

# OPERATION OVERLORD!

Allied Command has ordered the long awaited assault on the coastline of France to commence. With a predicted break in the weather, the Allied fleet set sail under the cover of darkness. Appearing off the Normandy coastline at dawn, its naval guns have begun to soften the Atlantikwall defences for the amphibious assault that will soon be underway.

## Hit the Beach

**Operation Overlord!** scenario uses a modified Hit the Beach mission from the *D-Day* book. Hit the Beach mission uses **Amphibious Assault**, **D-Day Fortification (modified)**, **Delayed Reserves**, **Interdiction**, **Overwhelming Force (modified)**, **No Retreat**, **No Surrender**, **Preliminary Bombardment**, **Prepared Positions**, and **Total Air Superiority** special rules. Scenario specific applications of these rules follow.

## YOUR ORDERS

### ATTACKER

Allied forces must secure a beachhead and establish a defensive perimeter to allow additional troops and materiel to come ashore. All objectives must be captured at any cost and as quickly as possible.

### DEFENDER

Axis forces must prevent the Allied invasion from getting off the beaches. Any breakthrough must be met with sufficient force to drive the attackers back to the sea. You must hold all objectives.

## OBJECTIVES

Each board has two objectives. At least half of the objectives must be held for the game to end in an Allied victory.

### Victory Points

<i>Outcome</i>	<i>Results</i>	<i>Allied Points</i>	<i>Axis Points</i>
Allied players hold all objectives by turn 9	Stunning Allied Victory	6	1
Allied players hold all objectives by time limit	Major Allied Victory	5	2
Allied players hold objectives placed by Axis players	Minor Allied Victory	4	3
Allied players hold objectives placed by Allied players	Minor Axis Victory	3	4
Allied player holds no objectives, but has troops in the Hinterland Zone	Major Axis Victory	2	5
Allied player holds no objectives and has no troops in the Hinterland Zone	Stunning Axis Victory	1	6

## BEACH DEFENCES (D-DAY FORTIFICATIONS MODIFIED)

The Germans have prepared the coastline with extensive defensive works. Gun bunkers and machine gun emplacements line the sea wall and the beaches are littered with anti-tank and anti-personnel obstacles. These positions are well manned and well situated to prevent movement from the beach to the hinterland. All German forces begin the game Gone to Ground and in Prepared Positions. Fortification points will be determined at start of game and depend upon the Allied point totals. Fortification points and weapons emplacements do not count towards Axis point totals.

### Fortification Points

<i>Base</i>	<i>X</i>	<i>Multiplier</i>
180 points	Allied Point Total	$\times/3000$

The Axis players use the D-Day Fortifications Bunker rules as on page 17 *D-Day: The Campaign for Normandy June-August 1944*. Each board applies the Bunker rules independently.

#### NAVAL BOMBARDMENT (PRELIMINARY BOMBARDMENT)

This mission briefing uses the rules for Preliminary Bombardment as on page 218 *Flames of War: The World War II Miniatures Game* (2d ed). All Axis units subjected to Preliminary Bombardment will begin the game Pinned Down.

#### ALLIED LANDING (AMPHIBIOUS ASSAULT)

This mission briefing uses the rules for Amphibious Assaults as on pages 11-15 *D-Day: The Campaign for Normandy June-August 1944*.

#### AXIS REINFORCEMENTS (INTERDICTION, DELAYED RESERVES)

The Axis players' Delayed Reserves arrive on rolls of 6 rather than 5+ as normal. Reserves may arrive from any location where a road intersects a (non-contiguous) table edge or from the rear table edge.

#### OVERWHELMING FORCE (MODIFIED)

The Axis players may not deploy units totaling more than half the point total of the Allied players at the start of the game. All remaining units must be placed in Delayed Reserves. Allied players otherwise follow the rules for Overwhelming Force as page 17 *D-Day: The Campaign for Normandy June-August 1944*.

#### ALLIED AIR COVER (TOTAL AIR SUPERIORITY)

Axis players may not field any Ground Attack Aircraft.

#### ALLIED NAVAL GUNFIRE SUPPORT

This mission briefing uses the rules for Naval Gunfire Support as on page 15 *D-Day: The Campaign for Normandy June-August 1944*.

#### NO RETREAT, NO SURRENDER

Neither side needs to take Company Morale Checks. They will fight until the end.

#### PREPARING FOR BATTLE

Operation Overlord! uses all normal rules for Preparing For Battle except for objective placement. Objectives must be placed more than 8" from any table edge and from any sea wall.

#### BEGINNING THE BATTLE

Operation Overlord! uses all normal rules for Beginning the Battle.

## ENDING THE BATTLE

Operation Overlord! uses all normal rules for Ending the Battle.