

# BOCAGE COUNTRY (ST-LÔ)

The engineer waves his hand frantically as the nearby riflemen run for cover. As he pushes the plunger down, a section of the hedge-row vanishes into dust. While dirt clods fall amongst the troops, the tanks charge forward, hoping the TNT had done its job...

## SPECIAL RULES

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

## SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with bocage terrain for this mission.
2. The Defender picks a table edge to defend from. The Allies attack from the opposite edge.
3. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line and all table edges.
4. The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

## DEPLOYMENT

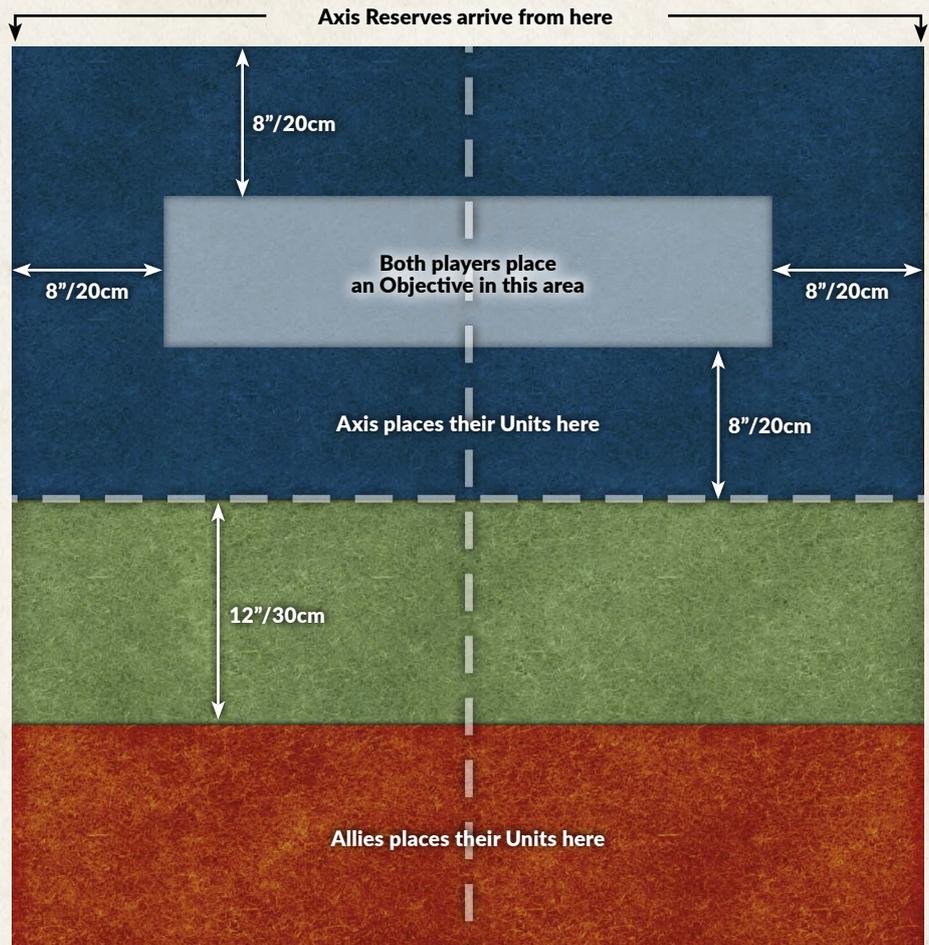
1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. These will arrive from the Defender's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their Units in their table half.
5. The Allies place all of their Units in their table half at least 16"/40cm from the table centre line.
6. All Infantry and Gun Teams start the game in Foxholes.

### BOCAGE HEDGE

Bocage hedges are Tall, Bulletproof, Difficult Terrain, so require a Cross Test to get through. They are Tall, blocking fields of view, and their stony base gives teams hiding behind them Bulletproof Cover.

### BOCAGE GATE

The small gaps in the hedges that farmers have left for gates are usually overhung with trees and just big enough to get a small cart through, requiring careful driving for anything bigger.



## WHO GOES FIRST

The Allies has the first turn.

## WINNING THE GAME

- The Allies wins if they end their turn Holding an Objective.
- The Defender 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.

## CONTROL BONUS

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

### CARENTAN

The liberation of Carentan by US airborne troops allowed the forces from Utah Beach and Omaha Beach to link up and form a continuous beachhead.



### BONUS:

When fighting in the St-Lô Area, your side's Reserves arrive on a roll of 4+ instead of a 5+.

# BOCAGE COUNTRY (ST-LÔ) RULES

## AMBUSH (AXIS)

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.

## DEEP DELAYED RESERVES (AXIS)

The Axis 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's table edge at the start of their Movement Step.

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.

## 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.