

OVER THE TOP!

Using Normal Flames Of War Missions in the Great War

by Mike Haight



The *Great War* booklet covers three distinct, almost cinematic, missions. The story of starts with the 'Big Push', the attacker closing in behind a rolling barrage and hitting the defender's forward trench line in force.

The next mission, Through Mud and Blood, carries on where the previous mission ends, with the attacker pushing into the second line of trenches. A supporting flank attack arrives to help push through while the Defender's reserves arrive to help stabilize the situation.

The last battle takes players into the 'Green fields beyond', where the attacker has pushed well beyond the trenches and the cratered ground. Indeed, many of the battles in 1918 were fought over such a landscape.

With these two missions, players have a sample of the types of missions that the troops in the Great War would have been asked to accomplish. From there, we've modified the standard *Flames Of War* missions so that they fit on the smaller play area of Great War games and incorporate WWI-specific rules such as Strategic Reserves.

ADDING TRENCHES

Trenches are an iconic thing for Great War games. With the exception of the No Man's Land mission, the following do not include trenches, but you can add them to your table if you like. Keep in mind that doing so will have an impact on the game, so make sure that you run it by your opponent before getting started.

For some missions, how and where to place the trenches is pretty straight forward. For example, placing them in the defender's

half of the table in a mission like No Retreat or Hold the Line, makes sense.

Other missions, like Breakthrough, can be difficult. In these sorts of missions, it might be best to either leave them off entirely or place them before choosing deployment areas, allowing the trenches to potentially run across both player's starting areas (representing a trench-clearing mission, perhaps.).

When placing trenches, you may have to move or take away terrain to make room for them.

GREAT WAR TABLE SIZE

Company-sized assaults were conducted on a narrow front to concentrate firepower against the defender's position. As such, Great War Missions are played on a 4'x4' (120cm x 120cm) table.





MISSION SPECIAL RULES

The following missions use the normal mission special rules found in the Flames Of War rulebook (pages 264-271). Some missions use the Strategic Reserves rule, which you can find below or in the *Great War* book on page 31.

STRATEGIC RESERVE

TANKS

Tanks are rare and precious things and were not placed where the enemy's initial bombardments can hit them. When a force is placed on the defensive, most of its tanks are withdrawn and held well back, ready to counterattack the enemy.

The defender must hold all Armoured vehicles in Reserves (see page 268 of the rulebook).

HEAVY MACHINE-GUNS

Heavy machine-guns are integrated into the front as well-concealed nests or hardened pillboxes. A reserve of heavy machine-guns could be brought up if needed.

The defending player may replace all of the HMG teams in any or all of their platoons with HMG bunkers. To do this the defender replaces:

- one HMG team for an HMG Nest, or
- three HMG teams for an HMG Pillbox

Doing this removes all other teams in the platoon from the game.

These Bunkers are Area Defences (see page 262 of the rulebook) and must be placed in the defenders Deployment Area at the start of the game before deployment.

Any HMG teams not replaced with HMG Nests or Pillboxes must be held in Reserves.

GUNS AND ARTILLERY BATTERIES

Guns are deployed forward in well-protected positions to deal with the incoming enemy assault.

The defending player may place any or all Light, Medium, Heavy, or Immobile Gun teams in Gun Pits.

All Command Gun teams and any artillery batteries Deployed in Gun Pits or Trenches begin the game on the table.

All other platoons or batteries with Light, Medium, Heavy, or Immobile Gun teams must be held in Reserves.

ALL REMAINING PLATOONS

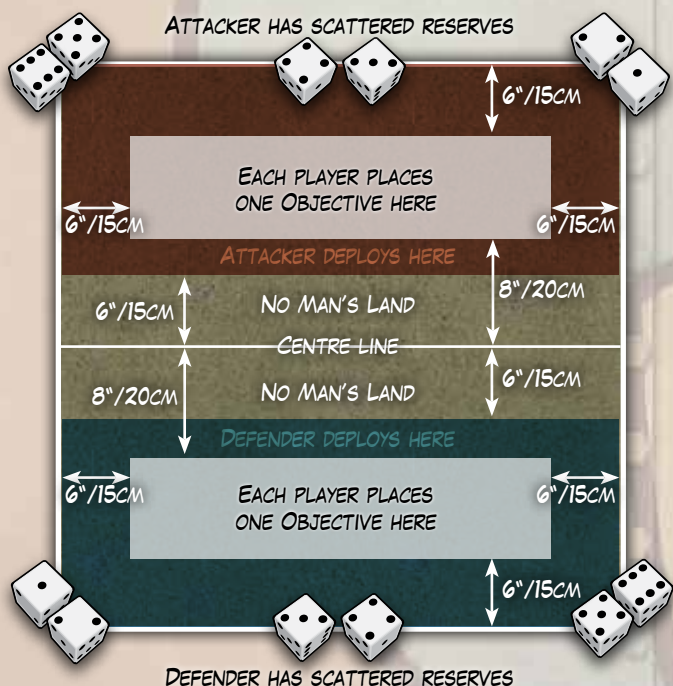
The remainder of the defender's force is divided between the front line and the second line reserve. When the attack struck the front, the reserves could be committed to reinforce the defenders.

