RETREAT AT ARGENTAN

Allied Player places their units here 8"/20cm

Axis Player places their units here

Allied Player places two objectives in this area

16"/40cm

16"/40cm

You have the enemy on the run. Don't let them get away.

SPECIAL RULES
- Ambush (Axis Player)
- Strategic Withdrawal (Axis Player)

SETTING UP
1. The Axis Player picks a long table edge to defend. The Allied Player attacks from the opposite table edge.
2. The Allied Player places two Objectives within 16"/40cm of the Axis Player's edge and at least 16"/40cm from the side table edges.
3. Starting with the Axis Player, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

DEPLOYMENT
1. The Axis Player may hold a Unit in Ambush.
2. The Axis Player then places their remaining Units in their table half.
3. The Allied Player places all of their Units within 8"/20cm of their table edge.
4. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
The Allied Player has the first turn.

Note, the Axis Player must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME
- The Allied Player wins if they end their turn Holding an Objective.
- Otherwise, the Axis Player wins at the start of their ninth turn after checking Force Morale.

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

VIRE
The battles to defeat the German rearguard in the Falaise Pocket began with the liberation of Vire. While the Canadians struggled to close the pocket, the British & American forces fought hard to destroy the escaping German troops.

VIRE 4

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

RETREAT AT ARGENTAN SPECIAL RULES

AMBUSH (AXIS PLAYER)

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.

STRATEGIC WITHDRAWAL (AXIS PLAYER)

The Axis Player starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, the Axis Player counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.

- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.
- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS

When the Axis Player is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. An Attachment must always be withdrawn with its core Unit.

If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

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 was the winner and gain Victory Point as the Loser.