

BREW UP (VILLERS BOCAGE)

The breakthrough has reached its objective far behind enemy lines unopposed! The officers are conferring on whether to push on or dig in. With the recce lost at sea, no one knows where the enemy has got to. Still, it's a hot day and now seems as good a time as any to brew up a cuppa before the boss gets back...

SPECIAL RULES

- Delayed Scattered Reserves (Both players)
- Meeting Engagement (Axis)
- Random Deployment (Axis)
- Tea Time (Allies)

SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with bocage terrain for this mission.
2. Both players, starting with the Allies, place one Objective at least 12"/30cm from table centre.

DEPLOYMENT

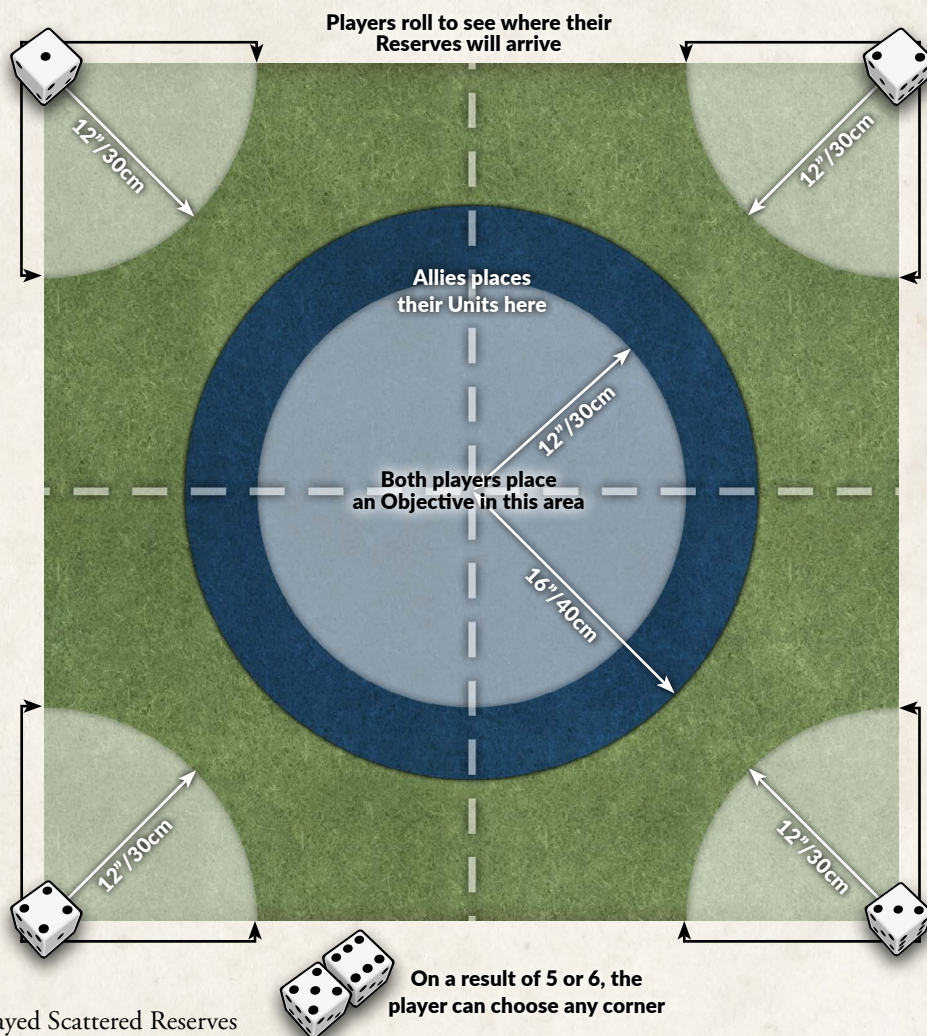
1. The Allies selects up to 40% of their Force to deploy within 16"/40cm of the table centre. Remaining Units are held in Delayed Scattered Reserves and will arrive within 12"/30cm of the corners of the table.
2. The Axis selects up to 40% of their Force to deploy using the Random Deployment rule. Remaining Units are held in Delayed Scattered Reserves and will arrive within 12"/30cm of the corners of the table.
3. The Axis deploys their remaining Force using the Random Deployment rule.
4. The Allies's Infantry and Gun Units begin the game Pinned Down and their Tanks begin the game Bailed Out.

WHO GOES FIRST

The Axis has the first turn. As the game is a Meeting Engagement, the Axis will Shoot as if they Moved and cannot use Artillery or Aircraft on the first turn.

WINNING THE GAME

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



On a result of 5 or 6, the player can choose any corner

CONTROL BONUS

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

ORNE BRIDGES

Operation Deadstick was the code name for the airborne British operation to capture two key bridges crossing the River Orne and the Caen Canal providing the only exit eastward for the British forces landing on Sword beach.



BONUS:

When fighting in the Villers Bocage Area, you may add an additional 5 points for each complete 50 points in your Force.

BREW UP (VILLERS BOCAGE) RULES

RANDOM DEPLOYMENT (AXIS)

When they deploy each Unit, the Axis rolls for each Unit, deploying them up to 12"/30cm of the indicated table corner. On a 5 or 6, the Unit may be deployed from any corner.

SCATTERED RESERVES (BOTH PLAYERS)

In this mission, when the Units held in Reserves arrive, they will do so within 12"/30cm of the corners of the table (rather than the usual 16"/40cm). On a 5 or 6, the Unit arrives at any corner the player chooses.

TEA TIME (ALLIES)

All of the Allies' Infantry and Gun Units begin the game Pinned Down and all of their Tank Teams begin the game Bailed Out.

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 GATE

The small gaps in the hedges that farmers have left for gates are usually overhung with trees and just big enough to get a small cart through, requiring careful driving for anything bigger.