After all Tanks, Heavy Machine-guns, and Guns have been allocated to either be Deployed on the table or to be held in Reserves, at least half of all remaining platoons must be held in Reserves.



ENCOUNTER

(FAIR FIGHT)



On the open flanks of the main battle, a small force can encounter a lot of trouble very easily. Having found it, they call for support and the action escalates.

YOUR ORDERS

ATTACKER

You have encountered strong opposition and called for assistance, but so has the enemy. You must attack now while they are still weak and seize one of your objectives before the enemy captures one of theirs.

DEFENDER

A section of the line has crumbled and it's fallen upon your shoulders to repel the enemy advance. Act aggressively until assistance arrives, then capture one of your objectives before the enemy captures one of theirs.

MISSION SPECIAL RULES

Encounter uses the **Delayed Reserves** (page 269), **Meeting Engagement** (page 264), **Scattered Reserves** (page 269), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

- Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.
- Starting with the attacker, both players place an Objective in their own half of the table. All Objectives must be at least 8"/20cm from the centre line of the table and may not be placed within 6"/15cm of any table edge.
- Both players, having placed an Objective in their own half of the table, now place a second Objective, this time in their opponent's half of the table, again starting with the attacking player. All Objectives must be at least 8"/20cm from the centre line of the table and may not be placed within 6"/15cm of any table edge.
- Starting with the attacker, both players use the Strategic Reserves rule to determine the platoons held off the table in Delayed and Scattered Reserves.
- Each player's Deployment Area is their own half of the table, excluding the area within 6"/15cm of the centre line. Both players, starting with the attacking player, now alternate Deploying their remaining platoons.
- Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

- Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
- Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken either of the Objectives that were placed in the enemy Deployment Area.

DECIDING WHO WON

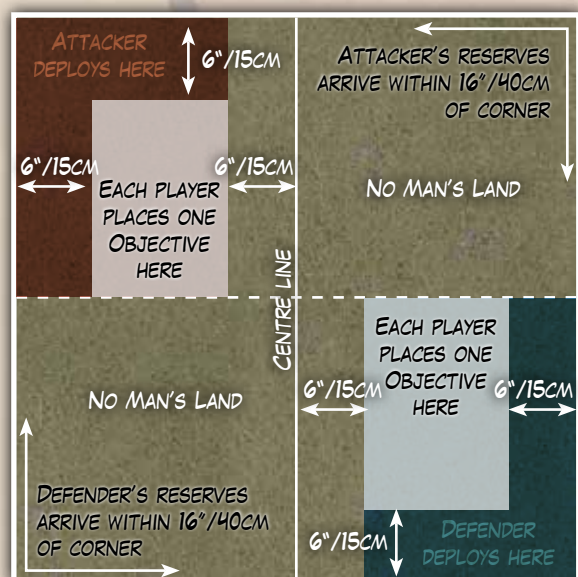
The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

If neither side won use the There are No Draws special rule to determine their Victory Points.

DUST UP

(FAIR FIGHT)



Two advancing forces clash, each determined to get through to their objectives. Soon a whirling battle develops as reserves arrive on the flanks and are thrown into the fray.

YOUR ORDERS

ATTACKER

You have encountered strong opposition and called for assistance, but so has the enemy. You must attack now while they are still weak and seize one of your objectives before the enemy captures one of theirs.

DEFENDER

Parry your opponents thrust and manoeuvre your forces to take and hold a key position behind their lines. Be ready to attack when the time is right. Strike hard and fast to take an objective before the enemy does so.

MISSION SPECIAL RULES

Dust Up uses the **Delayed Reserves** (page 269) and **Meeting Engagement** (page 264), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Both players roll a die. The player with the higher score chooses a table quarter to attack from, leaving the other table quarter in their own end empty.
3. The other player deploys in the opposite table quarter, likewise leaving the other table quarter in their own end empty. Each player's Deployment Area is their assigned quarter, excluding the area within 6"/15cm of the centre line.
4. Starting with the attacker each player places an objective in their own Deployment Area at least 6"/15cm from all table edges.
5. Next starting with the attacker each player places an objective in the enemy Deployment Area at least 6"/15cm from all table edges.
6. Starting with the attacker, both players use the Strategic Reserves rule to determine the platoons held off the table in Delayed Reserves.
7. Each player's Reserves arrive up to 16"/40cm from the corner in the empty table quarter at the enemy's end of the table.
8. Both players, starting with the attacker, alternate Deploying platoons.
9. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken either of the Objectives that were placed in the enemy Deployment Area.

