MORTAIN

SPECIAL RULES

- Ambush (Allied Player)
- Delayed Scattered Reserves (Allied Player)
- Immediate Reserves (Axis Player)
- Meeting Engagement (Axis Player)

SETTING UP

1. The Allied Player picks a long table edge to defend from. Their Deployment Area is the area between their table edge and the centre of the table to a width of 12"/30cm on either side of the table centre.

2. The Axis Player then chooses a short table edge to attack from.

3. The Allied Player places two Objectives up to 8"/20cm from the Axis Player's table edge and more than 8"/20cm from the long table edges.

4. The Axis Player then places one Objective in the Allied Player's Deployment area at least 8"/20cm from the edge of the Deployment Area.

5. They then place another Objective up to 16"/40cm from the opposite short table edge at least 8"/20cm from the long table edges.
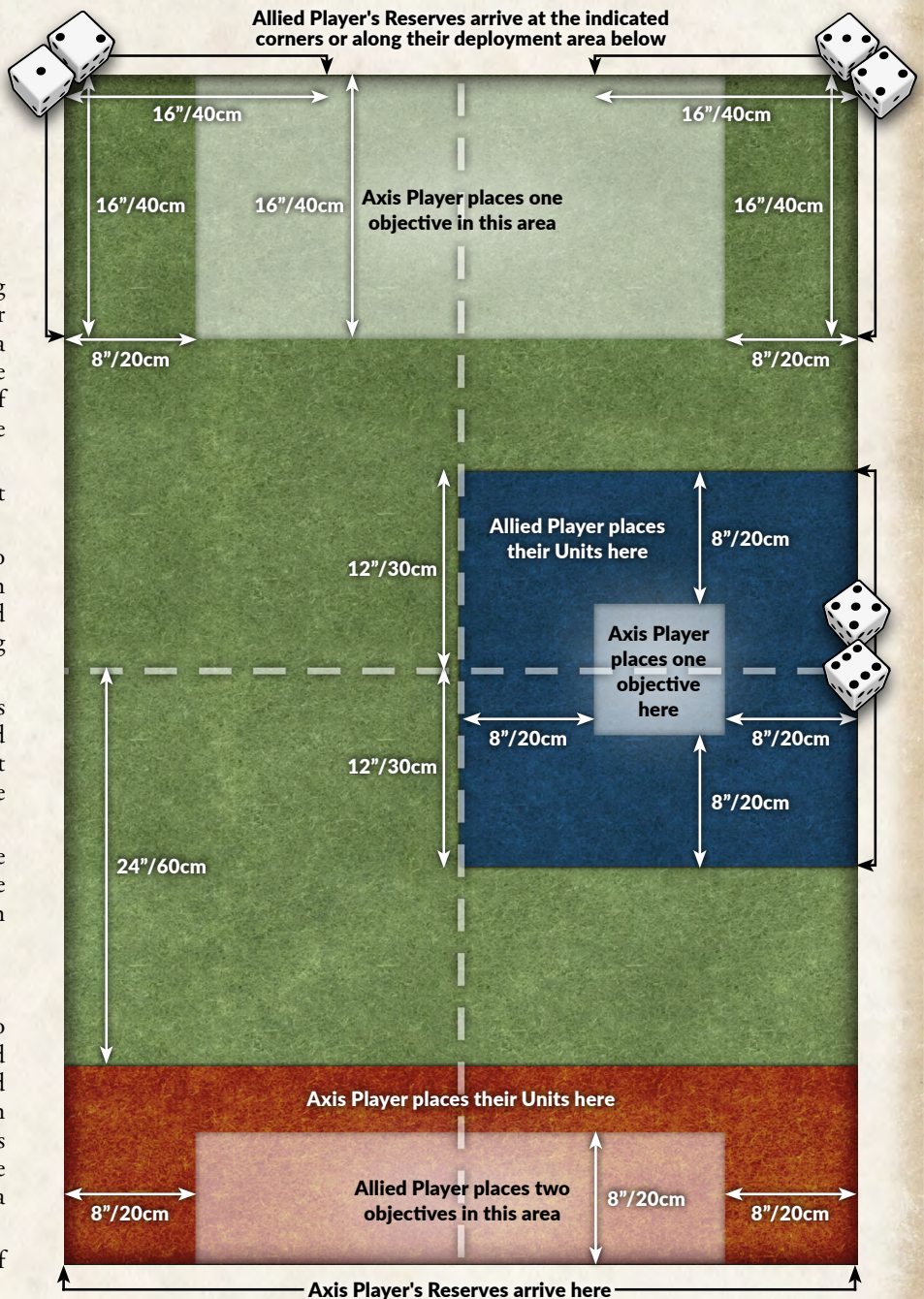
DEPLOYMENT

1. The Allied Player selects up to 60% of their force to deploy and holds the rest in Delayed Scattered Reserve. The Reserves arrive within 16"/40cm of the indicated corners or along the table edge of the Allied Player's Deployment Area depending on the die roll.

2. The Allied Player may hold one of their Units in Ambush.

3. The Allied Player places their remaining Units in their Deployment Area.

4. The Axis Player selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive along their short table edge.

5. The Axis Player places their remaining Units in their table half at least 24"/60cm from the table centre line.

6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

- A player wins if they end their turn Holding an Objective that they placed.

Allied Player's Reserves arrive at the indicated corners or along their deployment area below

16"/40cm   16"/40cm

16"/40cm   16"/40cm   Axis Player places one objective in this area   16"/40cm

8"/20cm   8"/20cm

12"/30cm   Allied Player places their Units here   8"/20cm

Axis Player places one objective here

8"/20cm   8"/20cm

12"/30cm   8"/20cm

24"/60cm

Axis Player places their Units here

8"/20cm   Allied Player places two objectives in this area   8"/20cm   8"/20cm

Axis Player's Reserves arrive here

CONTROL BONUS

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

COUTANCES

With Cherbourg captured, the Allies sought to break out of their beachhead. The US 4th Armoured Division was tasked to capture Coutances and advance to Avranches.

COUTANCES 3
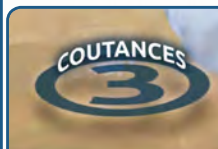
BONUS: When fighting in the Mortain Area, you may give one of your Tank or Infantry Units the Spearhead rule.

MORTAIN SPECIAL RULES

AMBUSH (ALLIED PLAYER)

The Allied 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 Allied 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 Allied 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 PLAYER)

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 Axis Player's long table edge 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.

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.

SCATTERED DELAYED RESERVES
(ALLIED PLAYER)

The Allied 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 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.

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.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Allied Player player rolls a die to determine where it will arrive using the mission map as reference. The Reserves arrive within 16"/40cm of the indicated corners or along the table edge of the Allied Player's Deployment Area depending on the die roll.