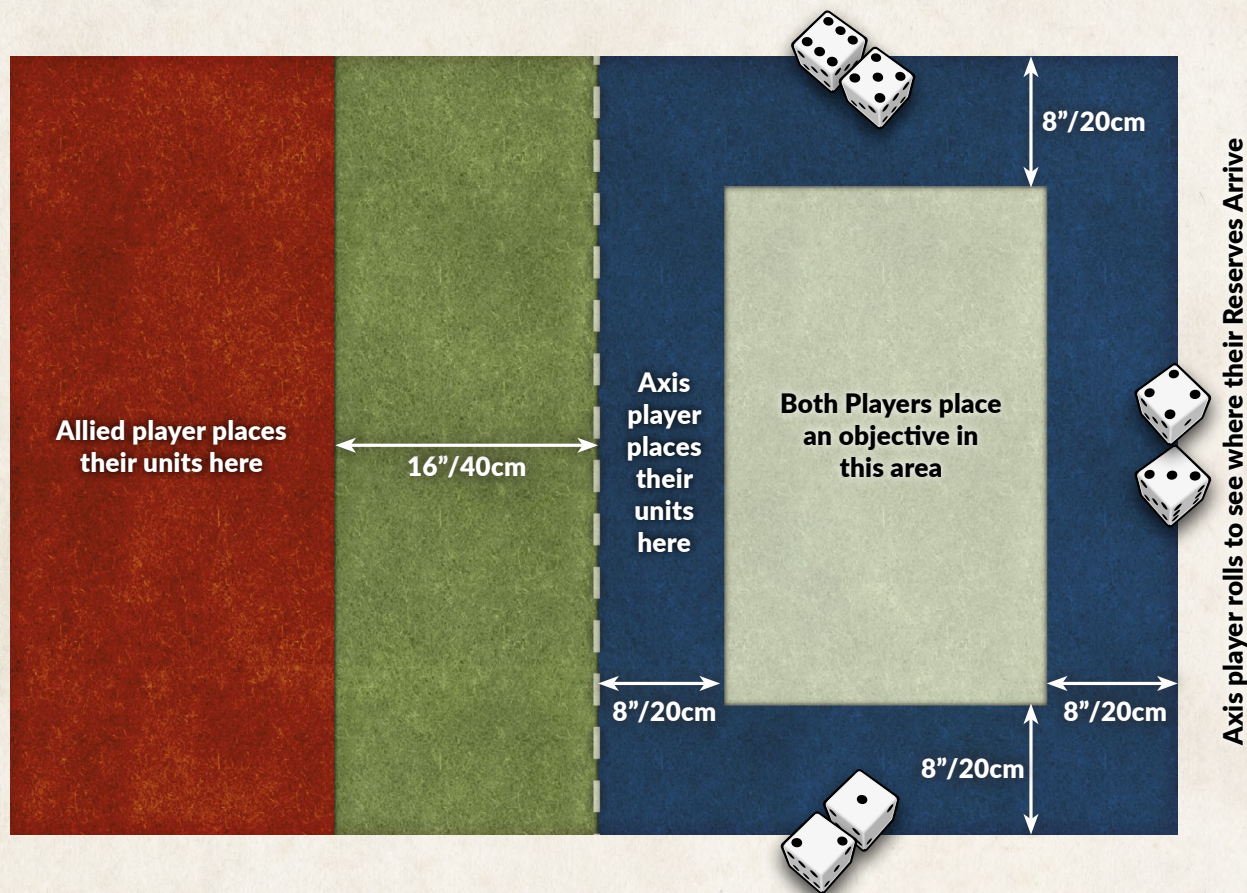# DOGFIGHT AT ROUEN

You have broken through the first line of enemy defences. Now you must break through the next one, while the enemy throw whatever reserves they can muster at your break-through force. It's going to be an all-in dogfight.

SPECIAL RULES

- Ambush (Axis)
- Deep Scattered Delayed Reserves (Axis)

SETTING UP

1. The Axis player picks a short table edge to defend from. The Allied player attacks from the opposite edge.
2. Both players, starting with the Axis player, place one Objective in the Axis player's table half, at least 8"/20cm from table centre line and all table edges.

DEPLOYMENT

1. The Axis player selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. The Axis player will dice to see where each Unit will arrive.
2. All of the Reserves will arrive from a table edge and must arrive in the Axis player's table half.
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 Units in Ambush.
5. The Axis player then places their Units in their table half.
6. The Allied player places all of their Units in their table half at least 16"/40cm from the table centre line.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Allied player has the first turn.

WINNING THE GAME

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

DOGFIGHT AT ROUEN SPECIAL RULES

AMBUSH (AXIS)

The defending 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.

DEEP SCATTERED DELAYED 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. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

In Team Yankee and Late War, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

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 *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 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.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge it will arrive using the mission map as reference.

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge *in the Axis player's table half*. The Reserves move on from the table edge at the start of their Movement Step.

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.

CONTROL BONUS

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

ARGENTAN

The taking of Argentan encircled the German forces in Normandy, creating the Falaise Pocket. The Canadian capture of Falaise completed the encirclement, destroying the German Seventh Army and capturing 50,000 troops.

BONUS: While fighting in the Rouen Area, at the start of the game before deploying, choose one objective on the table and move it 4"/10cm in any direction.