DECIDING WHO WON

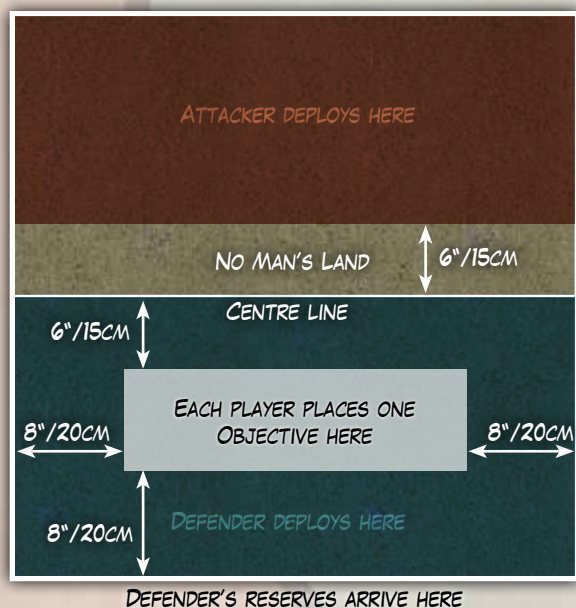
The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, opening the way for the decisive blow.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

If neither side won use the There are No Draws special rule to determine their Victory Points.

NO RETREAT

(DEFENSIVE BATTLE)



There comes a time in every conflict when a force must dig in and prepare to repel a massive assault from the enemy. Often the deciding battles of their campaigns, these desperate defences can turn the tides and determine the momentum of entire wars.

YOUR ORDERS

ATTACKER

The enemy has fallen back to defend a single choke point of your advance. Their lines disorganized, their reserves in tatters, you must crush their resistance and open a path to victory! You must assault and capture one of your objectives.

DEFENDER

The situation is desperate and your path is grim, but if you can mount a heroic defence against their coming advance you could turn the tide of this war. Reinforcements are coming, and your superiors have promised you support, until they arrive, you are on your own. There can be no retreat. You must hold the objectives and push the enemy back.

MISSION SPECIAL RULES

No Retreat uses the **Ambush** (page 266), **Reserves** (page 268), **Prepared Positions** (page 264), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. The defending player chooses which short table end they will defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. Starting with the defender, both players now place one Objective each in the defender's end of the table. The Objectives must be at least 6"/15cm from the centre line of the table, and may not be placed within 8"/20cm of any table edge.
3. Next the defending player uses the Strategic Reserves rule to determine the platoons held off the table in Reserves. The troops held in Reserves will arrive along the short table edge in the defending player's table half.
4. The defender may then nominate one of the remaining platoons to be held in Ambush.
5. Finally, they Deploy the remaining platoons.
6. The attacking player's Deployment Area is their half of the table, excluding the area within 6"/15cm of the centre line. The attacker now Deploys all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

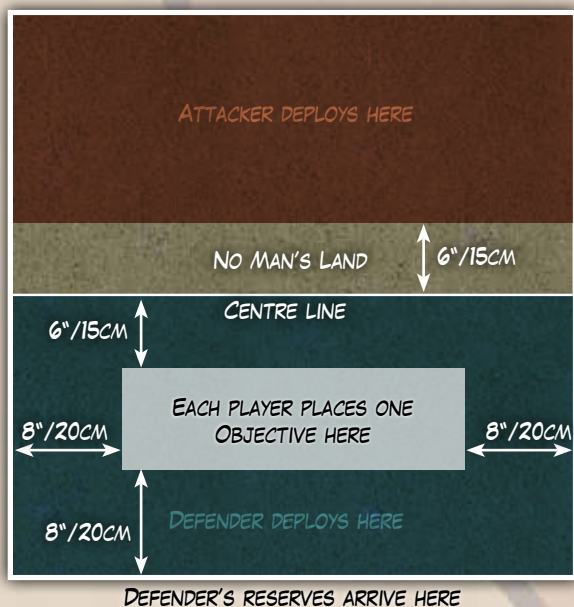
The attacker wins if the game ended because they started one of their turns holding an Objective. They have broken the defence and forced the enemy to fall back.

