

HELP'S ON ITS WAY

In the din of battle the radio crackles with the message that there's been a breakout on the next beach. They'll be sending reinforcements, but we can speed things up if we can just get up an over this damned sea wall...

SPECIAL RULES

- Amphibious Assault (Attacker)
- Deep Delayed Fortified Reserves (Defender)
- Driven from the Skies (Defender)
- Fortified Defence (Defender)
- Overwhelming Force (Attacker)
- Preliminary Bombardment (Attacker)
- Relief Reserves (Attacker)
- The Longest Day (Both Players)

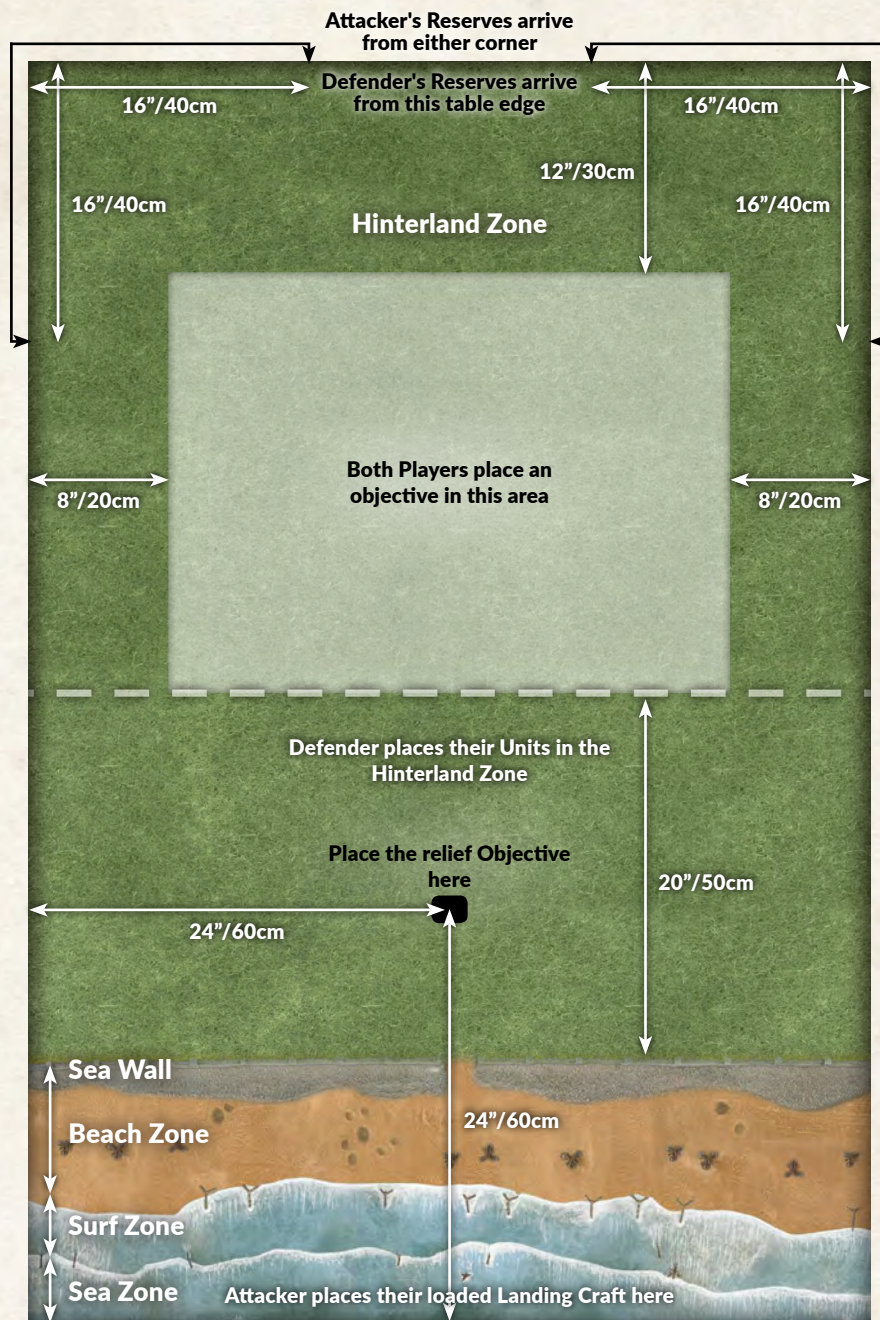
SETTING UP

1. Starting with the Defender, both players place an Objective at least 20"/50cm from the sea wall, 8"/20cm of the table side edges, and 12"/30cm from the rear of the table.
2. The Defending player selects eight points of Fortifications, one Minefield, and one Barbed Wire Entanglement for each 25 points in the Attacker's force.
3. The Defender now places their selected Fortifications, Minefields, and Barbed Wire Entanglements in the Hinterland Zone.

