



First Assault Wave (Omaha Beach)



The **invasion of Omaha Beach** on **June 6, 1944**, was a pivotal part of the **D-Day landings** during **World War II's Operation Overlord**. Omaha Beach, one of five landing sites in Normandy, was assaulted by U.S. forces, primarily the **1st and 29th Infantry Divisions**, supported by specialized units.

Heavily fortified by German defenders from the **352nd Infantry Division**, the beach presented challenging terrain with high bluffs, barbed wire, and entrenched gun emplacements. American troops faced intense machine-gun fire, artillery, and obstacles as they landed, resulting in high casualties, particularly in the initial waves.

Despite the heavy losses, small groups of soldiers managed to breach the German defenses, scaling the bluffs and neutralizing key positions. By the end of the day, the U.S. forces had secured a tenuous foothold, paving the way for the larger Allied advance into occupied France. The success at Omaha Beach, though costly, was crucial to the ultimate liberation of Europe from Nazi control.



6 VP's



Card Balance:

Allies - 4

Axis - 5

Complexity:

2

Conditions:

Beach

Context:

Historical

Location:

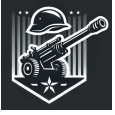
France

Year:

1944

Theater:

Western Front



Campaign:

D-Day

Codename

Summary:

True to history, this is a tough battle for the Allies to win.

Objectives:

5 VP's including Medal Objectives

Battlefield:

Omaha Beach is well-guarded with hedgehogs, barbwire, and numerous hills to slow down the Allied advance. If they successfully make it off the beach, there are three towns at the edge of the battlefield with victory points for them.

Troops:

Allies - 10 Infantry, 3 Armor

Axis - 7 Infantry, 2 Artillery



Allied Strategy:

1. Get off the beach as quickly as possible!
2. Keep your armor and infantry attack cohesive. They are both needed to successfully breach the bunkers. The armor fires from a safe distance, and then when ready, the infantry



moves in for the kill and take over.



Axis Strategy:

1. The Axis have artillery on each flank, which gives you control over nearly every hex on the beach. Use them to good effect.
2. There are five! town medal objectives which need to be defended for this scenario. If you can slow down the advance of the Allies, it will give time for your artillery to hit them.

Battle Reports (percentage of Allied victories):

19%

6

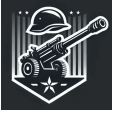
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Days of Wonder



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