

Off the Beach!

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Off the beach is a board game based on the D-Day landing on the Beaches of Normandy in 1941. The Americans are trying to get off the beach and clear the Dog Green section of the beach of German resistance. The winner is the last player that has men on the board.

Set up

The Americans must set up their infantry in the LCM's (36 total). They have a army list as followings:

2 flame Throwers
2 Bangalor torpedoes
32 regular infantry with M1 Thompsons, M1 Garands, Carbines and Grenades

The German player starts with 12 infantry, and must deploy his forces from the barbed wire, inland. His army list is as follows:

1 MG 42
2 MG 34
9 regular infantry with Mausers and MP 40's

Once the board is set up, the Americans move first. The rest of the turn goes as follows:

- 1) American movement
- 2) American fire
- 3) German Movement
- 4) German Fire

Movement

Each soldier can move 1 square, into another square that is not occupied by another soldier. Soldier may not move through solid lines, barbed wire or any part of the board that does not have a square. Soldier may move in and out of trenches, bunkers or sandbag barricades.

Combat

Weapon or hand to hand combat occurs during the fire phase. All regular infantry carry a standard weapon and grenades. Specific infantry may only use the weapon they have specialized in and may not throw grenades. Only grenades, flame-throwers and hand to hand combat may target a soldier in trenches, bunkers and sandbag barricades. All weapons have a to hit number and must roll this number or lower to hit a target, on a 6 sided die. Each soldier may fire their weapons max rate of fire once per turn or choose to do hand to hand combat or throw a grenade. Some weapon ranges are unlimited but all

must be able to draw a straight line that does not cross any obstacles, to the target square. Killed soldiers are removed from the board immediately. Some weapons have a area of effect. This represents a blast or burning pattern. The target square is the center of the area of effect. The weapon regardless of whose side fired it, effects all soldiers in the area.

Type of infantry	Weapons	Rate of fire	To hit	Range	Area of effect
Regular	Various	1	3	Unlimited	1
Grenade	-	1	3	4	3x3
Flame thrower	Fire	1	4	4	3x3
Bangalor Torpedo	Bomb	1	Auto	3	4x4
MG 34	-	2	3	Unlimited	1
MG 42	-	3	3	Unlimited	1

(note: Bangalor torpedoes may kill soldiers but can only be used to attack barbed wire)

The Board

Some areas of the board are special and have a different effect on the game. If an soldier is in a trench, bunker or sandbag barricade, he may only be targeted by flame-throwers, grenades or hand to hand combat. Soldier may not fire out of trenches but may throw grenades or perform hand to hand combat.

When a Bangalor torpedo blows up, it removes a 4x4 section of barbed wire. You may use coins or something similar to represent this. Models may then move freely through this opening.

The board can be of any size to match you miniatures. It should be about 50 squares wide by 100 squares long. The Americans start on the short side as do the Germans. Below is a example.

