



★ HEROES ★ OF NORMANDIE™ BATTLE FOR CAEN WINDSOR & JUPITER



RULES & SCENARIOS

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SOLO MODE *

The Heroes of Normandie - Solo Mode expansion is required for games in Solo.

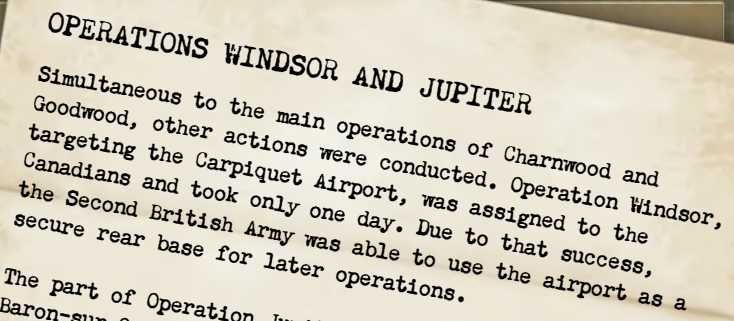
Authors: Yann & Clem.

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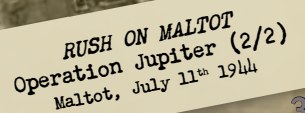
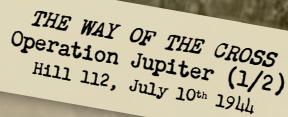
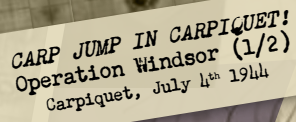
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The part of Operation Jupiter targeting the villages Baron-sur-Odon and Fontaine-Etoupefour then finally Hill 112 was assigned to the 43rd (Wessex) Infantry Division. The 15th (Scottish) Infantry Division was tasked to take the villages of Eterville and Maltot. The tanks of the 4th Armoured Brigade exploited the breakthrough and secured several villages on the west bank of the river Orne. The goal had been to surpass Operation Epsom, but the German counter-attacks at Hill 112 undermined the Allied objectives. Two other operations, Greenline and express, would be attempted to dislodge the Germans, but they were unsuccessful. Hill 112 finally fell in August during Operation Bluecoat.



RULES

1 - BATTLEFIELD

1.1 - TERRAIN EFFECTS



HOLES

Infantry Units inside a **Terrain Element** with this effect do not block the **Line of Sight** of units outside the **Terrain Element**, however they do block **LoS** for other **Infantry Units** in the same element. Corners that overlap an **interspace** block **LoS** when firing at a unit in the same **Terrain Element**.

WARNING: This effect always applies even if a unit is adjacent to a line linked to the hole.



↑ **Firing Actions A & B** are allowed. **Firing Action C** fails because the corner of the Trench blocks **LoS**, while **D** fails because the **Infantry Unit** outside the **Terrain Element** blocks **LoS**.



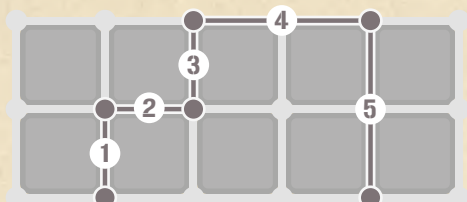
LINES

A **Line** is a specific (linear) type of **Terrain Effect**.

1. A **Line** extends between two **Interspaces**, spaced 1 or more squares apart ↓ (here a **Line** 3 squares long).

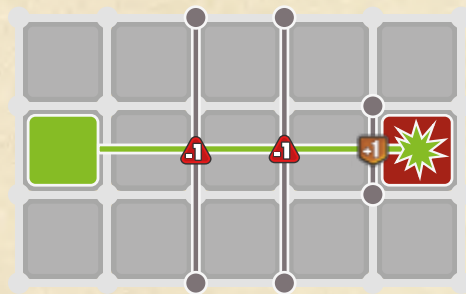


2. Even though they are "connected", a **Firing Action** that crosses multiple segments still adds the **Terrain Effects** of each **Line** as if they were individual lines ↓.

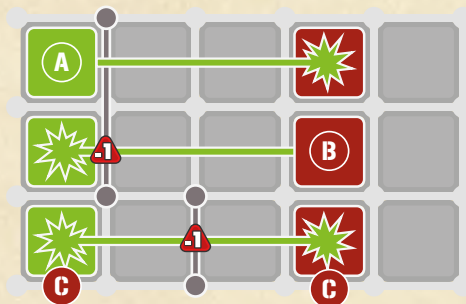


BATTLEFIELD

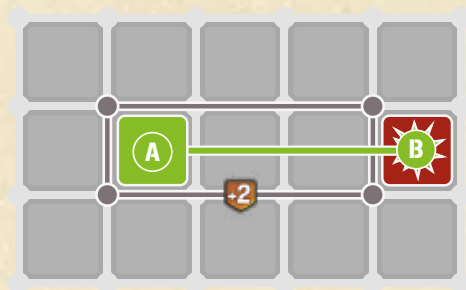
3. A **Firing Action** that crosses multiple discrete **Lines** adds the **Terrain Effects** of each **Line**, ↓ (In this case, the shot gets a total of **-2** and the defender gets **+1**).



