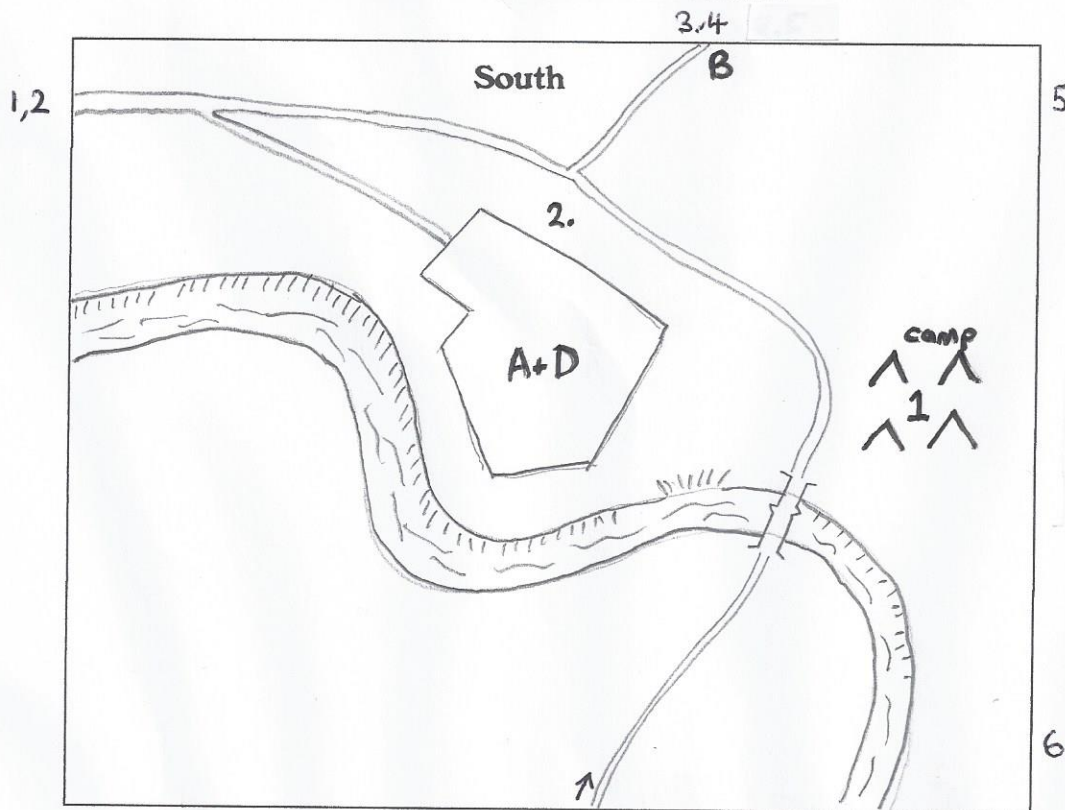


# FOZ d'AROUCE



## French reinforcements

On turn 3 both sides draw one reinforcement card – British dice for point of entry.  
 On subsequent turns, whenever the “Special Event” card is turned, roll a D6 v D6 – the winner draws a reinforcement card (both draw if the roll is tied) and the unit enters at the start of the next turn.  
 Units entering on a road may march down it without orders – otherwise a character must move into command range before they can be activated.

## BRITISH

### On table at the start:

A: Capt. Jago and 1 company 95<sup>th</sup> (Elite)

D: Capt. Herryck, Royal Engineers

B: Capt. Marlow and 2 companies 45<sup>th</sup>

### Reinforcements:

C: Lt. Thicknesse & 2 companies, 30<sup>th</sup>

E: 1 section, Ross’s battery R.H.A

F: 2 companies, 45<sup>th</sup>

G: 1 company, Portuguese Cacadores

### Objectives

*To drive in the French and capture the bridge intact.*

Capt. Herrick. *To de-fuse any demolition charges found on the bridge.*

Capt. Jago: *To capture the French camp*

## FRENCH

### On table at the start:

1: Capt. Vachequirit & 2 coys. 39<sup>th</sup> Ligne  
*(dispersed around the encampment)*

2: Capt. Rocquefort & 2 coys. 69<sup>th</sup> Ligne

### Reinforcements:

3: Lt Brie & 1 squadron, 10<sup>th</sup> Hussars

4: Sgt. Camembert & 1 coy. Elite  
 Voltigeurs, 27<sup>th</sup> Leger

5: 2 companies, 69<sup>th</sup> Ligne

6: 1 section, Foot Artillery

### Objectives

*To successfully evacuate all troops from the South bank of the river.*

*To prevent the British capturing the bridge. (It is charged for demolition).*