Fortifications must be placed at least 2"/5cm apart, at least 2"/5cm from Objectives, and may not be placed to block a beach exit, road, railway line, bridge or ford, nor in water. All of the Fortifications must be placed within 12"/30cm of a central point.

DEPLOYMENT

1. The Defender selects up to 40% of their force to deploy and holds the rest in Deep Delayed Reserves. Reserves arrive from their short edge at the rear of the table.
2. The Defender then places their deployed Units anywhere in the Hinterland Zone.
3. The Attacking player selects up to 60% of their force to make the Amphibious Assault. The remainder are held as Relief Reserves. These Reserves arrive within 16"/40cm of either table corner at the rear of the table.
4. The Defender places Ranged In markers for all of their deployed Artillery Units.



5. The Attacker selects their First Wave from the troops making the Amphibious Assault, leaving the rest of the Amphibious Assault troops in Floating Reserve.
6. The Attacker places their Landing Craft in the Sea Zone.
7. The Attacker then resolves the Preliminary Bombardment.
8. All Defending Infantry and Gun Units begin the game Pinned Down and in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

The game ends at the end of the twelfth turn, or sooner if:

- the Attacker ends their turn Holding *both* Objectives.

Consult the FUBAR Victory Points Table to see the outcome of the assault.

HELP'S ON ITS WAY FORCES

ATTACKER				DEFENDER			
FORCE POINTS	AMPHIBIOUS FORCE	LANDING CRAFT	RELIEF FORCE	FORCE POINTS	ON-TABLE	FORTIFICATIONS*	RESERVES
150	90	4	60	75	30	48 Fortification Points* + 6 Minefields + 6 Barbed Wire	45
125	75	3	50	62	25	40 Fortification Points* + 5 Minefields + 5 Barbed Wire	37
100	60	3	40	50	20	32 Fortification Points* + 4 Minefields + 4 Barbed Wire	30
75	45	2	30	37	15	24 Fortification Points* + 3 Minefields + 3 Barbed Wire	22

* Halve the Fortification Points if playing the Pointe du Hoc variant.

HELP'S ON ITS WAY SPECIAL RULES

RELIEF RESERVES (ATTACKER)

The Attacking player may only conduct their Amphibious Assault with up to 60% of the agreed points total. The remainder of their force is placed in the Relief Reserves. All Tank Units that are not Amphibious and all Gun Units must be placed in the Relief Reserves.

The Attacker calculates the number of Landing Craft based on the size of their Amphibious Assault force, rather than their total force.

The Attacker starts rolling for Relief Reserves on Turn 6, or in any turn before then that they start the turn Holding the Relief Objective.

As an example, if they held the Relief Objective on turn three, they would roll one die, if they lost it on turn four, but held it again on turn five, they would roll two dice on that turn. They would then roll three dice on turn six, whether or not they held the objective.

Units placed in Relief Reserve do not use the Overwhelming Force rule when they are Destroyed.

POINTE DU HOC VARIANT

The US Rangers were tasked with a mission similar to Help's On Its Way at Pointe du Hoc. There they were confronted not with a sea wall, but rather 10-storey high cliffs that they had to knock out the German coastal-defence gun battery above. Not expecting such an audacious attack, the German defences were lighter there than elsewhere.

To reflect this make the following changes to the mission.

Treat the Sea Wall as an Impassable Cliff and the Beach Exit as a tenuous ascent up requisitioned fire ladders and dangling ropes that Infantry teams can cross as Difficult Terrain if they start their movement adjacent to the Beach Exit, but is Impassable to Gun and Tank teams.

In addition, the Defending player only has four points of Fortifications (rather than 8 points) for each 25 points in the Attacking player's force.



HELP'S ON ITS WAY SPECIAL RULES CONTINUED

DRIVEN FROM THE SKIES (DEFENDER)

The Defending player must roll a 6 (rather than the usual 4+) to receive Ground-attack Aircraft.

FORTIFIED DEFENCE (DEFENDER)

The Defender's force has 50% of the points total of the Attacker's force. For example if the Attacker has 100 points, the Defender will have 50 points.

The Defender's force has an additional 8 points of Fortifications, a Minefield, and a Barbed Wire Entanglement for each 25 points in the Attacker's force. The Fortifications and their rules are shown on page 107.

FORTIFIED RESERVES (DEFENDER)

In a mission with Fortified Reserves, the player may only have 40% of their force on table at the start of the game (rather than the usual 60%).

