

THE MEATGRINDER

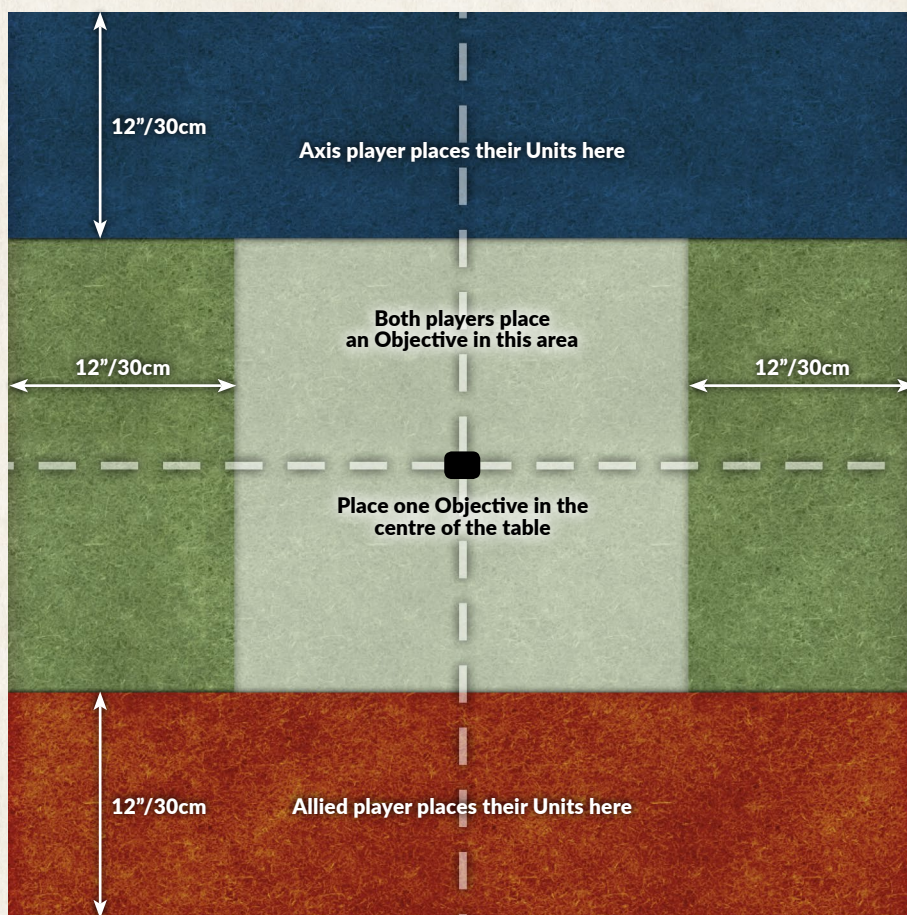
The little French village sits peacefully on a vital road junction, barely aware of the two armies heading straight for it. The struggle is going to be fierce as neither side can allow the other to take it...

SPECIAL RULES

- Meeting Engagement (Both players)

SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with bocage terrain for this mission.
2. The Axis player picks a table edge to defend. The Allied player attacks from the opposite table edge.
3. Place an Objective in the middle of the table.
4. Both players, starting with the Axis player, place an Objective anywhere on the table at least 12"/30cm from all table edges.



DEPLOYMENT

1. The Axis player places all of their Units up to 12"/30cm from their table edge.
2. The Allied player places all of their Units up to 12"/30cm from their table edge.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

The game cannot be won before the sixth turn.

- A player wins if they end their turn Holding two 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.

ST-LÔ

The Battle of Saint-Lô was fought to secure a key crossroads and secure the jumping off point for the Allied breakout. After heavy bombardments, Saint-Lô was nicknamed 'The Capital of Ruins'.



BONUS:

When fighting in the Mt Pincon Area, your side gains the following rules:

When Attacking, you may give one Infantry or Tank Unit the Spearhead rule.

When Defending you only have to put up to 30% of your Force in Reserves.

THE MEATGRINDER SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

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