4. Units adjacent to a **Line** that **Obscures LoS** can ignore that modifier when taking **Firing Actions**, all others cannot. ↓ (here **A** is adjacent to the **Line** during its **Firing Action**, so it has no penalty. **B** is not adjacent to the **Line** during its **Firing Action**, so it applies the penalty. **C** Both units are not adjacent to the **Line** during the **Firing Action**, so the penalty applies to both units).



5. If the **Line** is linked to a **Defensive Bonus** and completely surrounds a linear set of squares, then this set is considered a **Terrain Element** (Trench for example). The **Defensive Bonus** applies only to Units present in the **Terrain Element**. ↓ Here **A** takes a **Firing Action** against **B**. The latter does not benefit from the **Defensive Bonus** linked to the **Line** because it is outside the **Terrain Element**. If **B** takes a **Firing Action** against **A**, it would ignore the **Terrain Effects** associated with the **Line** because it is adjacent to it.

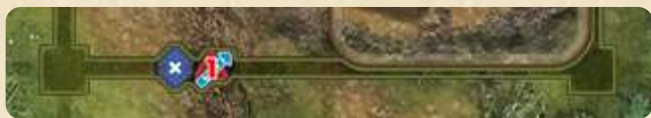


6. A **Line** affects **Movement Actions** that cross it.

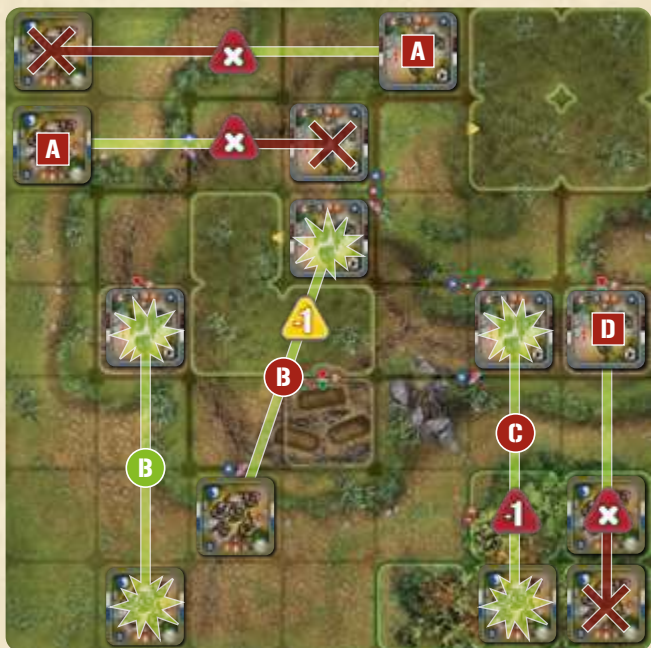


1 CONTOUR LINES

A **Contour Line** is one that separates two areas of different elevation.



Firing Actions that cross a **Contour Line** have their range limited to one square beyond the **Line A**, unless the shooter or the target is adjacent to the **Contour Line B & B**. Effects of **Terrain Elements** that reduce **LoS** apply their effects normally **C**. **Infantry Units** block **LoS** if both the shooter and the target are **Infantry Units D** ↓.



↑ **Firing Action A** ignores the **Contour Line** since the shooting unit is adjacent to the **Elevated Line**. **Firing Action B** is possible because the target is adjacent to the **Elevated Line**. The **Firing Action** is not possible because the unit performing the **Firing Action** is not adjacent to the **Elevated Line**. **Firing Action C** is impossible because the **LoS** crosses an **Elevated Line** and the target is not adjacent to this **Elevated Line D**.

1.2 - TERRAIN ELEMENTS



TALL GRASS

Obstacle (Infantry)

They're grass, they're tall, they're Tall Grass. If velociraptors are around, stay out!

ELEVATED LINES

An **Elevated Line** is used to delineate an area that is higher than an area bounded by a **Contour Line**. The **Firing Action** of a unit adjacent to an **Elevated Line** that crosses that same **Elevated Line** ignores any **Contour Lines** it crosses. In all other cases, the same rules apply as for the **Contour Line**.

