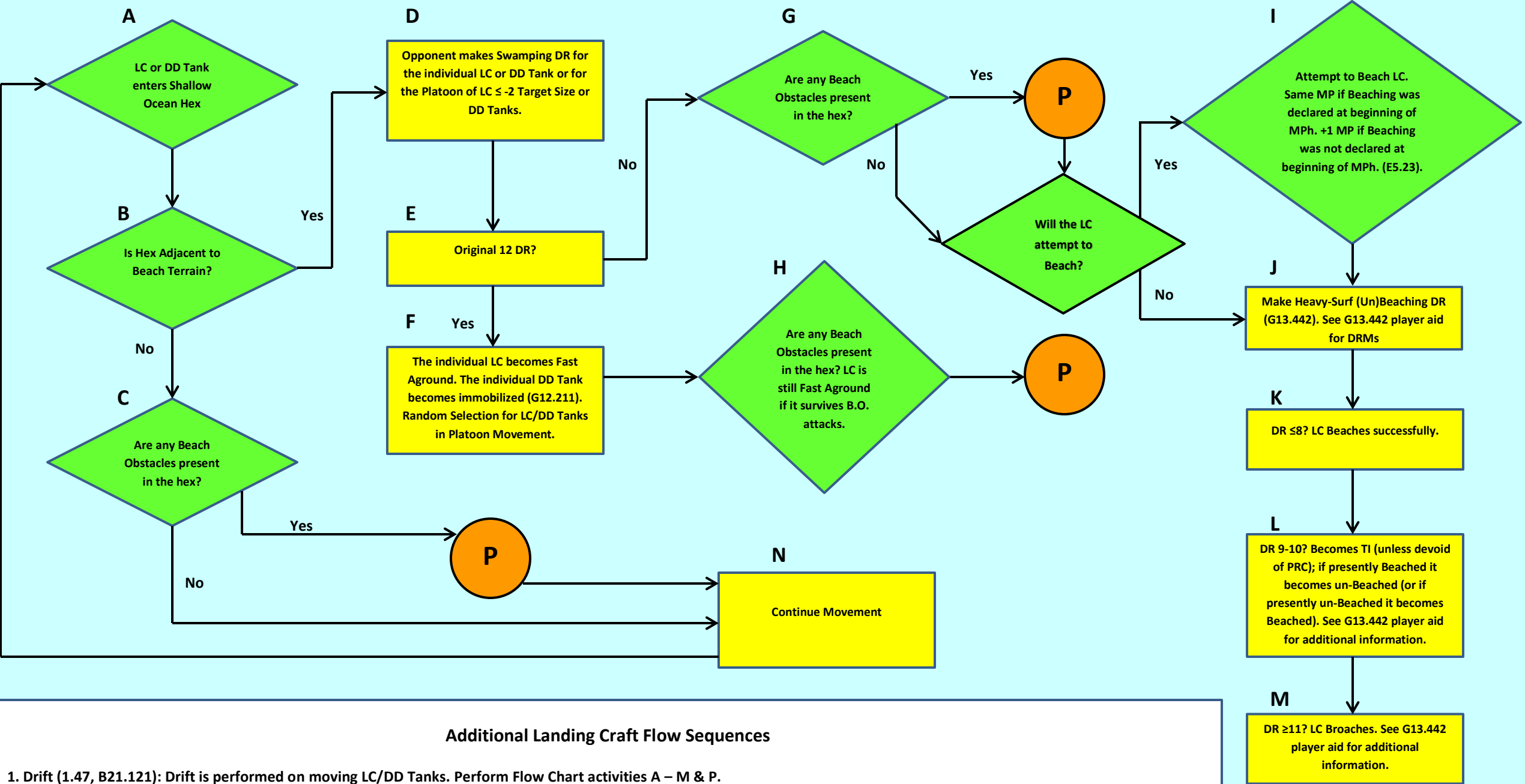


# Omaha E/W Beaching Flow Chart



## Additional Landing Craft Flow Sequences

1. Drift (1.47, B21.121): Drift is performed on moving LC/DD Tanks. Perform Flow Chart activities A – M & P.
2. Beached LC (Un)Beaching DR: On a DR of 9-10, a Beached LC becomes TI and un-Beached. Perform Flow Chart activities G & P. If ramp is presently down (G12.41) it is considered Fast Aground after any attacks by Beach Obstacles.
3. Non-Beached, non-aground LC, or non-Broached non-Aground LC wreck (*only if Beached across a hexside but is not Broached*) (Un)Beaching DR: On a DR of 9-10 (+2 DRM for LC Wrecks), the non-Beached LC becomes TI and Beached (beached hex-side determined randomly if > 1) after performing the Flow Chart activities G & P. LC Wreck becomes Fast Aground.
4. Beached LC Motion Attempt: Perform Flow Chart activity J with the following effects.
  - A: DR ≤ 8 = No Effect. Expend a Start MP (Reverse movement). Perform Flow Chart activities G & P in the current hex, and Flow Chart activities as applicable in subsequent hexes entered.
  - B: DR 9 – 10 = Expend a Start MP (Reverse movement). The LC becomes TI and un-Beached. Perform Flow Chart activities G & P as shown above.
  - C: DR ≥ 11 = Broaches.

# Omaha E/W Beaching Flow Chart, Beach Obstacle Attack Resolutions