Otherwise the defender wins. The attack has been beaten off. Now they must prepare their counterstroke.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

HOLD THE LINE

(DEFENSIVE BATTLE)



Surprise is paramount in any military operation, and never more so than in defence. When significantly outnumbered with no hope of immediate reinforcement, a defender has to rely even more on intangibles like surprise to even the odds.

YOUR ORDERS

ATTACKER

Your opponent is weak and isolated, ripe for destruction. Attack immediately, smash them quickly and seize your objectives.

DEFENDER

You have been assigned a near impossible task. Only your ability to misdirect the enemy into thinking that you are weaker than you are can save you. Use surprise well. Ambush the enemy and prevent them from taking their objectives, then push them back when help arrives.

MISSION SPECIAL RULES

Hold the Line uses the **Ambush** (page 266), **Delayed Reserves** (page 269), **Prepared Positions** (page 264) and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. The defending player chooses which short table end they will defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. Starting with the defender, both players now place one Objective each in the defender's end of the table. The Objectives must be at least 6"/15cm from the centre line of the table, and may not be placed within 8"/20cm of any table edge.
3. Next the defending player uses the Strategic Reserves rule to determine the platoons held off the table in Delayed Reserves. The troops held in Reserves will arrive along the short table edge in the defending player's table half.
4. The defender may then nominate up to two of the remaining platoons to be held in Ambush.
5. Finally, they Deploy the remaining platoons. It is entirely possible that all of the defending platoons on the table will be in Ambush with none visible to the enemy at the start of the game.
6. The attacker's Deployment Area is their half of the table, excluding the area within 6"/15cm of the centre line. They now Deploy all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

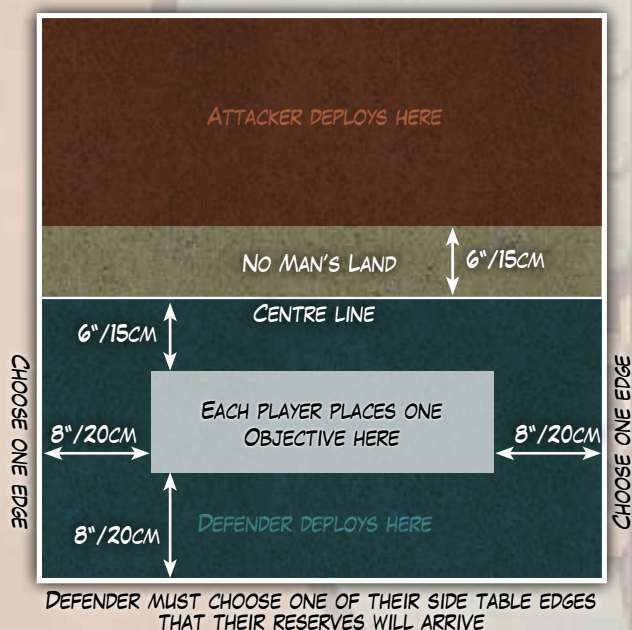
The attacker wins if the game ended because they started one of their turns holding an Objective. They have overcome the element of surprise and triumphed.

Otherwise the defender wins. Their ambushes stunned the enemy, allowing time to counterattack in strength.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

PINCER

(DEFENSIVE BATTLE)



The Germans developed a clever technique for pinching off Allied penetrations. The front-line troops did their best to limit the penetration, then the reserves struck the flanks of the penetration to cut it off and destroy it.

YOUR ORDERS

ATTACKER

You have found a weak point in the enemy defences. Punch through the front line to create a jumping off point for the exploitation force following behind. You must break into the enemy position to capture one of your objectives.

DEFENDER

You do not have the strength to prevent the enemy from breaking into your lines somewhere, so you must rely on a well-planned counterattack to regain your defences. You must hold the objectives and push the enemy back.

MISSION SPECIAL RULES

Pincer uses the **Ambush** (page 266), **Delayed Reserves** (page 269), **Prepared Positions** (page 264), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. The defending player chooses which short table end they will defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. Starting with the defender, both players now place one Objective each in the defender's end of the table. The Objectives must be at least 8"/20cm from the centre line of the table, and may not be placed within 8"/20cm of any table edge.
3. Next the defending player uses the Strategic Reserves rule to determine the platoons held off the table in Delayed Reserves. These troops will arrive along one of the side table edges in the defending player's table half.
4. The defender may then nominate one of the remaining platoons to be held in Ambush.
5. The defender Deploys their remaining platoons.
6. The attacking player's Deployment Area is their half of the table, excluding the area within 6"/15cm of the centre line. The attacker now Deploys all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.
8. The defender chooses which side table edge their Reserves will appear from.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

