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# WAY TO HELL

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## SCENARIO BOOK

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### BATTLE MAP DESCRIPTIONS

The Battle Maps are designed to be played mainly in order, as almost each one introduces new features to the game, becoming progressively more difficult.

Occasionally, certain Map effects will be activated or deactivated. To keep track of this, use the double-sided green/red tokens from the base game to place on Sectors as needed.

### WAR STORIES CROSSOVER

If playing with the "Last Man Standing" optional rules from *D-Day Dice: War Stories*, each Battle Map description below includes the number of bonus Soldiers to add to your Unit at game start. See the *War Stories* rulebook, p.11.

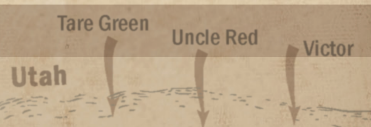




## UTAH BEACH

JUNE 6TH, 1944, 0635

UNCLE RED SECTOR



*This Map is dedicated to Brigadier General Theodore Roosevelt, Jr, and the men of the 4<sup>th</sup> Infantry Division ("Ivy Division").*

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ COMMAND JACKET ✓ LUCKY CHARM ✓ POCKET BIBLE ✓ RANGEFINDER



**Special Damage** For this Battle Map: **-1 Courage**. If you do not have any Courage, ignore this loss.



**Starting Sector 1** Start the game with 4 Soldiers.

**Starting Sector 2** Start with 0 Soldiers and the Corporal.



**Can't re-roll Skulls here:** However, they can be ignored normally (with a Sharpshooter or other game effects), and their results can be changed.



**Free Specialist here:** The first Unit to enter this Sector automatically rallies the available Specialist of its choice.



**Four of a kind:** If you obtain at least 4 of a kind in your Final Tally, gain 4 Soldiers. This includes virtual results given by Specialists, Items and other game effects, which could lead to earning twice this bonus.

For example, using a Toolkit, a Unit could obtain 4 Courage and 4 Tools in its Final Tally, thus earning 8 Soldiers. Obtaining 8 Tools would also give the bonus twice. This bonus is in addition to any RWB you may earn.



**Free Item: Flame-Thrower:** The first Unit to enter this Sector automatically finds the Flame-Thrower for free. The Flame-Thrower cannot be found otherwise, even by game effects that allow players to find an unavailable Item.

**Last Man Standing** bonus Soldiers = **85**



## JUNO BEACH

JUNE 6TH, 1944, 0749

NAN WHITE SECTOR



*This Map is dedicated to Corporal Léo Major and to the men of the Régiment de la Chaudière.*

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GRAPPLING HOOK ✓ ROPE LADDER ✓ POCKET BIBLE ✓ WIRECUTTERS



**Starting Sector 1** Start the game with 4 Soldiers.

**Starting Sector 2** Start with 1 Soldier and 7 Item Points.



**Tank here (not free):** At the start of the game, remove the Tank from the Vehicle deck and place it aside: it can be found in this Sector (and only here) by paying its cost in Item Points. It cannot be found otherwise, even by game effects that allow players to find any Vehicle.



**Free Item: Flame-Thrower** The first Unit to enter this Sector automatically finds the Flame-Thrower for free. The Flame-Thrower cannot be found otherwise, even by game effects that allow players to find an unavailable Item.



**Free Specialist: Corporal here** A Unit moving here rallies the Corporal for free. The Corporal cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.



**Free Specialist: Beachmaster here** When a Unit enters this Sector, it automatically rallies the Beachmaster for free, as long as it doesn't already have a Reserve Specialist. The Beachmaster cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.



**Lose 2 Soldiers for each RWB obtained here** Every time you obtain an RWB from either your Final Tally or any other game effects (including Awards and Items), lose 2 Soldiers. Add the resources given by the RWB bonus to your Unit before losing these 2 Soldiers. The Medic Specialist can cut this loss in half.

**Last Man Standing** bonus Soldiers = **70**





## COSY'S BUNKER

**JUNE 6TH, 1944, 0809, COURSEULLES-SUR-MER  
JUNO BEACH, MIKE GREEN SECTOR**

*This Map is dedicated to Lt. W. F. "Cosy" Aitken, gravely wounded while leading the assault against a German bunker in front of Courseulles-sur-Mer now forever known as Cosy's Bunker, and the men of 10 Platoon, "B" Company, Royal Winnipeg Rifles.*

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ LUCKY CHARM ✓ GAMMON BOMB ✓ POCKET BIBLE



**Starting Sector 1** Start with 2 Soldiers and the Corporal.

**Starting Sector 2** Start with 4 Soldiers.

**Starting Sector 3** Start with 1 Soldier and 3 Stars.



**Can't re-roll Skulls here:** However, they can be ignored normally (with a Sharpshooter or other game effects) and their results can be changed.



**Random Vehicle here (not free)** At the beginning of the game, draw 1 Vehicle at random and place it, face-up, beside the Battle Map. That Vehicle can be found in Sector 5 by paying its cost in Item Points.