WARNING: In the case of two "Hills" facing each other, the rules for Contour and Elevated Lines still apply ↓.



1.3 - DEFENSIVE OBSTACLES

These **Terrain Elements** are never placed diagonally, but straddle two squares.



BARBED HEDGEHOG

Line - Obstacle - Impassable to Vehicles - Difficult Passage

They were used to impede the progress of either tanks or infantry, respectively.

Units with the Engineer **Special Ability** may, instead of a **Movement Action** or **Firing Action**, remove a **Barbed Hedgehogs** marker present in their **ZoC**.

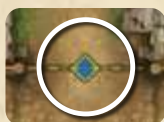
RULES

1.4 - DEFENSIVE ELEMENTS

TRENCHES *Line - Defensive Bonus (Infantry) -*

Impassable to Vehicles - Hole - Difficult Passage

From the Roman camps through the siege of Maastricht (1673) and Vicksburg (1863), right up to the battle of the Somme (1916), trenches have always been an essential component of poliorcetics (haha! you didn't know that one).



A unit that moves into or out of a **Trench** must stop its **Movement Action**, unless it crosses the dashed **Line** with a **blue arrow** that indicates access to the **Trench**.

Moving within a **Trench**, or from one **Trench** to an adjacent one, does not interrupt movement provided the two joined trench sides are linked by a passage (●). A unit moving from one **Trench** to another cannot stay in the square between the two passages. A Unit moving between cannot stop in the space between (●). The corners of **Trenches** constrain **Movement Actions** A ↓.



ZOC AND TRENCHES:

Units in **Trenches** are not affected by the **ZoC** of units outside the **Trench** and vice versa.



↑The **ZoC** of a unit present in a **Trench** is limited to the element. The corners of **Trenches** limit **ZoC** A.

NOTE: *Pegasus Bridge* Trenches are a V1 version, and are missing the line, consider it the border of the trench.

DEFENSIVE ELEMENTS

GRENADES AND TRENCHES:

When a grenade is thrown into a trench, place the **Grenade** marker on a square, instead of on an **Interspace**.



↑The blast expands in a 1-square-wide straight **line** only inside the trench, in any possible direction from the target square. Trench corners stop the propagation of the blast A. The squares indicating an access to the trench (dashed **Line** with a **blue arrow**) are taken into account when a grenade explodes in a square adjacent to an access B.



FOXHOLES

Defensive Bonus (Infantry) - Hole

When you need to hold a position but don't have time to dig trenches or build bunkers, burying yourself is the best solution...





2 - SPECIAL ABILITIES

2.1 - ASSAULT SPECIAL ABILITIES



CHARGE

When this unit launches an **Assault** ⚡, it may first take a **Firing Action** at its target. If the target survives, resolve the **Assault** ⚡. This free attack disregards range restrictions. If the **Firing Action** destroys the target, this unit must end its **Movement Action** in the target's former square.

2.2 - DEFENSE SPECIAL ABILITIES



DEFENDER

This unit grants **+1** to the **Defense Value** of allied **Infantry Units** in its **ZoC**. If this unit is **Destroyed**, this effect persists until the end of the present **Activation Phase**.



SUBSTITUTE

This unit can suffer **Hits** in place of a **Heavy Weapon** unit (outlined in red) within **2** squares provided it has a **LoS** (obscured 🚫 or clear 🟢) to that other unit. This **Special Ability** does not work if the **Heavy Weapon** was **Destroyed** during an **Assault**.

2.3 - COMMAND SPECIAL ABILITIES



AMBUSH SPOTTER

When this unit is **Activated** with an **Order Token**, it may reveal one or more **concealed** 🚫 units to which it has a **clear** 🟢 **Line of Sight**.

2.4 - OTHER SPECIAL ABILITIES



ENGINEER

Units with this **Special Ability** may use and interact with gear or **Terrain Elements** that have the same symbol, such as **barbed wire**.



MILITARY ENGINEERING

At the end or at the beginning of its **Movement Action**, the **SDKFZ 251/7** may deploy one of the items (see below) present on its **Support Option**.

A unit with the **Engineer** ⚙️ **Special Ability** in the **SDKFZ 251/7's** **Zone of Control** may, at the beginning of its **Movement Action**, take one of the items from the **SDKFZ 251/7's** **Support Option** and move with it. At the end of the **Engineer's** **Movement Action**, the chosen item must be deployed.

There are two types of items:

Barbed Hedgehogs: They can be deployed between two empty **Interspaces** and adjacent to the unit carrying them (Pioneer or SDKFZ 251/7). If deployed on a **Line** associated with a **Terrain Effect**, they do not negate that effect.