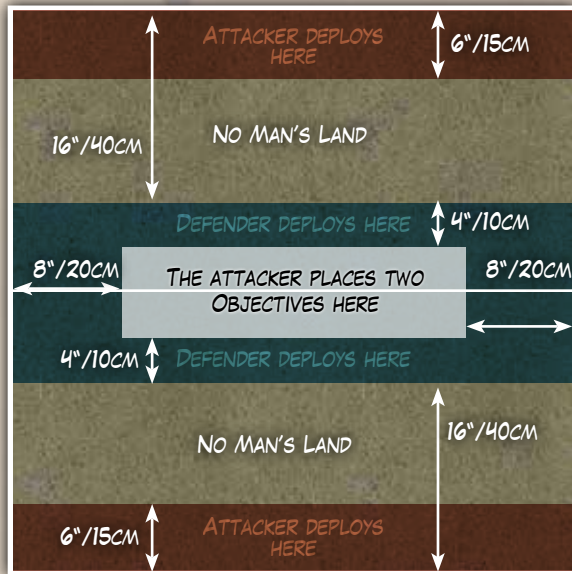
The attacker wins if the game ended because they started one of their turns holding an Objective. Their penetration has secured a jump-off for the following troops.

Otherwise the defender wins. They have eliminated the penetration and restored their defensive positions.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

SURROUNDED

(DEFENSIVE BATTLE)



After a successful attack trapped the defenders in a pocket, only one slender corridor remains linking them to the outside world. Recognising the importance of this lifeline, both sides throw everything they have into the battle.

YOUR ORDERS

ATTACKER

You have the enemy on the ropes. One more strong blow will crush them. Cut the corridor and the surrounded enemy pocket will fall. You must seize one of the objectives, breaking the enemy's lifeline.

DEFENDER

You are the only thing standing between your army and disaster. While you hold the corridor open, the pocket will hold out, and a counterattack can be launched to relieve it. If you fail, the whole pocket will be captured. You must prevent the enemy from attaining their objectives.

MISSION SPECIAL RULES

Surrounded uses the **Immediate Ambush** (page 265) and **Prepared Positions** (page 264) special rules.

PREPARING FOR BATTLE

1. The attacker chooses two table ends to attack from. Their Deployment Area extends 6"/15cm onto the table from both ends. The defender's Deployment area is the centre of the table more than 16"/40cm from both table ends.
2. The attacker now places two Objectives in the defender's Deployment Area at least 4"/10cm from the edges of the Deployment Area and at least 8"/20cm from the side table edges.
3. Next the defender nominates one platoon to be held in Immediate Ambush, then Deploys the remaining platoons.
4. The attacking player now Deploys their entire force. They may Deploy their platoons in either part of their Deployment Area, but must Deploy at least one platoon in each half of their Deployment Area.
5. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. The defender places the platoon they held in Immediate Ambush.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
3. The attacking player has the first turn.
4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams within 12"/30cm of either Objective.

DECIDING WHO WON

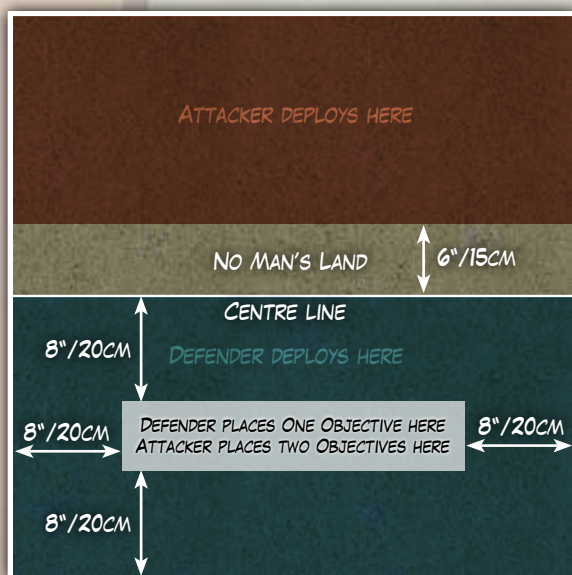
The attacker wins if the game ended because they started one of their turns holding an Objective. They have cut the corridor and sealed the fate of the pocket.

Otherwise the defender wins. The corridor has held and supplies will continue to flow into the pocket.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

FIGHTING WITHDRAWAL

(DEFENSIVE BATTLE)



A fighting withdrawal allows defeated commanders to preserve the bulk of their forces while falling back to a more defensible location.