**Last Man Standing** bonus Soldiers = 120



## COURSEULLES

**JUNE 6TH, 1944, 0956, COURSEULLES-SUR-MER  
JUNO BEACH, MIKE GREEN SECTOR**

*This Map is dedicated to Charles Roos, the first Allied cameraman to land on D-Day, and the brave members of Canadian Army Film and Photo Unit (CFPU), who risked their lives to record the D-Day landings, including the only color footage shot that day.*

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GAMMON BOMB ✓ LUCKY CHARM ✓ RANGEFINDER ✓ SIGNALLING LAMP



**Starting Sector 1** Start with 2 Soldiers and 5 Item Points.

**Starting Sector 2** Start with 4 Soldiers.



**Free Specialist: Captain here:** The first Unit to enter this Sector automatically rallies the Captain for free. The Captain cannot be rallied otherwise, even by game effects that allow players to rally an unavailable Specialist.



**Scout Car here (not free):** At the start of the game, remove the Scout Car from the Vehicle deck and place it aside: it can be found in this Sector (and only there) by paying its cost in Item Points. It cannot be found otherwise, even by game effects that allow players to find any Vehicle.



**Must stay 3 turns here** Units cannot leave this Sector until their Unit Marker indicates



**"Fight Once" Sector** This Sector has 2 different DEF values the 1st (highest) is the one used in the very first combat by the first Unit to enter. Once this combat is resolved, the Sector takes the grayed 2nd value (0). If 2 or more Units enter the Sector at the same time, they decide among themselves who fights first. The other Units will benefit from the reduced DEF.



**No "Fresh Troops" RWB here:** Units cannot gain a Fresh Troops RWB in this Sector, either by rolling dice or any other game effect. However, all results obtained during Phase 1 still give 2 Soldiers to their Unit.

**Last Man Standing** bonus Soldiers = 85





## BRÉCOURT MANOR

JUNE 6TH, 1944, 0834  
LE GRAND CHEMIN

This Map is dedicated to Lieutenant Richard Winters and the men of Easy Company, 2<sup>nd</sup> Battalion, 506<sup>th</sup> Parachute Infantry Regiment (the "Band of Brothers"), who neutralized the German battery of Brécourt Manor in a exemplary assault with only a handful of men.



**A Few Good Men** This rule affects the entire Battle Map. See p. 17 of the *D-Day Dice* or *War Stories* rulebooks for details.

### AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GAMMON BOMB ✓ LUCKY CHARM ✓ POCKET BIBLE ✓ SIGNALLING LAMP

All 4 guns on this Battle Map must be *sabotaged* (below) or the game is lost.




**Special Damage** For this Battle Map: **-1 Specialist.**



**Starting Sector Sector 1** Start with 4 Soldiers.



**Sabotage the gun:** When standing in this Sector, any Unit must discard 1 card with the  icon to sabotage the gun it contains.



**"Fight Once" Sector** This Sector has 2 different DEF values the 1st (highest) is the one used in the very first combat by the first Unit to enter. Once this combat is resolved, the Sector takes the grayed 2nd value (0). If 2 or more Units enter the Sector at the same time, they decide among themselves who fights first. The other Units will benefit from the reduced DEF.



**Intense Machine Gun Fire** Machine Gun Fire in this Sector cannot be prevented (by the Grenade, for example), but its damage can be avoided or reduced with effects like that from the Flak Vest.

**Last Man Standing** bonus Soldiers = 100

## BRÉCOURT MANOR ASSAULT

FOR 2 MAPS + 2-5 PLAYERS



FROM: SHAEF

REF. MAP N-13: UTAH BEACH

SECURITY LEVEL: SECRET

REF. MAP N-17: BRÉCOURT MANOR

**URGENT:** Utah Beach landing under heavy fire from Brécourt Manor area. These guns must be destroyed!

Place the Utah Beach and Brécourt Manor Maps (N-13 & N-17) "head to head" so that the Bunker edges align in the middle. Players choose which end of this Map to start from (at least 1 player per Map). All available Special Items from both Maps are placed in the Pool.

Add 1 MGF token to Sectors 6, 8, 9 and 11 of Utah Beach. Each Sector has +1 MGF **as long as a token remains in it**. Every time one of the guns from Brécourt Manor is sabotaged, the Unit that sabotaged it removes 1 MGF token of its choice from one of these Utah Beach Sectors.

### Maps and Adjacency

- Where the Maps touch top row to top row, the rows are considered adjacent. Movement between Maps is possible: treat it as an Advance using the target Sector's Courage cost. However, a Unit that moves from Brécourt to Utah cannot go back to Brécourt, or vice-versa, since Units cannot retreat.
- The Mortar on the top row of one Map can affect the other.
- Units have the choice of which Bunker to conquer, as long as both Bunkers are conquered by at least 1 Unit by the end of the game.
- Remember that the Brécourt Manor Map is under the "A Few Good Men" rules while Utah Beach is not.

### Cards and Game Effects

- The Carrier Pigeon allows Units to trade resources between Maps and the Lieutenant allows dice trading as normal. Cards or effects that affect "all Units" affect Units on both Maps. The Flame-Thrower can only be found in Utah Beach's Sector 12.
- Once a Unit conquers a Bunker, it can decide to remain in play or be removed, using standard winning rules (placing its Specialists beside the conquered Bunker to help other Units). If a Unit chooses to remain in play, it has 2 options: it can remain in play until the last



Unit has conquered its Bunker, or it can conquer a second Bunker. If a Unit chooses to remain in play and is wiped out later on, the game is lost for everyone.

- When on the opposing Map, a Unit may continue to Advance from its higher numbered sectors “forward” into the lower-numbered ones since that Map is upside-down for the Unit.

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