Advanced Position: It may be deployed in an empty square in the **ZoC** of the unit carrying it (Pioneer or SDKFZ 251/7). An **Advanced Position** may not be placed in Buildings, Ruins, Bunkers 🏠, Water 🌊 squares or any **Impassible** 🚫 square.



BRIDGE

The **Bridge** allows units (both infantry and vehicles) to cross Water, Trenches, Ponds, and other depressions by using the **Bridge**. They must leave the **Bridge** by the square pointed by the **blue arrow**. The **Bridge** can be deployed in an **empty** square in the unit's **ZoC**. The **Bridge** can be placed on an **Impassable for Vehicles** 🚫 or **Infantry** 🚫 square, but not on an **Impassible** 🚫 square.

3 - RECRUITMENT OPTIONS

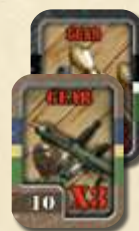
3.1 - SUPPORT OPTIONS



SDKFZ 251/7

This option grants the **12th-SS-Pz-Div-Hitlerjugend Panzerpioniere** a **SDKFZ 251/7** as well as all the items it can deploy, thanks to the **Military Engineering** 🛠️ **Special Ability**.

3.2 - GEAR OPTIONS



GEAR

This option gives you **3 markers of your choice**. At the beginning of the game, select any combination of **3 gear markers** with the same **colored stripes** as the Gear Recruitment Option.

Commonwealth: *Grenades, Piat and Knife.*

SS: *Grenades, Magnetic Mines and Panzerfaust.*



KNIFE *Restricted to Infantry*

Before rolling your dice in an **Assault** ⚡, discard the Knife marker to add a **+2** bonus to the result.



PIAT *Restricted to Infantry - Alternate Firing Action*

The maximum range of a **Piat** is **5** squares 🏠. The combat bonus is written on the back. Piat has the **Destruction** 🚫 **Special Ability**.



MINEN

Restricted to Infantry

When activated (instead of taking a **Firing** or **Movement Action**) a unit may place a **Mine** marker on any square in its **Zone of Control**. If an allied or enemy unit crosses or stops on a square containing a **Mine** marker it suffers an attack. Use the **Combat Values** on the **Mine** marker and discard it. Unlike with a full **Mine Field**, the unit only suffers the attack, without suppression. Units with the Engineer **Special Ability** may discard an adjacent **Mine** marker instead of taking a **Firing Action** or a **Movement Action**.



POSITION

Restricted to Infantry

This option gives you 1 **Forward Position**. Instead of taking a **Firing Action** or a **Movement Action**, during the **Activation Phase** or the **Supply Phase**, a unit may place the **Forward Position** on its square. A **Forward Position** tile may not be placed inside a Building, Rubble, a Bunker , a Water square, or any square Impassable to **Infantry Units**.

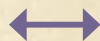
FRONT

«Hedgerow» side



BACK

«Urban» side



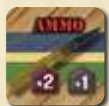
Use the tile's Hedgerow side for a position in a hedgerow, and its reverse side if you put it in any other type of terrain where it is allowed to be placed.



RECCE GEAR

Restricted to Light Vehicles

This option gives you 3 **markers of your choice**. These markers are restricted to **Light Vehicles**. You must select them at the beginning of the game from the **Ammo**, **Additional Shielding** and **Fuel** markers with the same colored stripes as the **Recce Gear** Recruitment Option.



AMMO

Each marker gives you a **+2 bonus** against **Light Vehicles**, or **+1** against **Heavy Vehicles**. You may not take a **Firing Action** using an Ammo marker against a **Heavy Vehicle** if your unit's grey **combat value** is .



ADDITIONAL SHIELDING

Each Additional Shielding marker grants a Vehicle a **+2 Defensive Bonus**.



FUEL

Each Fuel marker increases the **Movement Value** of a vehicle by 2 squares.

3.3- CHARACTER TRAITS



FEROCIOUS

During an **Assault** , an attacking Ferocious unit always pushes back defenders whether they win or lose, provided the attacking unit has not been **Destroyed**. This **Character Trait** does not apply to an **Assault** against a vehicle.



HARDENED

This **Character Trait** gives you an additional **Order Token**. However, each turn you must assign an **Order Token** (**Numbered**, **Special**, or **Bluff**) to one of this **Recruitment Tile**'s units.

WARNING: you may not have more than 10 **Numbered Order Tokens**.

3.4- ORDERS OPTIONS



SS SPIRIT

Restricted to SS

This option allows you to add 3 or 6 **SS Action Cards** to your **Action Cards** deck.

