

Rules

Kings of Caen

H2H Campaign Night at Villers Bocage



Map:

❖ Villers Bocage

Kind of game:

❖ H2H

Time:

❖ 3 Sce. je 60min

Victory condition:

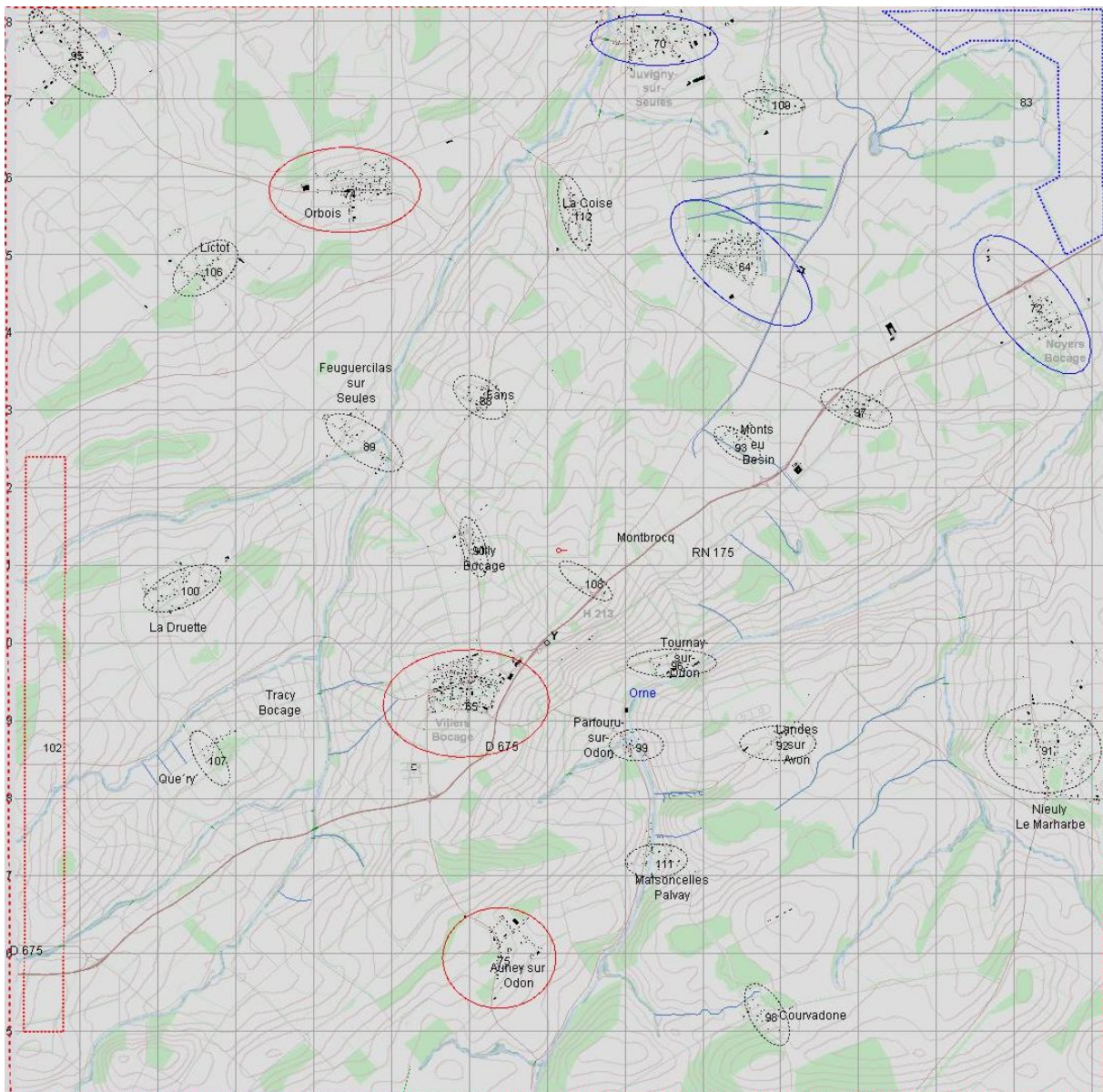
❖ Get 10.000 Points, capture towns and villages!

The Campaign

Red and Blue Teams can choose vehicles from the tank troops, armored infantry and recon/ battle support troops. You have to choose vehicles from this kind of troops.

Red and Blue have a score board with 1500 points and a limited number of vehicles. You can use for tanks(pink): 900 points, for armored infantry(green): 400 points and recon/ battle support(yellow): 200 points. The vehicles you have chosen, stay in a deployment zone. If you have captured a secondary Obj, you can choose a vehicle from your vehicle list. You don't have to "pay" for this unit.

There are 3 primary objects (obj) for red and blue. In the first scenario you have to capture your obj. Every primary obj has a score of 1500 points. The obj is captured, if there is unit inside after 60min.



