Barring a CH, the FFE is resolved versus these two hexes with halved FP. See the two examples below.



#1 NOBA LOF #2 NOBA LOF

4.8231 Extra Blast Area Hexes: Referencing the LOF examples, the LOF of the central, heavier arrow runs directly along the hexsides of the two extra hexes behind (#1 NOBA LOF) and in front (#2 NOBA LOF). In this case, the NOBA fire affects both extra hexes. Barring a CH, the FFE is resolved versus both hexes with quartered FP.

4.824 On-Board vs Off-Board Activity: A destroyer that moves on-board may not utilize NOBA; it must utilize On Board Naval Direct Fire (OBNDF) (4.22). In addition, when a destroyer moves on-board, it immediately loses its predesignated Ocean hex (G14.62). Should the destroyer subsequently exit the board, the exit hex immediately becomes the new predesignated hex for LOS if the destroyer utilizes NOBA.

4.9 Counterbattery Fire: On board ordnance may NOT attack an off-board ship. German non-RCT OBA may attack off-board Cruisers and Destroyers. Battleships are NA. To engage in counterbattery fire, the OBA must gain battery access. When battery access is gained, a SR counter is placed on the Predesignated Ocean Hex (G14.62) of the ship being attacked. No accuracy dr or extent of error DR is made. In the next fire phase, the SR counter may be converted to an FFE:1 and the target ship is then attacked. No adjustment, accuracy dr or extent of error DR is made. Two DRs are made applying the following DRM: -1 if the target is a Destroyer. If one or two

KIAs are rolled, that ship's current NOBA mission (if currently firing NOBA) is immediately cancelled. In addition, the targeted ship may not attempt another NOBA module during the next friendly fire phase if one KIA is rolled, or the next two friendly fire phases if two KIAs are rolled. If a CH is rolled, a subsequent DR is made, applying the same DRM, if applicable. The FP of the CH shot on the IFT is NOT doubled. If this subsequent DR also results in a KIA, the targeted ship may no longer fire NOBA. In addition, if the targeted ship was a destroyer, that destroyer may not enter the map to provide OBNDF. Unless cancelled, the OBA will attack the ship again in the FFE:2. No adjustment, accuracy dr or extent of error DR is made. Any KIA results are cumulative with the results from the FFE1. There is no effect on the target ship during the FFE:C, but the OBA may be continued as per rule C1.34 with the pulling of another black card. *[EX: It is the German PFPh in Turn 5, when their OBA becomes available. Suffering under the pounding from the American NOBA, the German player allocates one of his 105mm OBA modules against the HMS Glasgow. He successfully pulls a black card, gaining battery access and places his SR counter on the Glasgow's Predesignated Ocean Hex. During his DFPh in American Turn 6, the German player converts the SR to an FFE:1. Two DR are made with no DRMs due to firing at a cruiser, with a '3' and '7' being rolled. On the 20 column on the IFT, this results in one KIA. The Glasgow's NOBA module is immediately cancelled and they may not attempt another NOBA mission until the American PFPh in American Turn 7. In his PFPh in Turn 6, the German player fires his FFE:2. A CH is rolled, and the subsequent DR is a KIA. Now, the Glasgow may not fire any more NOBA missions for the rest of the game.*

4.91 Non-reciprocation: No ship, on-board or off-board, may attack an artillery battery firing OBA.

5.0 On-Board Rockets: These rules are used for a new ordnance type, on-board Rockets (RCT). Two types of RCT are provided, the Nebelwerfer 41 and Wurfgerat.

5.1 Direct Fire: RCT ordnance uses direct fire rules except where modified below. Treat RCT ordnance as a RCL Gun in all other respects. All rocket launchers are considered to have all tubes loaded at the scenario start unless otherwise noted via SSR.

5.2 ROF/Rocket Tubes: The ROF on a RCT counter represents the number of tubes the rocket launcher has available. During the PFPh/DFPh, a RCT may fire in one of two ways. It may launch a Salvo equal to the total number of tubes it contains. When firing a Salvo, a RCT uses its entire ROF to fire on the same target. If the ROF is followed by an '*', the RCT counter is alternately able to fire one rocket at a time. It may fire individual rockets up to its ROF. A side record must be kept for each RCT that has launched one or more of its rockets individually. Once a RCT has fired all of its rockets, it is marked with a No Ammo marker.