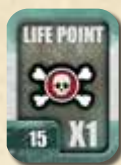
3.5- CUSTOMIZATIONS



CHARGE

Restricted to Characters

This customization grants a **Character** the **Charge** **Special Ability** (see p.08).



LIFE POINT

Restricted to Characters

This customization adds 1 **Life Point** marker. Discard one to cancel one **Hit** the **Character** just suffered. If the **Firing Action** inflicted a double **Hit**, you must discard 2 **Life Point** markers. If the unit does not have enough **Life Point** markers, it suffers one regular **Hit** per missing marker.



TACTICAL MAP

Restricted to Characters

This customization brings 3 **Tactical Map** markers. At the start of the **Movement Action** of a **character** (or any of your units **within 3 squares** of that **character**), discard 1 marker to ignore any **Difficult Passage** for that action.



URBAN FIGHTER

Restricted to Characters

This customization grants the **Character** the **Urban Fighter** **Special Ability** (see **RULES & SCENARIOS BOOKLET - BATTLEPACK #2**, p.09).

SCENARIO

B LEAVING ON A JET PLANE

Front: Normandy
Operation: Unknown
Place: Somewhere
Armies: CW / German
Date: July 1944
Players: 2



Faced with the advance of their enemies and the loss of the domination of the Normandy skies, the Germans tried to repatriate their planes. There were only a few airfields left in working order and the pilots had to rush to get their planes off the ground, often under fire from Allied soldiers. For the British of the 43rd Infantry Division, it was out of the question for these planes to get away. The memories of the Battle of Britain were still burning. They too wanted to add a Messerschmitt to their trophy cabinet!

BATTLEFIELD AND DEPLOYMENT



SET UP



The **Commonwealth player** has the **Initiative**.



Place a **Speed marker** on its (X) / (2), on each of the two **planes**.

- Each player draws **4 Action Cards** .
- The game lasts at least **7 Turns**.

- The **German player** deploys his Units first in his deployment areas.




He places the **2 pilots** in the building as shown on the map.

- The **Commonwealth player** will enter his Units through the squares marked with an arrow .


43RD INFANTRY DIVISION - 375 POINTS



To activate this Special Ability, the Unit must end its movement in an Airplane.

Flip the counter over and leave it on the **Airplane**. The **Unit** counts toward the **Driver**  **Special Ability** (here 1). The Unit cannot be the target of a **Firing Action** while in the **Airplane**.

To leave the **Airplane**, it must begin its **Movement Action** by turning to its **Inactive Side**.

If the **Airplane** is **Destroyed**, the Unit must be placed on a square adjacent to the wreckage on its **Inactive Side**. Place a **Suppressed** marker  on it. This is a **Forced Move**.

One or several units equaling the **Transport Value** in the symbol must crew this vehicle before it can be operated.

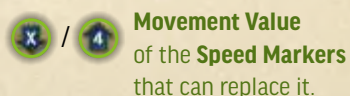
AIRPLANE TAKE OFF

An **Airplane** starts the game stationary (**Speed Marker X**).

An **Airplane** cannot move without an **Aviator** in the cockpit. The player controlling the plane may change the **Speed Marker** at the beginning of the plane's **Movement Action**.

A **Speed Marker** indicates the **Movement Value** of the **Airplane** (blue border) and the **Speed Markers** that may replace it (green border).


16. LUFTWAFFEN-FELD-DIV. - 310 POINTS



2 Movement Value of the Plane.

The **Airplane** moves in the same way as a **2-square Vehicle** and must move at least a number of squares equal to the **Movement Value** of the selected **Speed Marker** minus **1 square**.

WARNING: If, at any time during its **Movement Action**, a wing of the **Airplane** overlaps the red line of a **Building** or **Vehicle** counter, the **Airplane** is **Destroyed**.


 The **Movement Value** is 4 squares. The **Airplane** may move 3 or 4 squares, player's choice.

If, at the beginning of the **Airplane's Movement Action**, the **Speed Marker** shows a **Movement Value** of **6**, then it may take off after traveling **6** spaces in a **straight line**. Remove the **Airplane** token from play.

VICTORY CONDITIONS

The **Commonwealth player's** goal is to prevent the takeoff of any **German Airplane**.

Place the **2 Tactical Bonuses** with a **red outline**

 The game ends at the end of **Turn 7** or as soon as both **Airplanes** have been **Destroyed**. The game also ends if both **Airplanes** have taken off or if one has taken off and the other has been **Destroyed**.

- **COMMONWEALTH VICTORY:** No Airplane has taken off at the end of Turn 7.
- **MINOR GERMAN VICTORY:** One of the two Airplanes took off before the end of Turn 7.
- **MAJOR GERMAN VICTORY :** Both Airplanes took off before the end of Turn 7.