OVERWHELMING FORCE (ATTACKER)

The Attacker's entire Force operates as a single Formation (which may include multiple Formation HQ Units).

When an Attacking Infantry Unit is Destroyed, the player returns it to the Floating Reserve to represent a fresh Unit landing in its place. Any Transport Attachment that they have returns to the Floating Reserve with them.

The Attacker may voluntarily Destroy Infantry Units at the beginning of their Starting Step and return them to the Floating Reserve.

Tank and Gun Units (other than Transport Attachments) are a limited resource and are therefore not replaced when lost.

THE LONGEST DAY (BOTH PLAYERS)

Formations are always considered to be In Good Spirits for Formation Last Stand, so fight until every Unit is Destroyed.

Units still take Unit Last Stand tests as normal.

VICTORY POINTS

Instead of the usual victory points table, use the following Help's on its way Victory Points table below when determining the result of your beach assault games.

HELP'S ON ITS WAY VICTORY POINTS TABLE

OUTCOME	RESULT	ATTACKER'S VICTORY POINTS	DEFENDER'S VICTORY POINTS
Attacker holds both Objectives by the end of Turn 9	Stunning Attacker's Victory	8	1
Attacker holds both Objectives by the end of Turn 12	Major Attacker's Victory	7	2
Attacker only holds one Objective at the end of Turn 12	Minor Attacker's Victory	6	3
Attacker holds no Objectives but has teams in the Defender's table half at the end of Turn 12	Minor Defender's Victory	3	6
Attacker holds no Objectives but has teams in the Hinterland Zone at the end of Turn 12	Major Defender's Victory	2	7
Attacker holds no Objectives and has no teams in the Hinterland Zone at the end of Turn 12	Stunning Defender's Victory	1	8

AMPHIBIOUS ASSAULTS

The D-Day landings are among the most famous amphibious assaults in history. This section provides rules and missions for recreating these landings.





Amphibious landings require a little more work than most scenarios. One of the trickiest parts of managing an amphibious assault is making sure that the right troops land at the right place at the right time. Don't worry if you don't succeed with this — real generals didn't always get it right either!

WHO ATTACKS?

The players should agree who will be the attacker before choosing their forces.

DETERMINE CURRENT DIRECTION

Before the game, roll a die to determine the direction of the current using the Current Direction Table.

CURRENT DIRECTION TABLE	
DICE RESULT	DIRECTION
 to 	Flow to the Left
 to 	Flow to the Right

CALCULATE NUMBER OF LANDING CRAFT

The Attacking player has one Landing Craft for each 25 points of the agreed points total.

DECIDE THE FIRST WAVE

Before the game begins, the Attacking player selects one Unit to land in each Landing Craft.

Formation HQ Units may either land in the same Landing Craft as any Unit that could be from the same Formation, or in a separate Landing Craft of its own. So, for example, a Ranger Company HQ may land with any Ranger Platoon, but it may not land with a M4 Sherman Tank Platoon.

Any Transport Attachments that a Unit has either land in a separate Landing Craft alongside the Unit, or are left out of the game.