YOUR ORDERS

ATTACKER

To exploit an earlier victory you must smash the enemy rear-guard and turn their retreat into a rout. Break through the enemy line and capture one of the objectives before it is too late.

DEFENDER

You must cover your withdrawal as the army falls back to the next defensible position. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives until the rest of the army gets clear.

MISSION SPECIAL RULES

Fighting Withdrawal uses the **Ambush** (page 266), **Prepared Positions** (page 264), and **Strategic Withdrawal** (page 270) special rules.

PREPARING FOR BATTLE

1. The defender chooses a table end to defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. The defender places an Objective on their side of the table at least 8"/20cm away from all table edges and at least 8"/20cm back from the centre line.
3. The attacker now places two Objectives in the same area so that no two Objectives are more than 48"/120cm apart and all are more than 8"/20cm from any other Objective.
4. The defender Deploys their entire force. They may hold one platoon in Ambush. The attacker's Deployment Area is their half of the table, excluding the area within 6"/15cm of the centre line. The attacker now Deploys their force.
5. Both players, starting with the defending player, Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- at the start of the defender's eighth turn (remember to check Company Morale if necessary before determining who won).

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has smashed the rearguard and seized their objectives.

Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

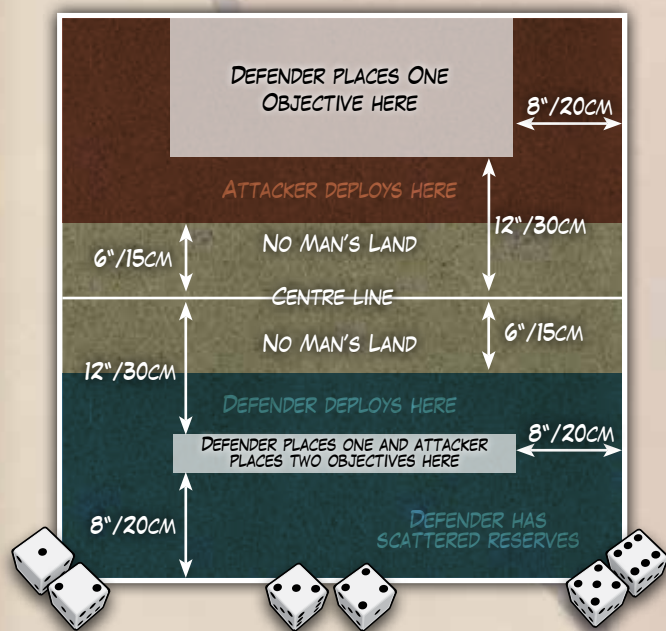
Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

TURN EVENT

- | | |
|---|---|
| 3 | Withdraw a platoon if 5+ platoons, otherwise gain a delay counter. |
| 4 | Withdraw a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter. |
| 5 | Repeat withdrawal. |
| 6 | Remove Objective. Repeat withdrawal. |
| 7 | Remove Objective. Repeat withdrawal. |
| 8 | Check Company Morale if necessary. |
| | Game over. |

HASTY ATTACK

(MOBILE BATTLE)



While most commanders faced with a prepared defence seek to build up the maximum forces for the attack, sometimes they do not have the time and must attack immediately with whatever is on hand.

YOUR ORDERS

ATTACKER

Find a weak point in the enemy line and punch through. You must seize one of your objectives before the enemy rallies and pushes you back.

DEFENDER

Hold the initial assault, then force the enemy back when your reserves arrive. You must prevent the enemy from taking their objectives, then counterattack and take your own.

MISSION SPECIAL RULES

Hasty Attack uses the **Delayed Reserves** (page 269), **Immediate Ambush** (page 267), **Prepared Positions** (page 264), **Scattered Reserves** (page 269), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. The defending player chooses the table edge that they will defend. Their Deployment Area is their half of the table, excluding the area within 6"/15cm of the centre line. The attacking player's Deployment Area is the other half of the table, excluding the area within 6"/15cm of the centre line.
2. The defending player places one Objective in the attacker's Deployment Area at least 12"/30 cm from the centre line and not within 8"/20cm of either side table edge.
3. The defender then places one Objective and then the attacker places two Objectives in the defender's Deployment Area at least 12"/30cm from the centre line and not within 8"/20cm of any table edge.
4. The attacking player uses the Strategic Reserves rule to determine the platoons held off the table in Reserves. These arrive from the long table edge in their Deployment Area.
5. The defending player uses the Strategic Reserves rule to determine the platoons held off the table in Delayed and Scattered Reserves. They may then nominate one of the remaining platoons to be held in Immediate Ambush. The defender Deploys their remaining platoons.
6. The attacker now removes one of the Objectives that they placed on the table.
7. The attacker Deploys their remaining platoons.
8. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. The defender places the platoon they held in Immediate Ambush.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
3. The attacking player has the first turn.
4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken any of the Objectives that were placed in the enemy Deployment Area, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's table half.

