Utah Beach [Breakthrough]

Saint Jean de Daye
Saint Jean de Daye
UTAH BEACH
x4

UtahBeach-Breakthrough

Grandcamp

UtahBeach-BrThr-CenterAxis2

Saint Jean de Daye
Saint Jean de Daye
Vire Canal
Canal de La Vire
La Vire
La Vire
Bréhandy
Amigny

UtahBeach-BrThr-CenterAxis

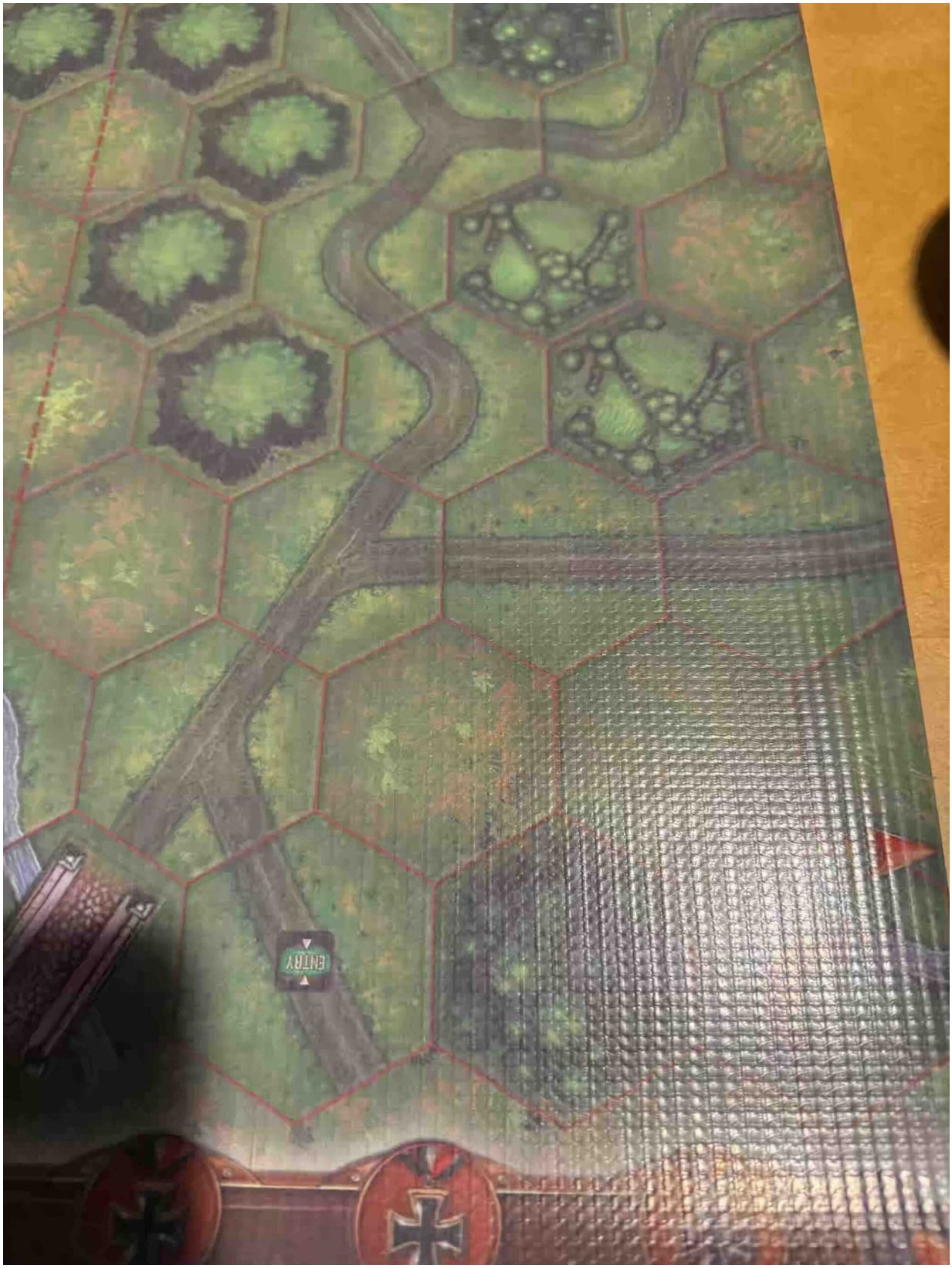
UtahBeach-BrThr-Center1

UTAH BEACH
x6

UtahBeach-BrThr-Center

Pointe du Hoc
RANGERS
RANGERS
RANGERS

UtahBeach-BrThr-Left1

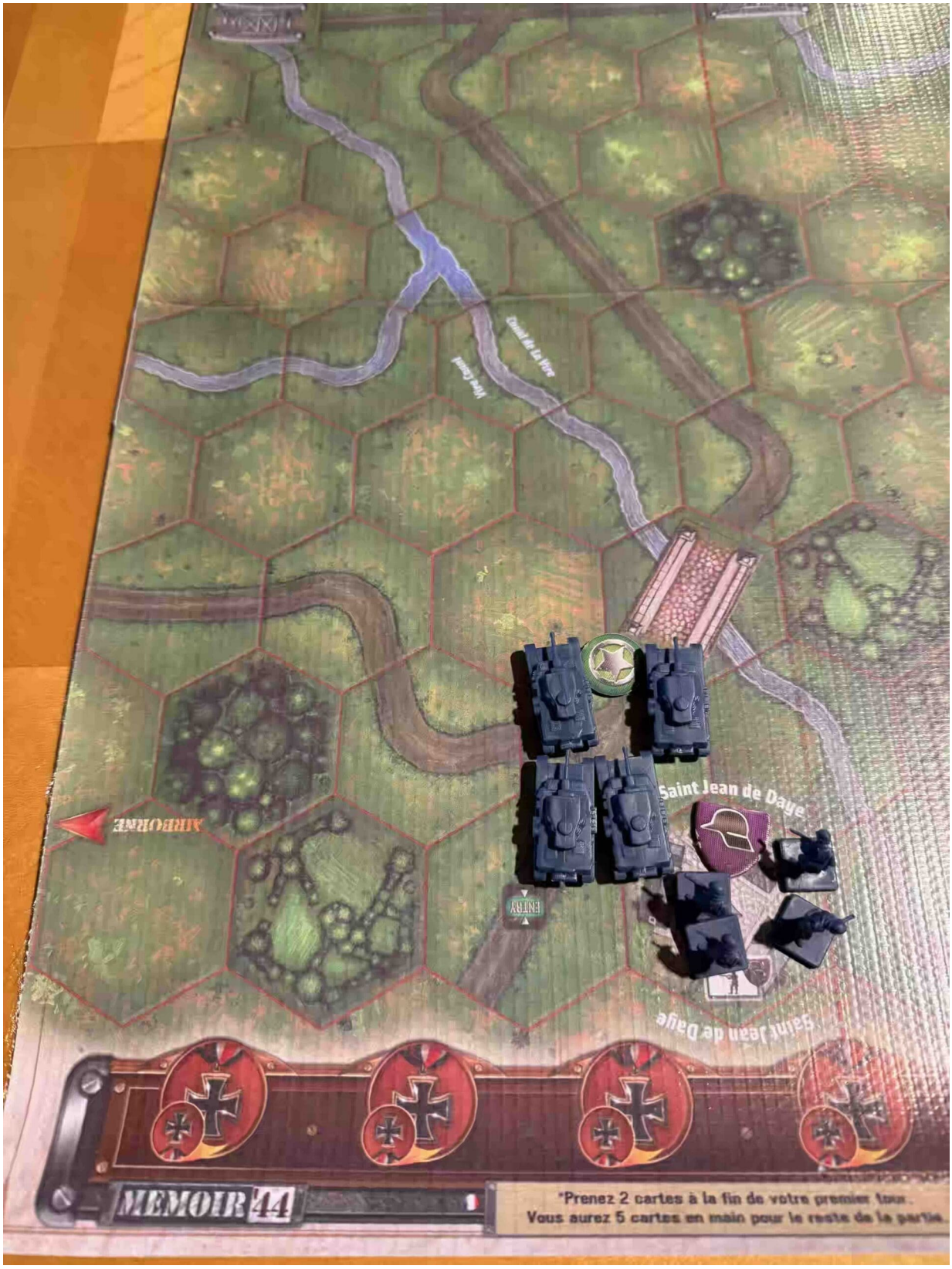

ENTRY

UtahBeach-BrThr-RightAxis2

Isigny
Isigny

UtahBeach-BrThr-RightAxis

UtahBeach-BrThr-Right1


Saint Jean de Daye
MEMOIR 44
*Prenez 2 cartes à la fin de votre premier tour.
Vous aurez 5 cartes en main pour le reste de la partie.

UtahBeach-BrThr-LeftAxis3

UtahBeach-BrThr-LeftAxis2

UtahBeach-BrThr-LeftAxis

*At **Utah Beach**, the Americans did exactly what winning armies do—they adapted, moved fast, and drove inland with purpose.*

The sea shoved our boys off target, but instead of whining about it, they took advantage of it. They came ashore where the Germans were weaker, reorganized on the fly, and went straight at the enemy. The leadership of Brigadier General Theodore Roosevelt Jr., made the difference—clear orders, aggressive movement, and no hesitation. By linking up with the airborne troops and punching inland, the U.S. forces turned what could have been confusion into momentum.