SCENARIO

1 CARP JUMP IN CARPIQUET !

Front: Normandy
Operation: Windsor
Place: Carpiquet
Armies: CW / German
Date: July 04, 1944
Players: 2



CAMPAIGN 1: 1/2

Several operations were postponed or even canceled in favor of the capture of Carpiquet Airfield since the Allies found themselves in dire need of airforce bases closer to the front. Moreover, control of the town of Carpiquet would greatly aid in finally ending the battle of Caen. It would be a good start to capture and interrogate a German officer to learn what defenses are protecting the airfield...

BATTLEFIELD AND DEPLOYMENT

GERMAN DEPLOYMENT ZONES



GERMAN DEPLOYMENT ZONES

SET UP



The **Canadian player** has the **Initiative**.



Place **2 Commonwealth Secondary Objectives** on their **Neutral** side.



Place **2 Tactical Bonuses**.

Each player draws **4 Action Cards**.

The game lasts **7 Turns**.

The **German player** deploys first in his deployment zones.



He places **Willi Herold** in the ruins of Terrain Board **EC5-B** as shown on the map.

The **Canadian player** will enter his Units through the squares marked with an arrow.

COMPOSITION OF THE ARMIES

3RD CANADIAN INF. DIVISION - 550 POINTS



VICTORY CONDITIONS

The **Canadian player's** goal is to capture Willi Herold, the German captain in charge of the defense of Carpiquet, and to take control of the two **Commonwealth** Secondary Objectives.

To capture Willi Herold, the **Canadian player** must win an **Assault** against him. Once captured, **Willi Herold** remains with the **Unit** that defeated him (place him on his counter). If the **German player** destroys that **Unit** (by a **Firing Action**, an **Assault**, or any other method), **Willi Herold** is liberated and the **Canadian player** must capture him again. The **Canadian player** may remove the Unit holding **Willi Herold** from one of the squares marked with an arrow to prevent **Herold** from being liberated. The **2 Units** are set aside until the end of the game.

Once the **Canadian player** controls a **Secondary Objective**, flip it to its **CW** side. The **German player** may regain control, in this case, flip the **Secondary Objective** back to its **Neutral** side.

16. LUFTWAFFEN-FELD-Div. - 325 POINTS



The **C. player** must maintain its control until the end of **Turn 7**.

END The game ends at the end of **Turn 7**.

- **CANADIAN VICTORY:** The **Canadian player** controls the 2 **Secondary Objectives** at the end of **Turn 7** and he has captured **Willi Herold**.
- **GERMAN VICTORY:** The **Canadian player** doesn't control the 2 **Secondary Objectives** at the end of **Turn 7** AND/OR he hasn't captured **Willi Herold**.

CAMPAIGN

CANADIAN VICTORY: In the following scenario, the **German player** will have to deploy his **Flak 36** during setup.

GERMAN VICTORY: In the following scenario, the **German player** may deploy his **Flak 36** after the **Canadian player's** units deployment.

SCENARIO

2

WELCOME TO CAEN-CARPIQUET...

Front: Normandy
Operation: Windsor
Place: Carpiquet
Armies: CW / German
Date: July 05, 1944
Players: 2



CAMPAIGN 1: 2/2

...THE TEMPERATURE ON THE GROUND IS 27°. The only thing left to do was to clean the airfield buildings and Carpiquet would be in the hands of the Allies. The soldiers of the Hitlerjugend and the Luftwaffe were not going to let themselves be taken over, especially since Willi Herod was able to escape from the Canadian soldiers and was determined to resist until the end. If Carpiquet fell, Caen would not have long to live. As the little father of the people used to say, "no more backward steps". This is what the Führer wants, this is what the Führer will get!

BATTLEFIELD AND DEPLOYMENT

COMMONWEALTH DEPLOYMENT ZONE



GERMAN DEPLOYMENT ZONE

The AI can play both sides.

COMPOSITION OF THE ARMIES

12. SS-PzDiv. + 16. L-F-Div. - 510 POINTS

SET UP



- The **Canadian player** has the **Initiative**.
- Place 1 **CW Primary Objective**
- Place the **Tactical Bonus** without colored outline.
 - Each player draws 4 **Action Cards**.
 - The game lasts 8 **Turns**.
 - The **German player** deploys his Units, first in his deployment area except for his **Flak 36**.
 - Then the **C. player** deploys his Units.
 - Finally the **G. player** deploys his **Flak 36**.

CAMPAIGN

If the **Canadian player** won the previous scenario 1/2, the **German player** must deploy his **Flak 36** before the **Canadian Player**.