DECIDING WHO WON

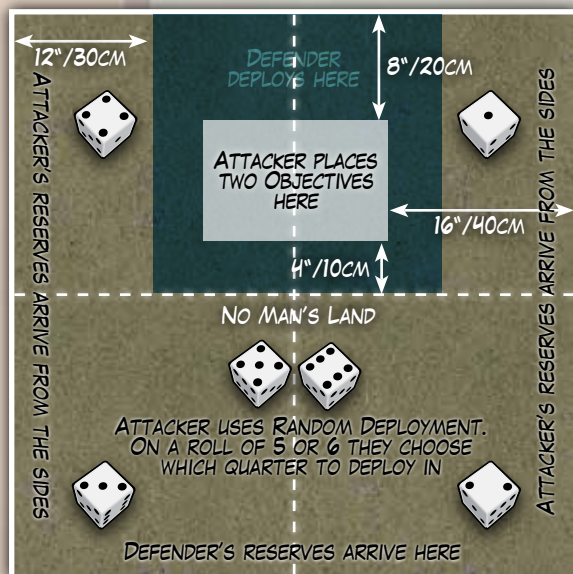
A player wins if the game ended because they started one of their turns holding an Objective in the opponent's Deployment Area.

Otherwise the defender wins. The defender has held their front line and halted the attacker's offensive.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

CAULDRON

(MOBILE BATTLE)



When night falls on the battlefield both sides traditionally exercise a tacit truce and rebuild their forces, resupply, and tend to the wounded.

YOUR ORDERS

ATTACKER

A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night. You must attack immediately to restore the situation.

DEFENDER

You have pushed through the front lines during the night and taken vital ground from the enemy. Now, with dawn breaking, you must form a solid defence against the inevitable counterattack and hold your gains.

MISSION SPECIAL RULES

Cauldron uses the **Delayed Reserves** (page 269), **Immediate Ambush** (page 267), **Prepared Positions** (page 264), **Random Deployment** (page 261), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. The defending player chooses the table side where they will defend. Their Deployment Area is this half of the table excluding the area within 12"/30cm of the side table edges.
2. The attacking player places two Objectives in the defender's Deployment Area at least 4"/10cm from the centre line of the table, at least 8"/20cm from the Defender's table edge, and at least 16"/40cm from the side table edges.
3. The defending player uses the Strategic Reserves rule to determine the platoons held off the table in Delayed Reserves. These will arrive on the opposite table edge.
4. The defender may hold one platoon in Immediate Ambush.
5. The defender deploys the remaining platoons.
6. The attacking player uses the Strategic Reserves rule to determine the platoons held off the table in Reserves. These will arrive from either side table edge. The attacking player may choose which edge each platoon will arrive from when it arrives from Reserves.
7. Any remaining platoons are deployed using the Random Deployment special rules.
8. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. The defender places the platoon they held in Immediate Ambush.
2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
3. The defending player has the first turn.
4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either Objective.

DECIDING WHO WON

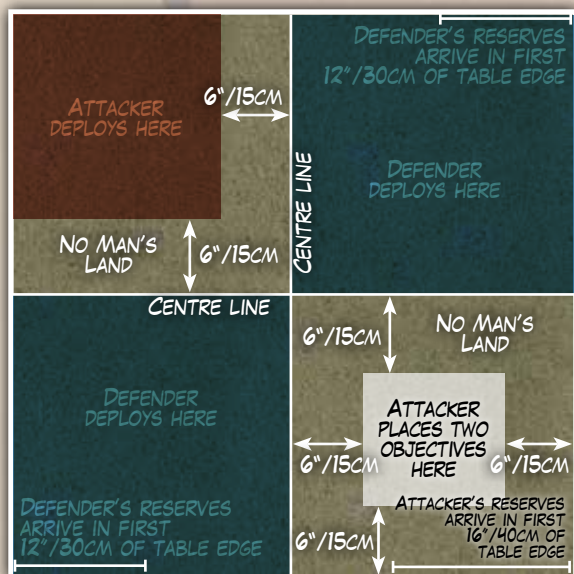
The attacker wins if the game ended because they started one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held.

Otherwise the defender wins. All enemy counterattacks have been held off and the enemy force 'written down,' bringing a major breakthrough that much closer.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

BREAKTHROUGH

(MOBILE BATTLE)



A widely-stretched front has forced the defenders into a hedgehog defence. The attacker has sent a flanking force through the gaps between the defended positions while launching a frontal assault to pin the enemy.