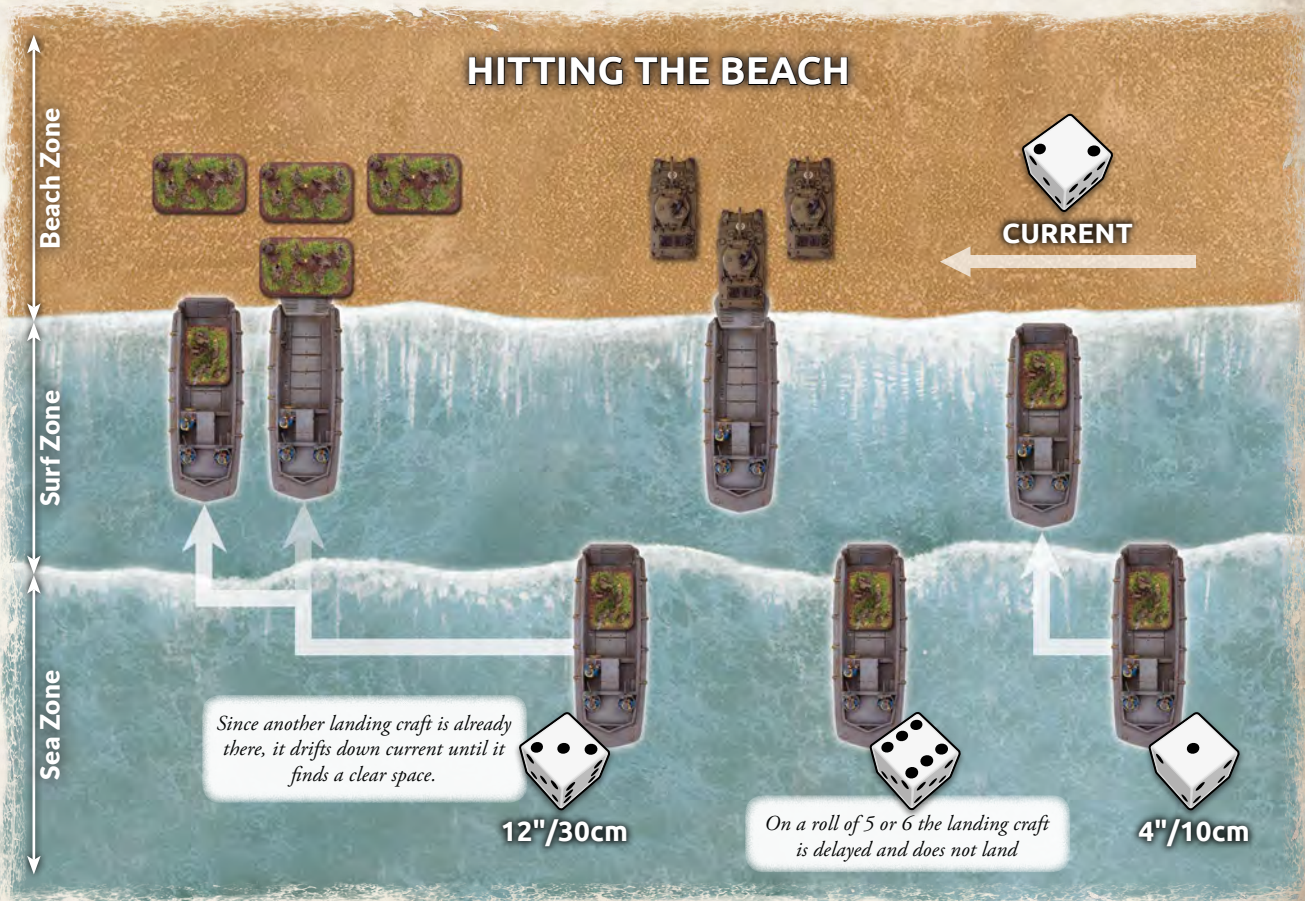
Aircraft and Naval Gunfire do not need Landing Craft and are always in the First Wave.

FLOATING RESERVES

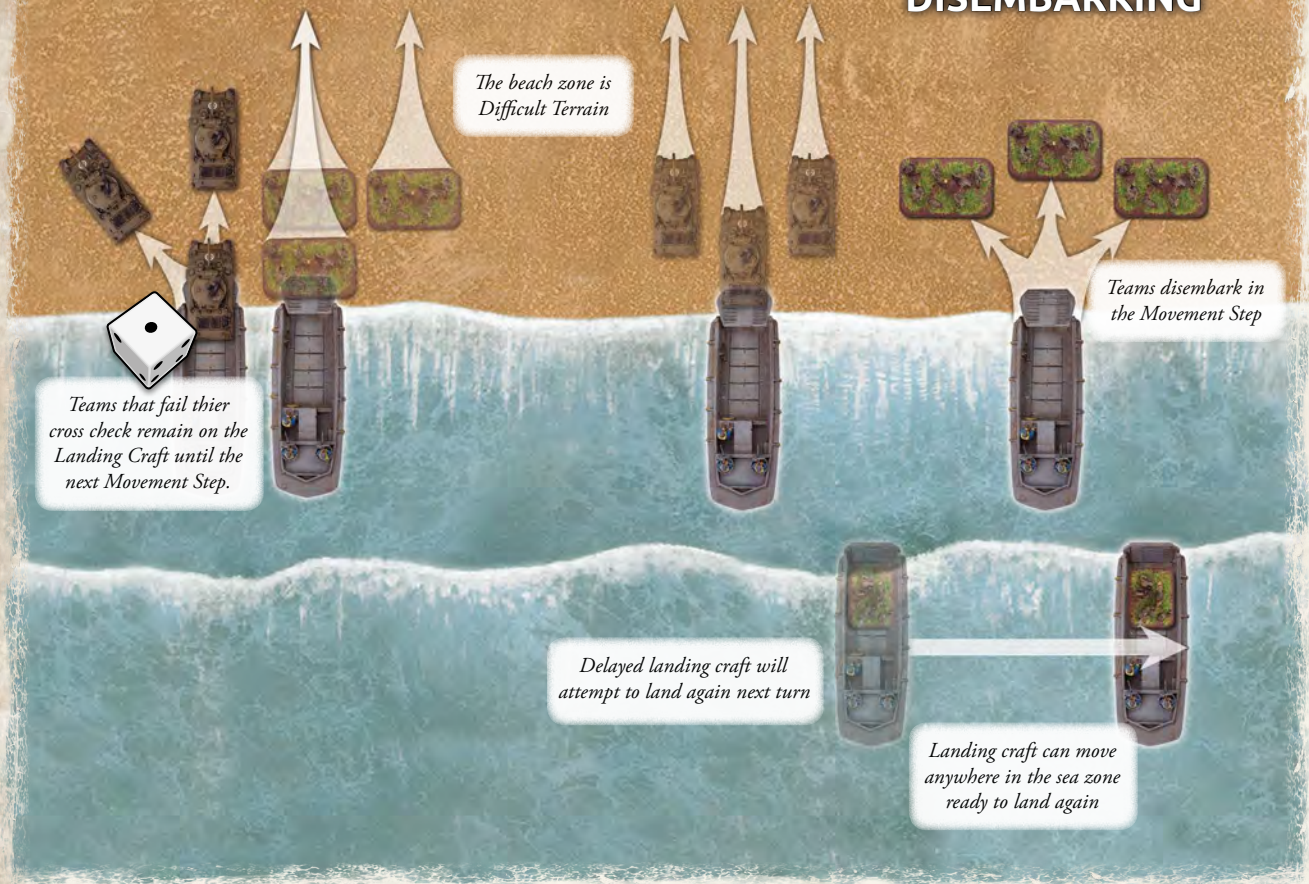
All Units not in the First Wave remain aboard their ships as the Floating Reserve until Landing Craft from the First Wave become available to take them ashore. The Attacking player does not need to roll to bring their Floating Reserve on to the table, they are always ready.

