

# SCENARIO

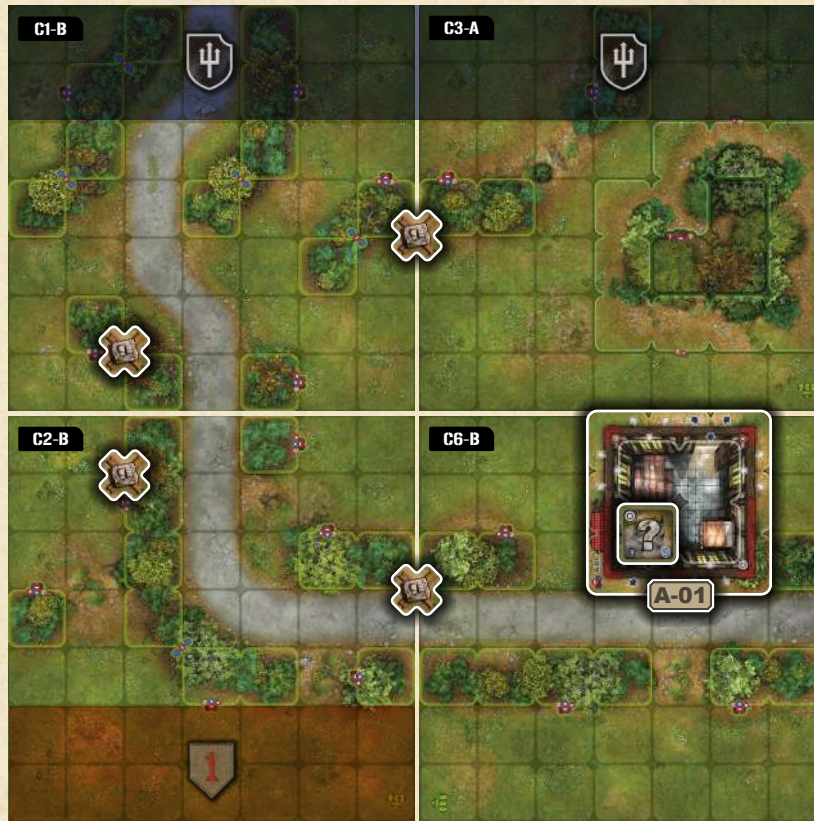
## SLAUGHTERHOUSE (5)

The HoN BRO core box is required to play this scenario.

**1** Front: Normandy  
 Armies: GE / USA  
 Date: July 1944  
 Players: 1-2

Scouts from a patrol of the 1<sup>st</sup> Infantry Division just found a house to spend the night in before continuing their trek. As luck would have it, a German unit had exactly the same idea...

### BATTLEFIELD, DEPLOYMENT & COMPOSITION OF THE ARMIES



**1 1<sup>ST</sup> INFANTRY DIVISION - 185 POINTS**

**ψ 2. PANZER-DIVISION - 190 POINTS**

### PREPARATION & VICTORY CONDITIONS

**SOLO MODE** The AI can play either side. It considers the house as a Primary Objective.



- The American player has the Initiative.
- Place 4 Tactical Bonuses.
  - Each player draws 4 Action Cards .
  - The game last Turns.
  - The **A. player** deploys first in his deployment zone. He must place his **RECON TEAM** on its **concealed** side in the **House** as shown above.
  - The **German player** then deploys his units in his deployment zone.

**WARNING:** You cannot destroy the House.

- The **German player's** goal is to be the only player to have a unit in the House at the end of any Supply Phase. In this case he wins the game immediately.
- GERMAN VICTORY:** The **German player** is the **ONLY** one to have a unit in the House at the end of a Supply Phase.
- AMERICAN VICTORY:** The **American player** has at least one unit in the House at the end of Turn . The presence of a **German unit** does not prevent an **American Victory**.
- DRAW:** Neither player has any units in the house.