3RD CANADIAN INF. DIVISION - 590 POINTS

VICTORY CONDITIONS

The **Canadian player's** goal is to capture his **Primary Objective** and hold it until the end of the game.

- At the end of the **Supply Phase** of **Turn 3**, the **G. player** may bring in reinforcements if he has free and valid slots on his **Recruitment Tiles**. The **G. player** may discard his **Option Tiles** that reached their **Breaking Point**, or from which all of the **markers** have been spent. These units will enter play in the squares marked with an arrow in the **Activation Phase** or in the **Supply Phase**.
- At the start of the **Supply Phase**, the **Canadian P.** Universal Carriers will enter play in the squares marked with a red arrow.
- At the start of the **Order Phase** Place the 2 **Tactical Bonuses** with a **red outline**.
- The game ends at the end of the **Turn 8**.
 - CANADIAN VICTORY:** At the end of the game, the **Canadian player** controls his **Primary Objective**.
 - GERMAN VICTORY:** At the end of the game, the **Canadian P.** does not control his **Primary Objective**.

CAMPAIGN

VICTORY: the player who wins this scenario wins the **Operation Windsor** campaign.

SCENARIO

3 WAY OF THE CROSS

Front: Normandy
Operation: Jupiter
Place: Côte 112
Armies: CW / German
Date: July 10, 1944
Players: 2



CAMPAIGN 2: 1/2

Field Marshal Erwin Rommel had declared "112 is the key to Normandy". The Allies had also understood this. After a first attempt during *Operation Epsom*, it was time to attack this promontory, the highest point of the Caen plain. An artillery barrage knocked out the soldiers of the *10. SS-Panzer-Division*. The *129th Brigade* of the *43rd Infantry Division* launched an attack. The objective, the "*Croix des Filandriers*" which marks the top of hill 112.

BATTLEFIELD AND DEPLOYMENT

GERMAN DEPLOYMENT ZONE



GERMAN DEPLOYMENT ZONE

SET UP



The **Commonwealth player** has the **Initiative**.

Place **1 CW Primary Objective**.

Place **2 CW Secondary Objectives**.

Place **1 Tactical Bonus**.

• Each player draws **4 Action Cards** .

• The game lasts at least **1 Turns**.

• The **German player** deploys his Units first in his deployment areas.

• The **Commonwealth player** will enter his Units through the squares marked with an arrow .

COMPOSITION OF THE ARMIES


43RD INFANTRY DIVISION - 695 POINTS



10. SS-PANZER-DIVISION - 230 POINTS




VICTORY CONDITIONS

The **CW player's** goal is to capture his **Primary Objective** .

Each time the **Commonwealth player** controls a **Secondary Objective**, perform the following operations:

- Discard the **Secondary Objective**  / .
- Move the **END** marker **down 2 spaces**.
- Place **1 Tactical Bonus**  / .
-  /  The **German P.** may discard his **Option Tiles** that reached their **Breaking Point**, or from which all of the **markers** have been spent.
- The **German player** may fill in the empty slots of his **Recruitment Tiles** with the **Options** offered depending on the number of the **Secondary Objective** controlled by the **Commonwealth player**.
- The **German P.** deploys the corresponding reinforcements anywhere in his deployment zone **behind** the line bearing the number (**12**) of the controlled **Secondary Objective**, and not adjacent to any **CW Units**.

END The game ends at the end of **Turn**  if the **CW player** has not controlled the **Secondary Objectives** or as soon as the **CW player** controls the **Primary Objective**.

- COMMONWEALTH VICTORY:** At the end of the game, the **CW player** controls the **Primary Objective**.
- GERMAN VICTORY:** At the end of the game, the **CW player** controls one, or no, **Secondary Objective**.

CAMPAIGN

COMMONWEALTH VICTORY: in the following scenario, place the **CW Primary Objective** with an **orange** outline.

GERMAN VICTORY: In the following scenario, place the **German Primary Objective** with a **blue** outline.

SCENARIO

4 RUSH ON MALTOT

Front: Normandy
Operation: Jupiter
Place: Maltot
Armies: CW / German
Date: July 11, 1944
Players: 2



CAMPAIGN 2: 2/2

The battle for Hill 112 has bogged down and the current stalemate is reminiscent of the harshest episodes of the Great War. Both sides want to break the deadlock. Maltot could be the key to securing control of the hill. In the early morning, the hallali is sounded, the two armies set off. The first to take control of the village has a good lead over his opponent.