PLACE THE FIRST WAVE

Place all of the Landing Craft carrying Units from the First Wave in the Sea Zone opposite the place where they intend to come ashore (keep in mind that they will drift with the current).








DISEMBARKING



HITTING THE BEACH

At the start of the Movement Step, roll a die for each Landing Craft to see how far it drifts off course during the run in using the Landing Craft Drift Table:

LANDING CRAFT DRIFT TABLE	
DICE RESULT	DISTANCE
	4"/10cm down current
	8"/20cm down current
	12"/30cm down current
	16"/40cm down current
	Landing craft fails to find its way to shore and remains in the Sea Zone to try again next turn

Landing Craft that drift are placed in the Surf Zone the specified distance down current. If another Landing Craft already occupies that place, the Landing Craft drifts further down current to the first available space in the Surf Zone. If it drifts off the table, it returns to the Sea Zone and attempts to land again next turn.

DISEMBARKING

Once their Landing Craft has reached the Surf Zone, passengers and vehicles disembark from their Landing Craft during the same Movement Step. They begin their movement from the Landing Craft's ramp at the edge of the Surf Zone. If a Tank or Gun fails its Cross test to move through the Beach Zone, it remains on the Landing Craft until the next Movement Step.

Teams that remain in their Landing Craft cannot Move, Shoot, or Assault.

RETURNING FOR MORE

At the end of the Movement Step, roll a die for each empty Landing Craft in the Surf Zone.

- On a result of 4+ the Landing Craft re-floats and returns to the Sea Zone. Select a Unit in Floating Reserve to load in the Landing Craft and place it in the Sea Zone ready to Hit the Beach next turn.
- On any other roll, the Landing Craft is stuck fast on the beach, and must try to return to sea again next turn.







RETURNING FOR MORE



AMPHIBIOUS VEHICLES

Amphibious vehicles may elect to swim ashore, leaving their Landing Craft in the Sea Zone ready to pick up another Unit from the Floating Reserve next turn.

If they do this, roll a die for each vehicle to see how far it drifts off course during the run in using the Amphibious Drift Table:

AMPHIBIOUS DRIFT TABLE	
DICE RESULT	DISTANCE
	4"/10cm down current
	8"/20cm down current
	12"/30cm down current
	Vehicle is swamped and destroyed
 or 	Amphibious vehicle fails to find its way to shore and remains in the Sea Zone to try again next turn

Like a Landing Craft, an Amphibious vehicle that drifts is placed in the Surf Zone at the appropriate place. They can either Move on to the Beach Zone or remain in the Surf Zone (but will need to take a Cross test each Movement Step whether they Move or not).

Amphibious vehicles expect to be scattered when they reach the shore, so are always In Command while they and their Unit Leader remain in the Beach Zone.