5.3 Firing: A RCT attack may use any target type on the TH Table. Add a +2 Rocket TH DRM for any non-Area Target Type attack. RCT may use spotted fire (C9.31), but only on the Area Target Type. Add a +2 TH DRM and increase the range group by one for Extent of Error distance DR. An attack that does NOT use the Area Target Type and misses, but would have hit the hex using the Area Target Type, is considered to still land in the hex. It is resolved as if an Area Target Type attack had been made instead. A missed rocket TH attempt that would ALSO miss if it was using the Area Target Type will still land, but in another hex. A Random Location DR is made for direction and extent of error. The maximum extent of error may only be one hex for every range group on the TH table or the amount by which the TH roll exceed the Area Target Type final TH number (whichever is less). If the direction of error DR results in the rocket landing in a hex that is out of LOS of the launcher, the rocket lands

in the hex that contains the obstacle to the LOS unless the distance from the obstacle to the final landing hex is greater than the height of the obstacle. If the obstacle is Woods/Orchard, the attack is resolved against the hex containing the obstacle (Air Bursts are applied). If the obstacle is a building, the attack is resolved against an upper level of the building. Attack the level that is equal to the distance from the obstacle to the hex that the rocket would have landed in if the building was not there. If the obstacle is a hill, the rocket lands at the level of the hill of the obstacle hex. A rocket that lands in a hex other than its target attacks all occupants of the hex it lands in as Area Fire.

EX: A rocket is fired at a target 14 hexes away and has a final Area Target Type TH number of 6. If the final TH DR is an 8, the final target hex may be up to two hexes away since the DR is two greater than the DR needed to hit. If the final TH DR is a 10, then the maximum extent of error is 3 hexes, since a range of 14 hexes is in the third range category.

5.31 Range Limits: RCT artillery has a minimum and maximum range printed on the counter. Any off-target rockets whose landing hex would exceed the maximum/minimum range have their error DR re-rolled until the resulting hex is within the printed range.

5.32 Backblast: When a rocket fires, Backblast is created as if it was a RCL (12.3-4). RCT may not be fired from a building. RCT artillery may be set up using HIP but loses all concealment if it fires. During the next enemy fire phase after a RCT fires, the crew receives no protection from the gun's emplacement (they may use a foxhole/trench in the hex as long as overstacking does not occur). In addition to backblast, when a RCT fires, a Dispersed +2 ordnance Smoke counter (A24.5) is placed in the RCT hex and in each hex opposite its LOF after ALL tubes have fired in the current phase. Only one Smoke counter is placed in each hex regardless of the number of rockets fired.

5.33 Breakdown: A rocket that is fired and malfunctions does not launch. If the RCT has a RED B# (which all in Omaha West do), a TH attempt that results in malfunction eliminates the RCT counter and any rockets remaining in it (i.e. no others that remain may fire). The crew is unaffected.

5.4 Reloading: Towed RCT artillery (and vehicles equipped with RCT capabilities if they have been assigned ammo vehicles; the Wurfgerat is not capable of being reloaded, the Nebelwerfer 41 is) may be reloaded. A crew may reload a RCT artillery counter by declaring that it is doing so and being marked with a TI marker. A reloading crew may not perform any other actions during that game turn and is considered to be using Hazardous Movement while reloading. The PP cost for each rocket is equal to 1PP for each ROF available to the RCT. A crew may load 1PP of rockets per turn for each MF spent reloading. Leader MF bonus may be added to the number of MF available to the crew but a crew may not be CX, or go CX to reload. UP to two HS may assist a single crew in reloading one RCT artillery piece but there must be at least one crew involved in the reloading effort. In order to reload from an ammo vehicle, the ammo vehicle and the RCT armed vehicle must be in the same or ADJACENT hexes.

5.41 Less Than Full Reload: The MF costs for reloading are spent during the MR and if the entire ROF of the RCT cannot be reloaded, a side record must be kept for the number of tubes reloaded. All units involved in the reloading process are considered to be moving as a stack and are subject to First Fire as they spend MF to

reload. The rockets are considered to be reloaded only if the unit(s) loading them remain in Good Order throughout the turn of reloading.

5.5 Central Texas ASL House Rules: This rule replaces the cumbersome rules for On Board Rockets presented in the Omaha West rules. For those desirous of using the original rules, please refer to the above rules.

5.51 Rocket OBA: All rocket artillery is considered to be OBA, as per C1.9. All C1.9 rules for Rocket OBA apply.

6.0 New Addition Counters: A complete set of variant counters is provided in the new CH 'watermarked' style that made its debut back in 2010. The new counters use original military art throughout, created just for your enjoyment.

