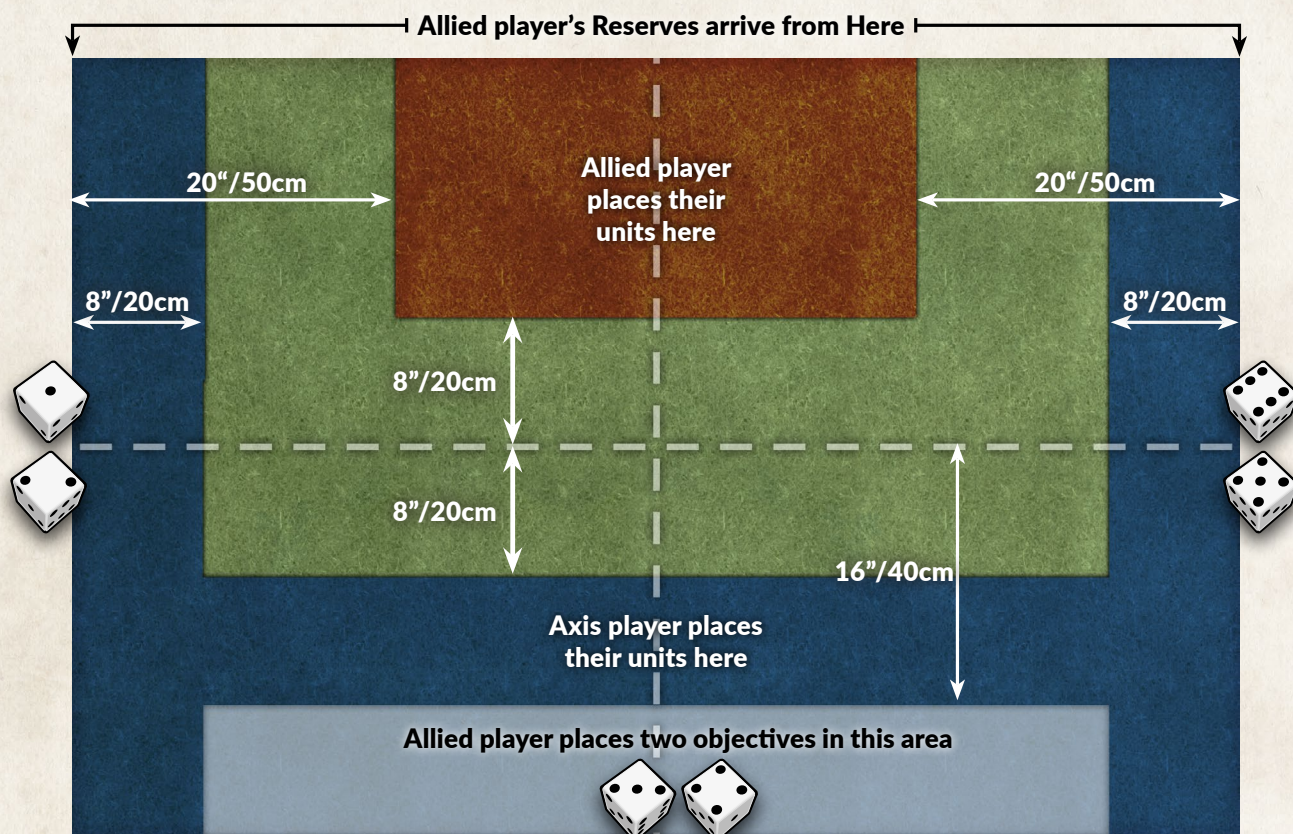


KILLING GROUND AT VERNON



Axis player rolls to see where their Reserves Arrive

You have blundered into a killing ground. The only way out is forward. Cut your way through the Axis players to escape.

SPECIAL RULES

- Deep Immediate Reserves (Allied player)
- Deep Scattered Delayed Reserves (Axis player)

SETTING UP

1. The Axis player picks a long table edge to defend from. The Allied player attacks from the opposite edge.
2. The Allied player places two Objectives in the Axis player's half of the table, at least 16"/40cm from the table centre line and at least 8"/20cm from the short table edges.
3. The Axis player places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

1. The Axis player selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Axis player will dice to see where each Unit will arrive.
2. Starting with the Axis player, the players place Ranged In markers for all of their deployed Artillery Units.
3. They then place their deployed Units in their table half at least 12"/30cm from the centre line and in the Allied player's table half within 8"/20cm of the short table edges.

4. The Allied player selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Allied player reserves Unit will arrive on their long table edge.
5. The Allied player places all of their remaining Units in their table half at least 4"/10cm from the table centre line and 20"/50cm from the short table edges.
6. 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.

KILLING GROUND AT VERNON SPECIAL RULES

DEEP 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. 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 *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 short 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.

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. The Reserves move on from the Axis player's short 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.

WHERE DO RESERVES ARRIVE

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

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

CONTROL BONUS

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

FALAISE

The Canadian Army fought its way to Falaise in a series of tough battles to close the Falaise Pocket that encircled the German Army Group B destroying the remains of the Fifth Panzer Army.



BONUS:

When fighting in the Vernon Area, you may choose one of your opponent's Units.

If it is a Tank unit, choose a tank to start the game Bailed Out.

If it is a Gun or Infantry Unit, they start the game Pinned Down.