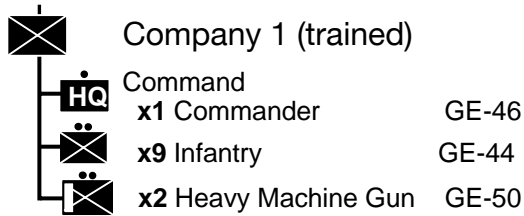
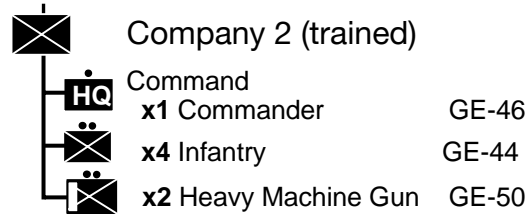


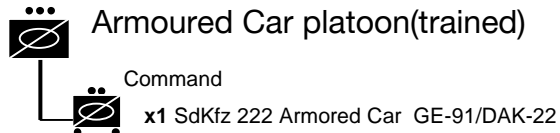
## German defenders



Commander and infantry deployed in La Presbytere (asleep). The two HMGs are in the two pillboxes nearest to it.



One squad in the house with the radar, the 2 HMGs in the two remaining pillboxes. The commander and 3 squads in Bruneval village (asleep)



Enters Turn 10, south edge

Game Length is 16 moves. It is night for the first 10 moves (DOWN 2 on spotting), turns 11-13 are dawn (DOWN 1), turns 14-16 are daylight.

Germans get 2 points for each British squad not moved off in landing craft, 15 points for killing

Flight Sergeant Cox, and 30 points for capturing him.

Germans may not move on turn 1.

Sleeping Germans will wake once they hear firing (including close assaults) – this takes a whole move, after which they may move normally.

## British Attackers



Deploy in British assembly area.

One squad should be designated as the one with Flight Sergeant Cox.

Roll for entry at the start of each turn – you must roll less than the turn number on d10. Enter on south edge.

These troops are part of Frost's ME

Game Length is 16 moves. It is night for the first 10 moves (DOWN 2 on spotting), turns 11-13 are dawn (DOWN 1), turns 14-16 are daylight.

On turn 12, two LMCs enter from the north edge (they take 1 move to reach land, load up on turn 13, 14, 15 and 1 move to leave).

British get 10 points for each piece of radar taken off in boats (max 3)

5 points for captured technicians

2 points for killed technicians.

To dismantle radar, make an 'improved position' roll. Add one to the roll if Cox is present. Add one for each preceding attempt (as per normal IP rules). Up to 3 successful attempts may be made by up to 3 squads at the same time.