Casualties were light because the attack was bold and decisive. Utah wasn't a grind; it was a lesson. War rewards speed, initiative, and commanders who seize opportunity. On Utah Beach, the Americans did all three—and that's how you win.

~~ General Howitzer

12 VP's

Card Balance:

Allies –

Axis – 5* (first turn starts with 4)

Complexity:

4/5

Conditions:

Beach

Context:

Historical

Location:

Normandy

Year:

1944

Theater:

Western

Campaign:

D-Day

Summary:

This is an Breakthrough game, so make use of the Breakthrough Command cards.

Objectives:

12 Medals

Terrain:

Beach terrain

Troops:

Allies – Infantry, Armor, one Destroyer

Axis – Infantry, Armor, Artillery with Big Guns

Special Rules:

1. Destroyer – attacks at 3,3,2,2,1,1,1,1 (with a locked in targeting reticule upon a successful hit)

2. Entry hexes for the Axis (Use one initiative roll [see Overlord rules] before each turn for the Axis.)

3. Big Gun rules – attacks at 3,3,2,2,1,1,1,1 (with a locked in targeting reticule upon a successful hit)

Allied Strategy:

1. You have a Destroyer in the bay. Use it as much as you can to target the enemy Big Guns. Once you hit them once, you can assign a Target Reticule to the hex if you make one hit, allowing you to roll one extra Dice until the unit is eliminated or moves from the hex. Do not move the Destroyer too close, or the two enemy Big Guns can eliminate you.

2. You need to break through all the Infantry blockades in the bunkers and sandbags, and escape out the Exit Hexes as soon as you can before the tanks show up.

3. Take the time to remove the barb wire lining the beach. It will take one turn to remove it, but it will speed up the escape for all the troops who follow.

4. You can win this scenario and never venture beyond row twelve. Make use of the Exit Hexes.

BIG PICTURE STRATEGY FOR BOTH SIDES:

1. This is a Breakthrough version of the Utah Beach attack, so it is long, 12 hexes, and you will need to use the Breakthrough cards, to get some additional movement options for each side.

Axis Strategy

1. You will need to get your troops down to the Allied Exit hexes in the upper part of your left section, ASAP. Move all Armor up the road to block the Exit Hexes. If you succeed in rolling any Armor on your initiative roles, start them at the Entry Hex on your left section to try to get as many forces as you can into play near the Exits.

2. You have two Big Guns alongside the bay. You can wipe out a lot of troops if you use them at every chance.

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Utah Beach [Breakthrough]

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**100.00%**
Average medals per side
Allies—Axis—
Submitted AARs
2Games reported
Allied victories**2 · 100.0%**
Axis victories**0 · 0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.