BATTLEFIELD AND DEPLOYMENT

COMMONWEALTH DEPLOYMENT ZONE

GERMAN DEPLOYMENT ZONE



COMPOSITION OF THE ARMIES

43RD INFANTRY DIVISION - 770 POINTS



10. SS-PANZER-DIVISION - 770 POINTS



SET UP



Determine the **Initiative** randomly.

Place **1 CW Primary Objective** and **1 German Primary Objective**.

CAMPAIGN
Place the **Primary Objective** of the player who won the previous scenario as indicated by the marker with an outline in **his color** instead of the **Primary Objective** with a white outline.

Place **3 Neutral Secondary Objectives**.

Place **3 Tactical Bonuses**.

- Each player draws **4 Action Cards** .
- The game lasts **8 Turns**.
- Player with the **Initiative** deploys **first** in his deployment area, then his opponent deploys in his deployment area.

VICTORY CONDITIONS

The goal for both players is to capture and control their **Primary Objective** or control 2 of the 3 **Neutral Secondary Objectives** .

END The game ends at the end of **Turn 8** or at the end of any **Supply Phase** if either player has completed his objective.

- **COMMONWEALTH VICTORY:** At the end of the game, the **CW player** controls his **Primary Objective** or 2 of the 3 **Secondary Objectives**.
- **GERMAN VICTORY:** At the end of the game, the **German player** controls his **Primary Objective** or 2 of the 3 **Secondary Objectives**.
- **Draw:** Any other result is a draw.

CAMPAIGN
VICTORY: The player who wins this scenario wins the **Operation Jupiter** campaign.

ICON SUMMARY

1 - TERRAIN EFFECTS (P.04-05)



HOLE (P.04)

Infantry Units in a Hole Terrain Element do not block the LoS of Infantry Units outside it.



LINES (P.04)

A Line affects the Firing Actions of Units not adjacent to it, but not those of Units adjacent to it. A Line affects Movement Actions that cross it.



CONTOUR LINE (P.05)

A Contour Line is one that separates two areas of different elevation.



ELEVATED LINE (P.05)

A Unit adjacent to an Elevated Line and taking a Firing Action across that same Elevated Line may ignore effects of any Contour Lines in the trajectory of the Firing Action.

2 - SPECIAL ABILITIES (P.08)

2.1 - ASSAULT SPECIAL ABILITIES (P.08)



CHARGE (P.08)

When this unit launches an Assault, it may take a Firing Action before resolving the Assault.

2.2 - DEFENSE SPECIAL ABILITIES (P.08)



DEFENDER (P.08)

This unit grants +1 to the Defense Value of allied Infantry Units in its ZoC.



SUBSTITUTE (P.08)

This unit can suffer Hits in place of a Heavy Weapon Unit within 2 squares provided it has a LoS (obscured or clear) to it.

2.3 - COMMAND SPECIAL ABILITIES (P.08)



AMBUSH SPOTTER (P.08)

This unit must be activated via a Numbered or Special Order Token. The unit may reveal one or more concealed units to which it has a clear Line of Sight.

2.4 - OTHER SPECIAL ABILITIES (P.08)



ENGINEERS (P.08)

Units with this Special Ability may use and activate gear or Terrain Elements that have the same symbol.



MILITARY ENGINEERING (P.08)

Units with Military Engineering Special Ability can interact with, or build, various elements within their ZoC.



BRIDGE (P.08)

The Bridge allows units (both infantry and vehicles) to cross Water, Trenches, Ponds, and other depressions.

ALTERNATIVE ARMY COMPOSITION FOR BATTLEPACK #2

4 ZURÜCK! (P.22-23)

12. SS-PzDiv. + 16. FELD-Div. - 460 POINTS

The composition includes:

- SS-PANZERGRUPPE** (160 points): PzKfz 38 (65), PzKfz 38 (25), PzKfz 38 (25).
- JAGERBATAILLON** (70 points): MORTAR GROUP (55), COMBAT GROUP (15), PzKfz 38 (5), MORTAR GROUP (50).
- HEAVY INFANTRY** (25 points): PzKfz 38 (25).

5 CHARON THE FERRYMAN (P.24-25)

16. LUFTWAFFEN-FELD-DIVISION - 520 POINTS

The composition includes:

- FELD-KOMMANDO** (30 points): PzKfz 38 (65), PzKfz 38 (5), PzKfz 38 (15).
- JAGERBATAILLON** (70 points): MORTAR GROUP (50), PzKfz 38 (25), PzKfz 38 (5), PzKfz 38 (50).
- PANZERGRUPPE** (70 points): PzKfz 38 (25), PzKfz 38 (25), PzKfz 38 (20), PzKfz 38 (50).
- HEAVY INFANTRY** (35 points): PzKfz 38 (35).