A right-facing arrow is found under some infantry unit values to denote Assault and Spraying Fire. The mathematical symbol for logical negation is used under Morale values to denote units that are not replaced following ELR failure (i.e. replacement is negated for these units).

Changes made to this new edition include simplifying the stacking for casemates, the new counters and new layouts for the scenarios and play aids. The second printing of the Omaha West maps correct the landing area labels and are known by a white box behind the landing area names. For those buying the 'no pap' version of this product, free stickers have been included to affix to your older map versions.

6.1 M4 DD: The 'Duplex Drive' Sherman was designed to be launched further out to sea and arrive at the beach under its own power. Because of a fortuitous order by a low-level naval officer, all of the DD tanks intended for Omaha West were landed directly on the beach aboard their LCTs. Further east, a disaster occurred as the DD Shermans foundered, taking almost all of the tanks and their crews to watery graves. Treat the M4 as a DD tank (D16) for all purposes.

6.1.1 M4A1 Wading Trunks: All M4A1 AFVs *[EXC: Not M4DD with screens dropped; D16.1]* in all Omaha scenarios are considered to be equipped with 'wading trunks'. Treat wading trunk equipped M4A1 AFVs as Waterproofed (G13.4221) during any scenario that has ≥ 1 Beach/Ocean hexes in play.

6.2 U.S. Army Rangers: U.S. Army Ranger squads have a 6-6-8 strength factor. Ranger HS have a strength factor of 3-4-8. Ranger HS may recombine as per A1.32 to form a Ranger 6-6-8 squad. Rangers are Commandos (H1.24) and may declare Hand-to-Hand CC (J2.31). Their Morale Level is followed by an asterisk to denote their ELR of 5 (A19.13). Rangers may Deploy (A1.31) and recombine (A10.63) without a leader as per the rules for Finnish troops (A25.7) *[EXC: to Deploy, Rangers must pass a NTC, not a +1 deployment TC].* They may not Self Rally.

6.3 U.S. Army Engineers: U.S. Army Engineers squads have a 5^{5}-5-7 strength factor. Engineer HS have a strength factor of 2-3-7. Engineers are always treated as Assault Engineers (H1.22) and Sappers (H1.23). A DC image is printed on their counters as a reminder. Their Morale Level is underlined to denote their ELR of 5 (A19.13). U.S. Army Engineer squads (not HS) always have a final Smoke Exponent of '5'. Engineer squads may Deploy (A1.31) and Recombine without a Leader as per the rules for Finnish troops (A25.7) *[EXC: Engineers must pass a NTC, not a +1 NTC].*

6.4 Shore Fire Control Parties (SFCP): Counters representing 2-2-7 American Shore Fire Control Parties are provided. All rules for SFCP (G14.61) apply normally.

6.5 General Cota and Colonel Taylor: General Norman 'Dutch' Cota was a unique individual that stands out beyond the usual rules. He is a 10-3 leader who is always Heroic (A15.2). He may only use his Leadership modifier to assist in Fire Direction (A7.53) and MC/NTC/PTC. He acts as a Commissar, but as per G18.31, an **American unit that fails to rally is NOT replaced/eliminated. The presence of General Cota increases the Morale** Level of all friendly Infantry units in the same and all adjacent Locations by +2, instead of the +1 specified by A25.221. Colonel Arthur Taylor was the regimental commander of the 16th RCT on D-Day. He is also depicted as a 10-3 leader who is always Heroic (A15.2). His capabilities are identical to those listed above for General Cota.

6.6 Craters: Craters represent large shell holes caused by the Allied pre D-Day bombardment. They were a great obstacle to movement and are deep enough to protect infantry from direct fire. Craters are not found on the Omaha East maps and new rules and counters for their use are found in the new edition of Pointe du Hoc.

6.7 D7A Bulldozer: Counters depicting the D7A bulldozer are provided for use in upcoming scenarios in Critical Hit Tactical Level Magazine and beyond. The D7A is an armored bulldozer (G15.12) and is fully tracked and unarmed. Treat these vehicles as per B24.7-71.

6.8 LC Inherent Crews: New counters for LC Inherent crews (12.112) are provided in order that players no longer need to represent these with 1-2-6[5] vehicle-crew counters of another nationality not in play. In addition to distinctive artwork, an anchor symbol is printed on LC crew counters to differentiate them from vehicle crews.