Example:

You captured in the first scenario a primary obj or a secondary obj, after the second scenario there are no units inside. The obj is yours, because you captured is in the first scenario.

If you will capture your primary obj in the first scenario, after 10sec there will be spawn supply units. 2 supply platoons (1 platoon with ammo, 1 platoon with fuel), 1 M88A1 MRV for each side, 1 Medivac (BLUE: M113 Med, RED: ASLAV-A) und 1 repair squad (BLUE: M113 repair, Red: ASLAV-CS). If there is an enemy armored vehicle inside, the supply units will not spawn.

You have to destroy the enemy armored vehicle first. In each primary obj will also spawn an additional support platoon, for red 3 ASLAV-PC (without troops) and for blue 3 M113G3DK (without infantry). These vehicles are not in the list of your vehicles. You can use these units to capture towns or villages or for whatever.

Together the 6 primary obj have a score of 9000 points, this is not enough for a victory.

You have to capture the secondary obj. There are 18 of them, each secondary obj has a score of 250 points. This are 4500 points together and 45% of the 10000 points, you need for the campaign victory.

List of the vehicles

BLUE

Vehicle	Number	points
Strv-122	16	100
Leo2A4	16	80
LeoAS1	12	60
Pizarro	24	75
M113AS4	8	45
M113G3DK	12	40
Centauro	12	75
M113A1 (without infantry)	16	25
Bushmaster	8	40
UAV	3	150
Biber	2	100

points: 8450

RED

Vehicle	Number	points
M1A1(HA)	24	100
M1	20	80
CV90/40-C	24	70
CV90/35DK	12	65
ASLAV-PC	8	40
M3A2(ODS) (without infantry)	7	70
ASLAV-25	7	60
FOV90 (without infantry)	6	50
M1025 HMMWV	16	20
UAV	3	150
MT-55	2	100

points: 8960

How it works

First the both Co`s buy vehicles for 1500 points and give this list to a campaign coordinator. The campaign coordinator edit the scenario and put the „paid“ vehicles in a deployment zone for each side.

After scenario start you have to march and to capture your primary obj and to supply your units.

Attention:

If the support units will not spawn, destroy the enemy armored vehicle!!!

For every captured secondary obj you will get an additional vehicle in the next scenario. You don`t have to „pay“ for this vehicle, but it counts from your list of vehicles.

An obj is captured, if the number of points of your vehicles is higher as the number of point of the other side, after 60min.

Example1:

In one obj are 1 blue Strv-122 (100 points), 1 red Fov90 (50 points) and 1 red M1025 HMMWV (20 points). Blue has 100 Points and red has 70 points. This obj goes to blue. Here are the rules if infantry is situated in the obj. 1 squad with anti tank weapons(atw)= 46 points, 1 squad without atw= 15 points.

If the vehicle of the infantry squads inside this obj, you have the points of the infantry plus the points for the vehicle. It`s not important how many infantry men counts the squad.

Are the squads inside the vehicles, you will get only the points for the vehicle.

Example2:

After 60 minutes in village A is a blue M113G3DK. The both infantry squads of the M113G3DK are outside of the vehicle and inside village A too. Red has 1 M1A1(HA) in this village.

(1 M113G3DK) 40 points + (Infantry) 46 points+ 15 points= 101 points

1 M1A1(HA)= 100 points

Village A goes to blue side, because $101 > 100$ points

Example.3:

Situation like example 2, only the infantry squads are inside the M113G3DK.

1 M11G3Dk= 40 point

1 M1A1(HA)= 100 point

Village A goes to red side.

Points of supply units:

(blue: MAN SX45, Red: HEMMT): 10 points each vehicle

M88, M113Med, M113-repair, Biber, M55, ASLAV-A, ASLAV-CS: 20 points.

After each scenario the campaign coordinator counts the points and will check the units.

The Co's buy units (1500 points) and order 1 vehicle for every captured secondary obj. The paid units, you can put in every primary obj. The vehicles for the captured secondary obj, you can only use in this obj. The vehicles which are outside of an obj after 60min, will be put in the next nearest obj of your side.

Infantry of a destroyed vehicle, which is outside of an obj, will be lost.

You don't have to hold captured obj in the next scenario with units.

If you capture an enemy primary obj, you can use this obj in the next scenario as deployment zone.

Example4:

Blue captured in scenario 1 the village A. After the second scenario are no blue or red units in this village. Village A is still a blue obj.

In the second and third scenario every unit has 100% ammo and fuel.

There will be spawn no more support or supply units, be careful with these units.

Victory conditions

The winners is the side which has conquered 10000 points first.

Has no side, after the third scenario, 10000 points, we have to count all points of the primary and secondary obj. The side with the most points will be the

King

Of the

Normandy.