



Utah Beach



The invasion of Utah Beach was part of the Allied D-Day landings on June 6, 1944, during World War II. Utah Beach was the westernmost landing area, assigned to U.S. forces, primarily the 4th Infantry Division, under Major General Raymond O. Barton. The objective was to secure the beachhead, push inland, and link up with airborne troops dropped earlier to capture key roads and bridges.

Strong currents caused some landing craft to drift about a mile south of the intended target area. This accidental landing proved advantageous, as it placed the troops in a less heavily defended section of the beach. The U.S. forces quickly overwhelmed the German defenses, suffering relatively few casualties compared to other D-Day beaches.

By the end of D-Day, the troops at Utah Beach had successfully secured the beachhead and moved inland, linking up with the airborne units. The successful landing at Utah Beach was a crucial part of the Allied invasion, allowing for reinforcements and supplies to come ashore and supporting the broader push to liberate France.



5 VP's



Card Balance:

Allies - 6

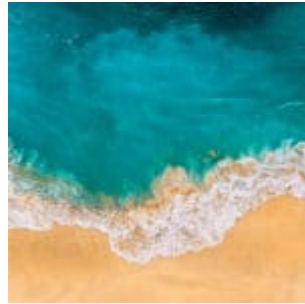
Axis - 4

Complexity:

3

Conditions:

Beach



Location:

Normandy

Year:

1944



Theater:

Western Front

Campaign:

D-day Invasion

Codename

Summary:

The challenge for the Allies in this scenario is to get off the beach as quickly as possible, and exit out one of the three exit hexes. The Axis are protected in towns and bunkers in order to slow down the advance of the Allies.

1. Objectives

This is a 5 VP game, so it moves rather quickly, and the Allies will need to minimize losses while they pick away at the Axis forces inside their bunkers, all the while making their way towards the exit hexes.

2. Battlefield

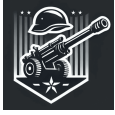
There are three exit hexes at the top of the battlefield. The Allies can seek two objectives: First to destroy enemy units, Second to exit out the back.

3. Troops

Allies - 10 Infantry, 4 Armor

Axis - 5 Infantry, 1 Artillery





Allied Strategy:

1. Allies begin with their forces congested together in the left and center sections. This is not all bad, as they need to stay away from the artillery in the right flank. But they do need to disengage their forces from one another and create some separation from the shores of the beach.
2. Keep attacking! As you approach the enemy forces in their bunkers, you may be tempted to pause and amass more forces for the attack. This depends on your circumstances. If you are out in the open and under enemy attack with two-dice attacks, you need to just keep attacking with those forces. Create the beachhead by continuing to attack, attack, attack.
3. You can expect to receive a fair number of casualties as you progress up the beach. But as soon as you get your armor out of the water, things will change for any enemy units unfortunate enough to be found outside their bunkers.
4. The big picture strategy for Utah Beach is to: Stay Left, Take Out the Infantry, Escape out the back. The scenario only needs 5 VP's. All five of those are available to you on the left and middle section. Take out the three infantry for your first three points; then send two units out the escape hexes, and you are golden!



Axis Strategy:

1. The general rule for this scenario, is to stay in your bunkers! With no hilly ridge slowing the movement of the Allies onto the beach, they are able to very quickly reach your bunkers and begin attacking. If you make a fool-hardy rush forward in an attempt to knock out a few more figures, they will make you pay with an overwhelming retaliation of their forces. The only exception to this is your infantry unit in the bunker at M7 on your left flank. The Allies are going to avoid much of that section due to your artillery at J7, so it is best to get that unit into play in the central section as soon as you can. Also, there are so many wire bails in your left flank, that they will severely slow down any troops who try to come in there, allowing your artillery to demolish them.



2. The goal for Axis is to slow down their movement. Besides actual hits, retreat flags on the Allies are your friend, as it will push them back and give you more time to build up your deck with powerful attack cards. A last ditch effort, if needed would be to move your infantry onto or in front of the exit hexes, to prevent the Allies from escaping before you have given them a good beating.

3. Your one saving grace as the Axis player is your artillery. Use it as much as you can, especially while the enemy is still in the water, where retreat flags count as hits.

10

[BR - Utah](#)

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