

BREAKTHROUGH AT COUTANCES

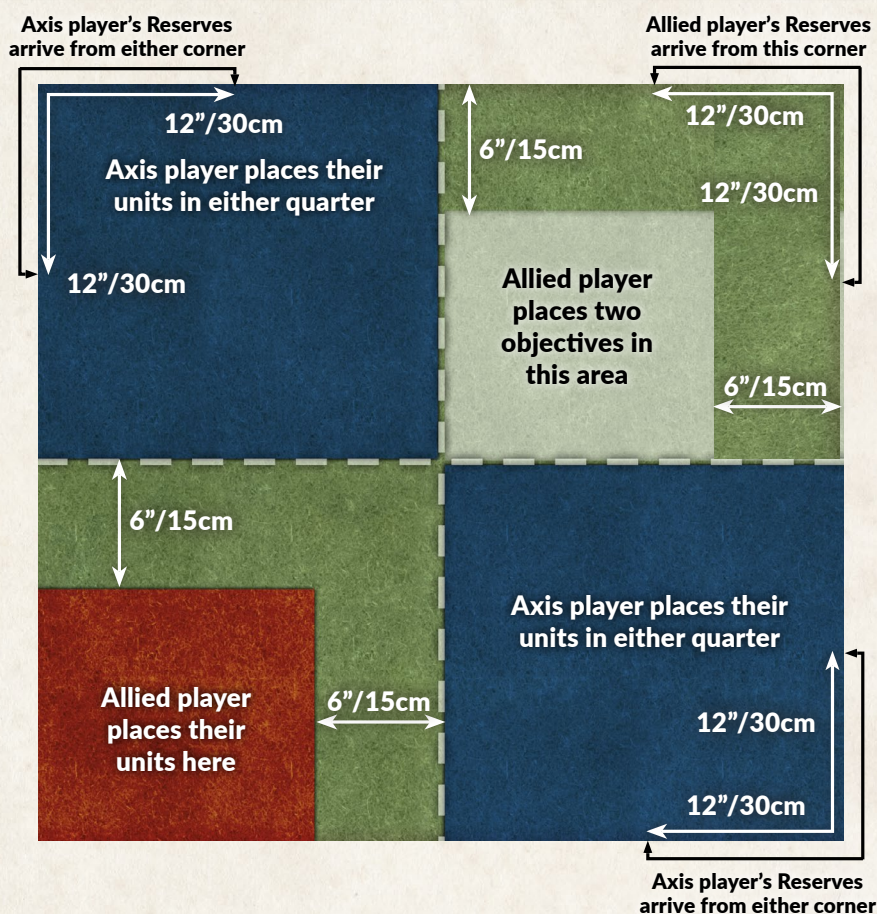
Lost in the maze of Bocage hedge-rows, the Allies have found they have outflanked the enemy. They must hurry to seize their objectives quickly before Axis is able to send in reinforcements.

SPECIAL RULES

- Ambush (Axis)
- Immediate Reserves (Axis)
- Flanking Delayed Reserves (Allies)

SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with bocage terrain for this mission.
2. The Axis player picks two diagonally opposite table quarters to defend.
3. The Allied player picks one of the remaining table quarters to attack from.
4. The Allied player places two Objectives in the remaining table quarter at least 6"/15cm from all table edges.



DEPLOYMENT

1. The Axis player selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 12"/30cm of either of their table corners.
2. The Allied player selects at least one Unit to hold in Delayed Reserve. Their Reserves will arrive within 12"/30cm of the Objective table corner.
3. Starting with the Axis player, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Axis player may hold one of their deployed Units in Ambush.
5. The Axis player then places their deployed Units in their table quarters, allocating them between the quarters as they wish.
6. The Allied player then places their deployed Units in their table quarter at least 6"/15cm from both centrelines.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Allies has the first turn.

WINNING THE GAME

- The Allies wins if they end their turn on or after the sixth turn Holding an Objective.
- The Axis wins if they end a turn on or after the sixth turn with no Allied player's Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

BOCAGE HEDGE

Bocage hedges are Tall, Bulletproof, Difficult Terrain, so require a Cross Test to get through. They are Tall, blocking fields of view, and their stony base gives teams hiding behind them Bulletproof Cover.

BOCAGE GAPS & GATES

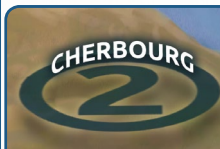
Small gaps and gates in the hedges are usually overhung with trees and just big enough to get a small cart through. Like the hedges, they are Tall, blocking fields of view, and Bulletproof Cover, but does not require a Cross Test to pass through.

CONTROL BONUS

For this mission and any mission played in this lane, players gain the following bonus if their side controls Cherbourg.

CHERBOURG

The capture of Cherbourg after a month-long battle finally gave the Allies a port to land vital supplies. Unfortunately, the stiff German defence had bought them time to thoroughly wreck the port facilities.



BONUS:

When fighting in the Coutances Area, your Force gains an extra 5 Points worth of Command Cards.

BREAKTHROUGH AT COUTANCES SPECIAL RULES

AMBUSH (AXIS)

The Axis player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Axis player's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Axis player may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (AXIS)

The Axis player may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Axis player's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 12"/30cm of the corner in either of the Axis player's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Axis player's Reserves.

If the Axis player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

FLANKING DELAYED RESERVES

(ALLIES)

The Allied player must hold at least one Unit in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Allied player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 12"/30cm of the corner opposite the Allied player's deployment area at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Allied player's Reserves.

If the Allied player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

BOCAGE TERRAIN CHART

TERRAIN	DASH SPEED	CROSS TEST	HEIGHT	BULLETPROOF COVER
Bocage Hedge	Terrain Dash	Yes	Tall	Yes
Bocage Gaps & Gates	Terrain Dash	No	Tall	Yes