PRELIMINARY BOMBARDMENT

At the start of the game, the Attacking player rolls a die for each Defending Team (except any Formation Commanders and Fortifications) deployed on the table, including Teams that are held in Ambush.

On a result of 4+ the Team is hit by a weapon with an Anti-tank rating of 5 and Firepower of AUTO, and the Defender must roll a Save for that Team. Armoured Tank Teams are hit on their Top Armour.



OBSTACLES RULES

MINEFIELDS

The rules for Minefields are on page 112 of the rulebook.

BARBED WIRE ENTANGLEMENTS

The location of a Barbed Wire Entanglement is shown by a Wire marker.

An Infantry team moving within 2"/5cm of a Wire marker must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Barbed Wire Entanglements are Difficult Terrain for all Tank teams moving within 2"/5cm of a Wire marker.

An Infantry Unit Leader that is not Pinned Down may issue a Wire Gapping Order as a Movement order instead of Moving in the Movement Step. If it does so, any Infantry team within 6"/15cm of the Unit Leader may immediately remove a Wire marker within 2"/5cm (having successfully moved into the Barbed Wire Entanglement in the previous turn) instead of Moving. The team is counted as Moving, but does not Move, and cannot Move further, Shoot, or Assault.

Barbed wire entanglements are designed to slow down infantry as they search for breaks made by the artillery or cut their way through. Even tanks need to be careful to avoid getting the wire wrapped in their tracks and being immobilised until the crew cut their vehicle free.

FORTIFICATIONS RULES

BUNKER

Bunkers are Gun teams with the following rules.

A Bunker can only be Shot at or Assaulted from within its Field of Fire. It cannot be hit by an Artillery Bombardment.

A Bunker is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Bunker must re-roll successful Firepower tests to Destroy it.

Turret Bunkers with Armour ratings rather than a Save rating are treated as Tank teams when hit by Shooting or in Assaults.

Bunkers cannot be Assaulted by Tank teams nor can they Charge into Contact.

Each Bunker team is a separate Unit, even when taken as part of the same selection.

The thick concrete walls of bunkers are impenetrable, leaving the firing slit as their only weak spot.

NESTS

Nests are Gun teams with the following rules.

A Nest is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Nest must re-roll successful Firepower tests to Destroy it.

Nests cannot be Assaulted by tanks nor can they Charge into Contact.

Each Nest team is a separate Unit, even when taken as part of the same selection.

Gun nests are hard to spot and even harder to knock out unless hit with the biggest available guns.

DEFILADE WALLS

Any Anti-tank Bunker may have an attached Defilade Wall. A Defilade Wall is an Impassable Tall Wall, that cannot be moved, seen, or shot through.

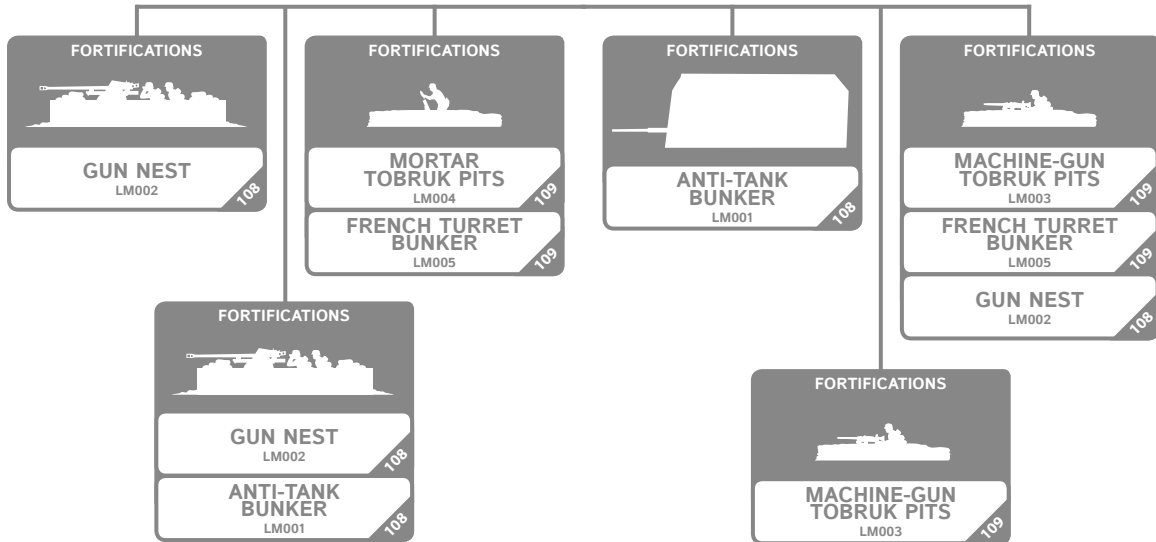
Some fortifications use thick concrete walls to limit their field of fire, thereby limiting the directions from which the enemy can shoot them in turn.