6.9 German Bicycles: Counters with detailed art of German military bicycles (Fahrad) are provided. Treat these units as Bicycles (D15.8) normally. Note that counters with 1, 2, and 3 bicycle depictions are provided to facilitate stacking.

6.10 FK 235(b) Gun: This is the Krupp M.05 gun, mainstay of the Belgian Army in 1940 and surrendered to the Germans. Designated the FK 235 ('b' is added for Belgian), it was used mainly for training and coastal defense. See Belgian Ordnance Note 10 *[EXC: the FK 235 may be Towed. It is not Horse Drawn.]*

6.11 French 81* MTR: This is the French Mortier de 81 mm 27/31 in German service. New counters depicting the GrW 278/1 ('f' for French) are provided. Treat these in the same manner is French Ordnance Note 3 *[EXC: s6 instead of s8].*

6.12 Dual MG34: New counters are provided depicting the Dual MG 34 7.92mm MG on a heavy AA mount. These are treated as a HMG for attack and movement purposes *[EXC: An M# of 12 is applied but the weapon may not be Towed but may be carried in a vehicle in the same manner as a HMG].*

6.13 Ammo Dumps: New Ammo counters have been provided to simulate the effects of German ammunition dumps *and* to mitigate the effects of the dreaded 'boxcars' on game play *and* to add to player decision-making. Unless stated otherwise, Ammo counters provided in the German OB must set-up HIP and IN an emplacement *(EX: Under a Trench or inside a Pillbox/Casemate).* Ammo counters may not be moved after their initial placement. Note: Ammo counters are green but not otherwise nationality specific.

6.13.1 Ammo Dump Use: Treat Ammo counters as SW for Destruction purposes with the following addition. Every time a Malfunction (A9.7) occurs to a German SW/Gun on a 12DR, the malfunction may be ignored if the SW/gun is located ≤ 8 hexes of an Ammo counter located within the perimeter of the Wn in which the weapon is located. However, a subsequent DR is made. On a 2-6, the Ammo counter is marked with a Low Ammo counter (B# -1). Should an Ammo counter marked with a Low Ammo counter be used again to ignore the malfunction of a SW/Gun, the -1 DRM is added to the subsequent DR. A modified DR ≤ 6 results in the removal of the Ammo counter.

6.14 Alternate Crew Poses: In Omaha East, crew counters are provided in alternate poses. There is no difference in game terms between a 'gun/mortar' crew and a 'machine-gun' crew. The different poses are provided as 'chrome' for those who like that kind of thing.

6.15 Belgian/French Lt MTRs: New counters are provided depicting captured Belgian and French SWs in German service. The GrW 201(b) is treated in the same manner as the Belgian DBT (Belgian Ordnance Note 6: does not generate an Air Burst). The GrW 225(f) is treated in the same manner as the Mortier de 60 mm 35 (French Ordnance Note 2). Captured Equipment penalties (A21.11-13) do not apply to these SW.

6.16 ABWFLAMM 42 Static FT: The Abwehrflammenwerfer 42 was copied from the Russian FO-1 fougasse, a dug-in, improvised flamethrower made with a drum of napalm-thickened gasoline, an explosive charge of a couple of pounds of TNT or white phosphorus mortar shells and a detonator. When detonated, the fougasse bursts into a mass of flame about 10 yards wide and 25 to 40 yards long. The first recorded use of fougasse flamethrowers in WWII was in Soviet static defenses around Moscow in 1941. Proper camouflage of the nozzle makes detection difficult. In Italy, as many as seven flamethrowers were emplaced together. Reports by those who have encountered fougasse flamethrowers state that the estimated jet of flame was 5 yards wide and 3 yards high, and that the range was 5 to 15 yards. The heat was intense 10 yards from the jet. The duration of the burst was only 1 to 1½ seconds.

6.16.1 SW: New AbwFlamm 42 SW counters are provided and are treated as a 24FP, X3 FT for attack purposes and are triggered in the same manner as an A-T mine except as modified below.

6.16.2 HIP: An AbwFlamm 42 FT always sets up using HIP unless stated otherwise by SSR. Treat a hidden AbwFlamm 42 counter in the same manner as Hidden Mines (B28.48) for the purposes of Searching (A12.152) and clearance (B24.74).

6.16.3 Range/Removal: an AbwFlamm 42 FT attacks in its own hex only and does not need to be Possessed by personnel to attack. It uses the 24 FP column on the IFT and is otherwise treated as a normal FT attack. It is removed after attacking once.

