When you are defending as Axis in a beach scenario, if you can’t totally destroy the enemy in a dice throw, the next best thing is to throw a Flag to force a retreat.

Like this:

This dice throw which was limited to only 2D, had one Infantry hit, and one Flag; the perfect combination. Degrade their forces, and then push them further back onto the beach, to give you more time to hit them again.

Afterall, for beach scenarios it is all about slowing down the Allied advance. And in this case, (if you can’t get a hit, then at least) Flags are your friend!

Agree or not?