This section allows you to recreate a fortified 'resistance nest' of the sort found along the Normandy coast as part of Hitler's Atlantic Wall.

FORTIFICATIONS AND OBSTACLES

You may field one selection from each grey box.



ANTI-TANK BUNKER



1x 8.8cm Bunker

12 POINTS

1x 5cm Bunker

8 POINTS

Large concrete bunkers mounting heavy anti-tank weapons were the centrepiece of many resistance nests. Carefully placed defilade walls prevented the enemy from shooting at the bunker unless in its killing zone.

MOTIVATION **CONFIDENT 4+** • GUN UNIT • BUNKER •

IS HIT ON **BUNKER 2+**

SKILL **GREEN 5+**
Bunker Assault 6

SAVE **2+**
Bunker

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
8.8cm Bunker	48"/120cm	2	2	17	3+	Forward Firing
5cm Bunker	28"/70cm	2	1	8	4+	Forward Firing

GUN NEST



1x 5cm Anti-tank Nest

8 POINTS

1x 2cm AA Nest

4 POINTS

Lighter guns were still in open positions, waiting for their turn to get concrete bunkers when the invasion occurred. Despite this, they were still very dangerous and difficult to knock out.

MOTIVATION **CONFIDENT 4+** • GUN UNIT • NEST •

IS HIT ON **NEST 3+**

SKILL **GREEN 5+**
Nest Assault 6

SAVE **3+**
Nest

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
5cm Anti-tank Nest	28"/70cm	2	1	9	4+	Forward Firing
2cm AA Nest	20"/50cm	3	2	5	5+	Dedicated AA

MACHINE-GUN TOBRUK PITS



- 4x Machine-gun Tobruk Pit **8 POINTS**
- 3x Machine-gun Tobruk Pit **6 POINTS**
- 2x Machine-gun Tobruk Pit **4 POINTS**
- 1x Machine-gun Tobruk Pit **2 POINTS**

Tobruk pits, devised during the Siege of Tobruk in Africa, were simple concrete bunkers with a hole in the top to allow a machine-gunner to pop out and fire from relative safety.

• GUN UNIT • BUNKER •

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Tobruk Pit Assault **6**

IS HIT ON
TOBRUK 3+

SAVE
 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Machine-gun	16"/40cm	4	2	2	6	

MORTAR TOBRUK PITS



- 2x Mortar Tobruk Pit **4 POINTS**
- 1x Mortar Tobruk Pit **2 POINTS**

Some Tobruk pits mounted mortars rather than machine-guns to shell areas that couldn't easily be covered by direct-fire weapons. These turned defiles and sea walls into death traps.

• GUN UNIT • BUNKER •

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Tobruk Pit Assault **6**

IS HIT ON
TOBRUK 3+

SAVE
 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Mortar	32"/80cm	ARTILLERY	1	4+			

FRENCH TURRET BUNKER



- 1x French Turret (4.7cm) **2 POINTS**

Old French tank turrets mounted on concrete bunkers provided dual-purpose anti-tank and anti-infantry defences that needed a tank or a lucky bazooka shot to knock out.

• GUN UNIT • BUNKER •

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Turret Bunker Assault **6**

IS HIT ON
TURRET 3+

ARMOUR

FRONT	4
SIDE & REAR	4
TOP	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
French Turret (4.7cm)	24"/60cm	2	2	6	4+		
French Turret (MG)	16"/40cm	3	3	2	6		



D-DAY: BEACH ASSAULT MISSION TERRAIN PACK

If you do not have suitable miniatures, you can photocopy these pages, stick them to a sheet of cardboard and cut out the markers.

