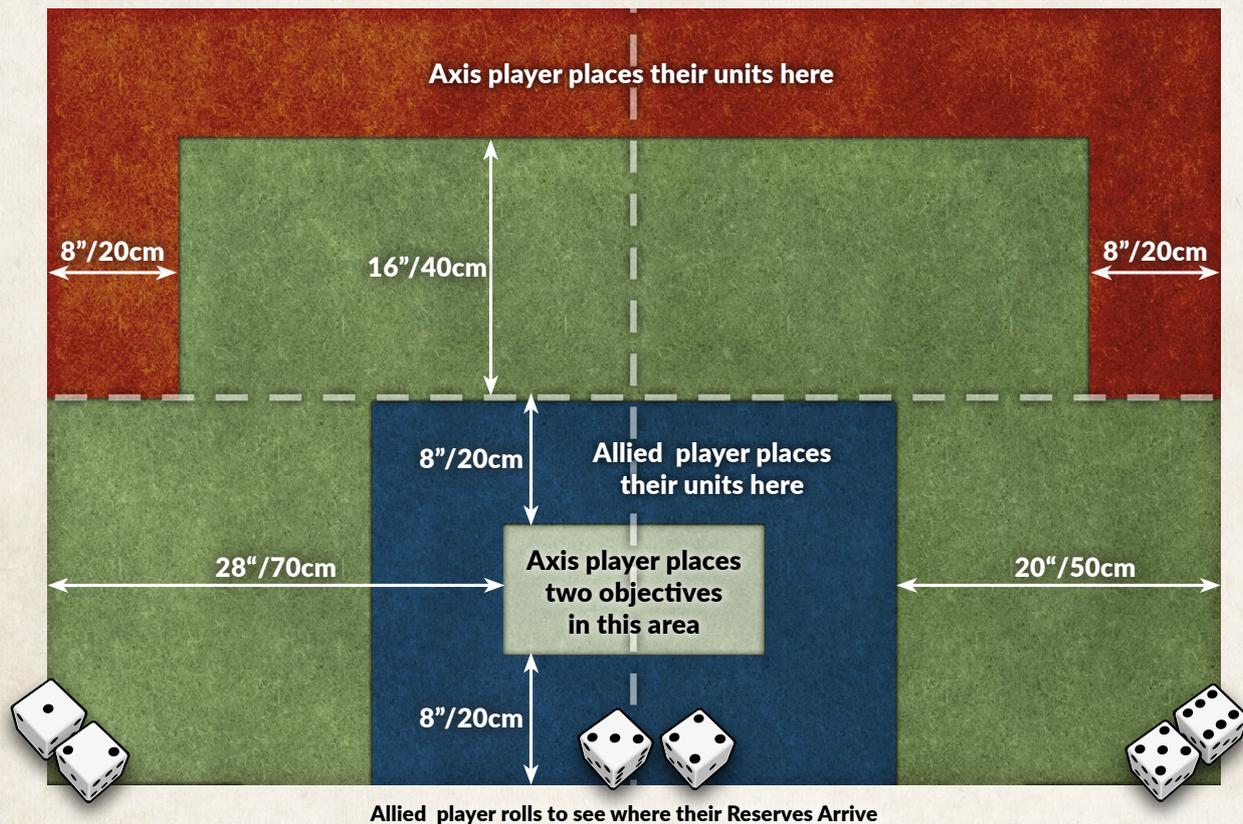


# HILL 112



The Allies gained a foothold on Hill 112. The Axis must cut them off and destroy them before their reinforcements arrive.

## SPECIAL RULES

- Ambush (Allied)
- Scattered Immediate Reserves (Allied)
- Old Minefields (Allied)

## SETTING UP

1. The Allied player picks a long table edge to defend from. The Axis player attacks from the opposite edge.
2. The Axis player places two Objectives at least 8"/20cm from the table centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.
3. The Allied player places one Old Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.

## DEPLOYMENT

1. The Allied player selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. The Allied player will dice to see where each Unit will arrive.
2. Starting with the Allied player, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Allied player may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 20"/50cm from the side table edges.

5. The Axis player places all of their Units in their table half at least 16"/40cm from the table centre line or within 8"/20cm of the side table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Axis player has the first turn.

## WINNING THE GAME

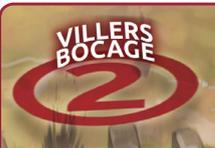
- The Axis player wins if they end their turn Holding an Objective.
- The Allied player wins if they end a turn on or after the sixth turn with no Axis Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

## CONTROL BONUS

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

### VILLERS BOCAGE

*With the direct route to Caen blocked, the British pushed through a gap in the German defences towards Villers Bocage, taking Caen from the west. The arrival of the German 2<sup>nd</sup> Panzer Division and the 101<sup>st</sup> SS Heavy Tank Battalion halted the advance.*



### BONUS:

When fighting in the Hill 112 Area, once per game, you may re-roll one of your failed Last Stand die roll.

## HILL 112 SPECIAL RULES

### AMBUSH (ALLIED)

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.

### OLD MINEFIELDS (ALLIED)

Before Objectives are placed, place Old Minefield markers in No-Man's Land or the Allied player's Deployment Area, and at least 4"/10cm apart.

When a Team moves within 2"/5cm of an Old Minefield marker, roll a die. On a score of 4+, remove the Old Minefield marker. Otherwise, replace the Old Minefield marker with a Minefield Marker and tests for entering a Minefield as normal.

### SCATTERED IMMEDIATE RESERVES

#### (ALLIED)

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 *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.

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 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 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.

### 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 as the winner and gain Victory Point as the Loser.