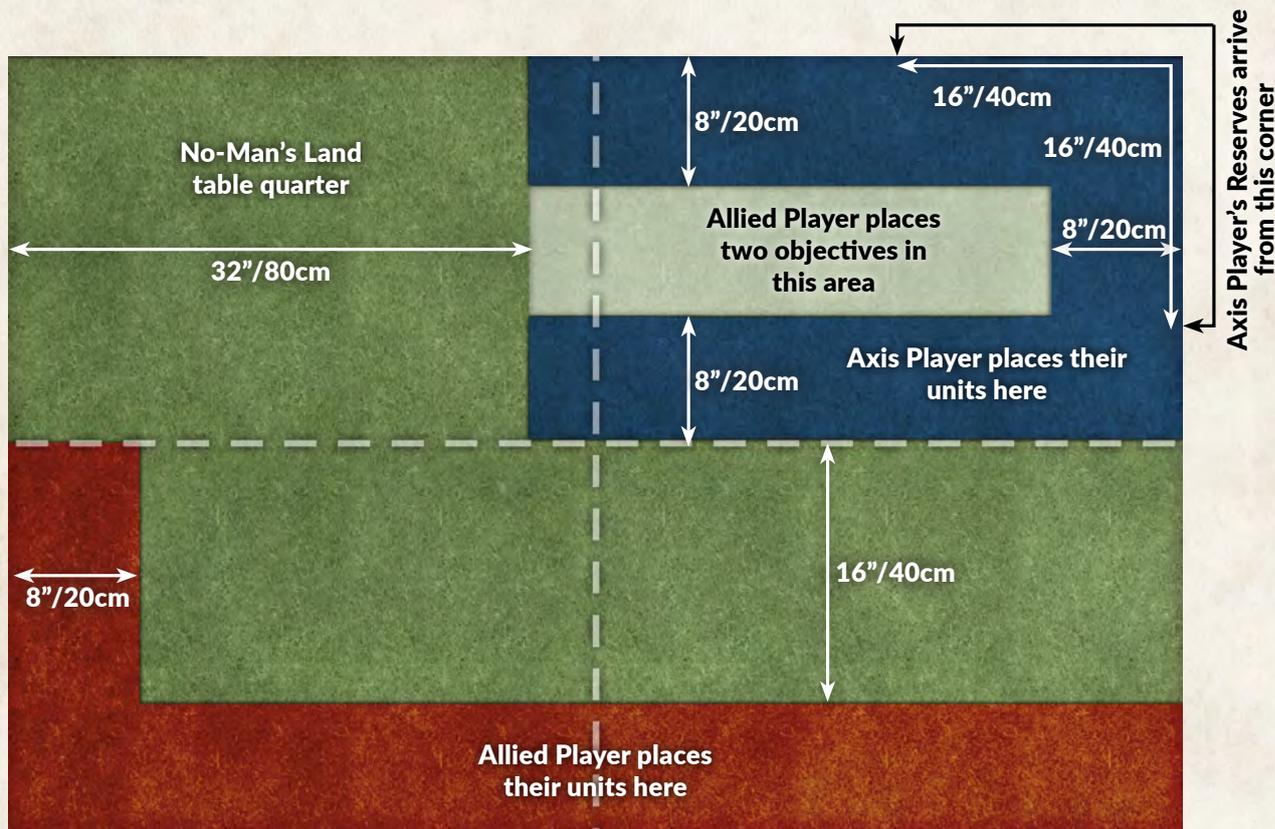


# OUTFLANKED IN CAEN



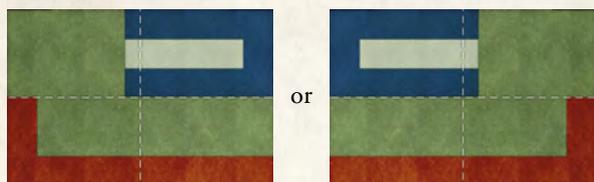
You have found the end of the enemy line. Outflank and destroy them before they can react.

## SPECIAL RULES

- Ambush (Axis Player)
- Delayed Reserves (Axis Player)
- No Spearhead (Axis Player)

## SETTING UP

1. The Axis Player picks a table quarter to defend.
2. The Allied Player attacks from the opposite long table edge.
3. The Allied Player places two Objectives in the Axis Player's table quarter or in the No-Man's Land table quarter at least 8"/20cm from the table centre line and all table edges, and at least 32"/80cm from the short table edge in the No-Man's Land quarter. Depending on the quarters chosen, the table will look like:



4. 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 Immediate Reserve. Their Reserves will arrive within 16"/40cm of their table corner.
2. Starting with the Axis Player, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Axis Player may hold one of their deployed Units in Ambush.
4. The Axis Player then places their deployed Units in their table quarter or in the No-Man's Land table quarter at least 32"/80cm from the short table edge. The Defending player *may not use the Spearhead rule*.
5. The Allied Player then places their deployed Units in their table half at least 16"/40cm from the centreline or within 8"/20cm of the short table edge opposite the Axis Player's table quarter.
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 on or after the sixth turn Holding an Objective.
- The Axis Player wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

## OUTFLANKED IN CAEN SPECIAL RULES

### AMBUSH (AXIS PLAYER)

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.

### 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. 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 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 long table edge adjacent to their table quarter 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 player's Reserves.

If a 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 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 Hill 112.

#### HILL 112

*Operation Epsom was the next British attempt to outflank Caen. By the end of the first day, they had crossed the Odon River and reached Hill 112. Counterattacks by the newly-arrived 2<sup>nd</sup> SS Panzer forced the British off Hill 112, blocking any further British advance.*



#### BONUS:

When fighting in the Caen Area, once per game, you automatically pass the first Reserve roll you make.