These pages can also be downloaded from www.FlamesOfWar.com

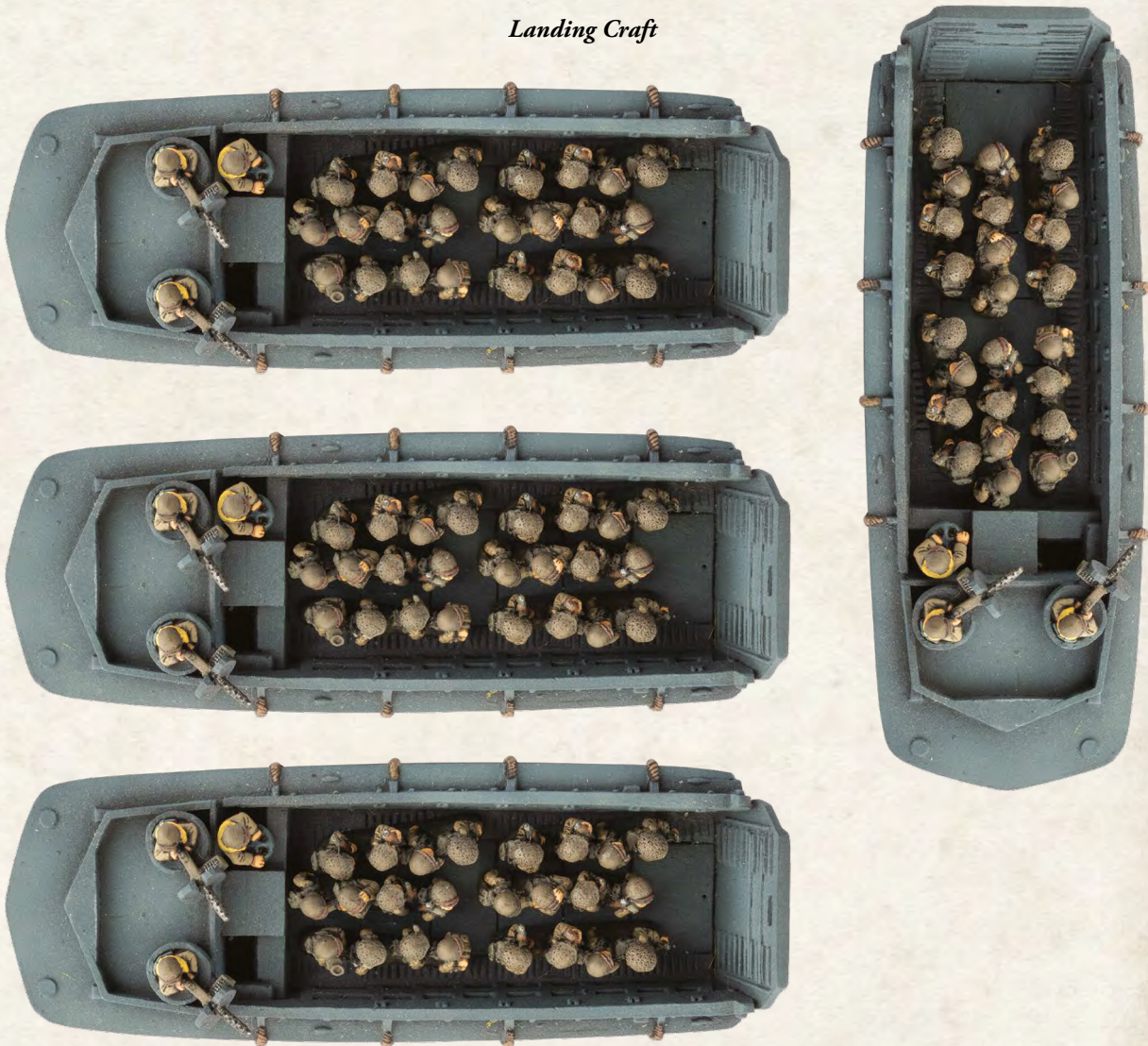
We also offer the *D-Day: Beach Assault Mission Terrain pack* which comes with cardboard terrain and a 16"/40cm x 48"/120cm beach mat for you to use in your D-Day battles.

Available from www.FlamesOfWar.com



AMPHIBIOUS ASSAULT MARKERS

Landing Craft



FORTIFICATION MARKERS

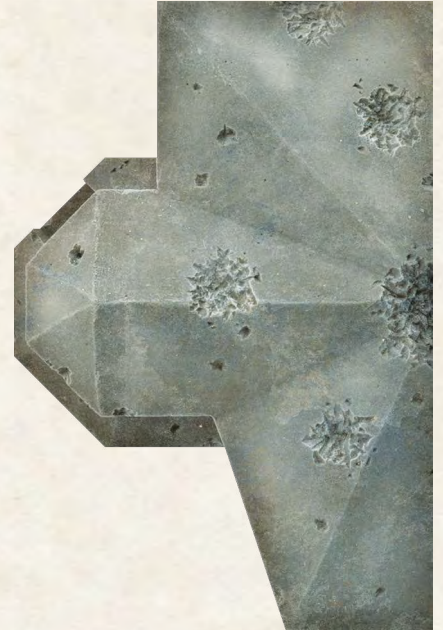
MG Tobruk Pits



Mortar Tobruk Pits



5cm Bunker



5cm Anti-tank Nest



2cm AA Nest



Turret Bunker



8.8cm Bunker



Deflade Wall



Minefields



Barbed Wire