6.16.4 Attack: A dr of ≤ 3 triggers an AbwFlamm 42 *[EXC: unless an attack is via Command Detonation]* after any unit enters/exits its hex.

6.16.5 Movement NA: An AbwFlamm 42 SW may neither be Possessed or moved, as signified by the 'NM' note on the counter. Note: Although there is no record of a successful use of an AbwFlamm 42 at Omaha Beach, they were on the TO&E of several Wn.

6.2 Cpl. Severloh: Cpl. Severloh is treated as a normal Hero [EXC: ML: 10]. The ROF of any SW Cpl. Severloh Possesses is increased by 2. However, the first ROF shot that is taken based upon the increased ROF number dr rolled ABOVE the original ROF number for that SW is subject to sustained fire penalties (A.11, A9.3), as well as all subsequent shots taken by that SW for the remainder of that player turn. *EX: Cpl. Severloh Possesses a HMG with an original ROF 3, which becomes a ROF 5. Firing by himself, the HMG fires as Area fire on the IFT. With another SMC helping, the HMG can be fired at full FP on the IFT. On the first shot during a fire phase, the DR is 3C-6W. The HMG may then fire again with a normal ROF shot. Firing again, the DR is a 4C-4W. Because the ROF is increased by 2, to 5 ROF, the HMG may continue to fire. However, because the colored dr was '4', above the original ROF 3 number for the HMG, the next and any subsequent shots fired by that HMG will be subject to sustained fire penalties for the duration of that player turn, even if the colored dr is equal to or less than the HMG's original ROF number on those subsequent shots.*

7.0 Black Day For The 116, Scenario #16

"Black Day For The 116" is designed to provide players the ultimate Omaha experience. The scenario card presentation is used normally for Objectives, historical summary, etc. However, additional play aids are provided for the OB of this scenario. Unless stated otherwise by SSR, all scenarios/turns in scenario #16 that take place later than 0900 hours use the 0900 hours Tide Line.

7.1 Assault Landing Plan 116th RCT: This is a set of play aid cards providing the entire American OB. The cards include entry limitations and turn of entry for all units, along with additional historical summaries. For convenience, it is suggested that all counters stay off-map, and the play aids be used to set up the infantry and vehicle stacks for each LC (G12.151).

7.2 Wn Contents: This is a set of four play aid cards providing the entire German OB for each Wn, plus any available reinforcements, and a quantity of mines that may be set up anywhere in Hinterland hexes by the German player. Note that each Wn has a garrison that may set up anywhere within its perimeter *[EXC: Wn 74, Pointe et Raz de la Percee only consists of four Guns and their crews].*

7.21 Pointe Et Raz De La Percee Play Aid (PRP): German defensive positions at Wn 74, located at Pointe et Raz de la Percee are depicted using a Play Aid Card. The weapons represented are two FK 97(f) 75 ART Guns with ROF 1, with unlimited HE and AP ammo available, and two GrW 34 81mm MTRs. The weapons shown on the card never take counter form, nor do their crews. Simply mark the units on the card as appropriate for having Prep/Defensive fired. The units within are immune to all enemy fire *[EXC: see 7.213].*

7.21.1 Location and CA: The PRP guns are located off of the west edge of the map through hex OO1 and are at Level 8. The range is 20 hexes from the west edge of the map. *(EX: Range examples, LOS to hex PP27 would be traced from Hex OO1 with a range of 48 hexes. LOS to hex QQ40 would be traced with a range of 62 hexes and LOS to hex RR6 would be traced with a range of 28 hexes.)*

7.21.2 Direct Fire: Each of the PRP Guns may engage separate targets and the entire map area is considered within the CA of each gun. All other direct fire rules apply.

7.21.3 NOBA Vs. Pointe Et Raz De La Percee: Destroyers and the USS Texas battleship may be used to fire counterbattery fire vs. Wn 74. Use the Point et Raz de la Percee play aid to place markers during play.

7.3 Solitaire Play: This product is expressly intended to augment solitaire play via the provision of set-up hexes for most of the German OG. Check the Critical Hit website (www.criticalhit.com) for a downloadable document providing suggested set-up hexes for the entire German OB, creating the optimal solo experience or to allow a gaming group to utilize their members and their energies together to invade Hitler's Fortress Europa by collectively playing the American side.

8.0 Optional Climbing Rules

This rules segment is ignored as it does not apply to Omaha East/West. Likewise, the optional Air Support rules are ignored.