YOUR ORDERS

ATTACKER

The enemy does not have sufficient strength to cover the entire front. You must seize one of the objectives, either by direct assault, or with a cunning flank attack.

DEFENDER

Your reconnaissance troops report a strong attack force moving around your flank while another strong force is massing for a frontal attack. You must secure the objectives and drive the enemy back.

MISSION SPECIAL RULES

Breakthrough uses the **Delayed Reserves** (page 269), **Prepared Positions** (page 264), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. The defending player chooses two diagonally-opposite table quarters as their Deployment Areas.
3. The attacker then chooses one of the remaining table quarters. Their Deployment Area is all of this table quarter that is more than 6"/15cm from both table centre lines.
4. The attacker places two Objectives in the final table quarter. They must be at least 6"/15cm from the table centre lines and edges.
5. The defending player uses the Strategic Reserves rule to determine the platoons held off the table in Reserves. The defender Deploys their remaining platoons. The troops held in Reserves will arrive along the table edges in their Deployment Areas within 12"/30cm of the table corner.
6. The attacker must hold at least one platoon, and may hold up to half of their platoons, off table to make a flank attack as Delayed Reserves. The troops held in Delayed Reserves will arrive along the long table edge within 16"/40cm of the corner in the quarter containing the Objectives.
7. The attacker now Deploys the rest of their force.
8. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacking player has Taken any of the Objectives at the start of their turn, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either Objective.

DECIDING WHO WON

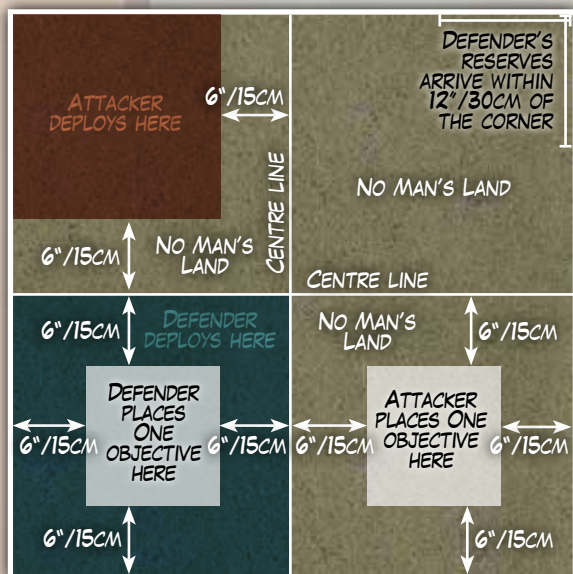
The attacker wins if the game ended because they started one of their turns holding an Objective. They have broken through, deep behind the enemy line.

Otherwise the defender wins. The breakthrough has been cut off and the front lines held.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

COUNTERATTACK

(MOBILE BATTLE)



The enemy is making a counterattack to relieve their cut off comrades. Complete the encirclement and ensure the destruction of the trapped enemy troops.

YOUR ORDERS

ATTACKER

The enemy have found a weak point in your encirclement. They are launching a counterattack to link up with their surrounded comrades. You must close the gap before they can make the link up.

DEFENDER

You are expecting a relieving force at any moment. You must exploit the weakness in the enemy encirclement and link up with them. Prevent the enemy from taking their objectives and completing the encirclement.

MISSION SPECIAL RULES

Counterattack uses the **Ambush** (page 266), **Prepared Positions** (page 264), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

1. Mark the centre point of the table so that the table quarters are obvious to both players.
2. The defender chooses a table quarter as their Deployment Area. Their reserves will arrive from the diagonally opposite quarter.
3. The attacker chooses one of the table quarters on the other diagonal to deploy in. Their Deployment Area is all of this table quarter that is more than 6"/15cm from both table centre lines.
4. The defender places one Objective in their Deployment Area at least 8"/20cm from both centre lines and at least 8"/20cm from any table edge.
5. The attacker then places one Objective in the table quarter opposite their Deployment Area at least 6"/15cm from both table centre lines and 6"/15cm from any table edge.
6. The defending player uses the Strategic Reserves rule to determine the platoons held off the table in Reserves. The troops will arrive within 12"/30cm of the table corner opposite their Deployment Area. One of the remaining platoons to be Deployed may be held in Ambush.
7. The attacker then Deploys their entire force.
8. Both players now place any Warrior teams that are not part of a platoon and all Independent teams starting with the defender.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacking player has Taken any of the Objectives at the start of their turn, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either Objective.

DECIDING WHO WON

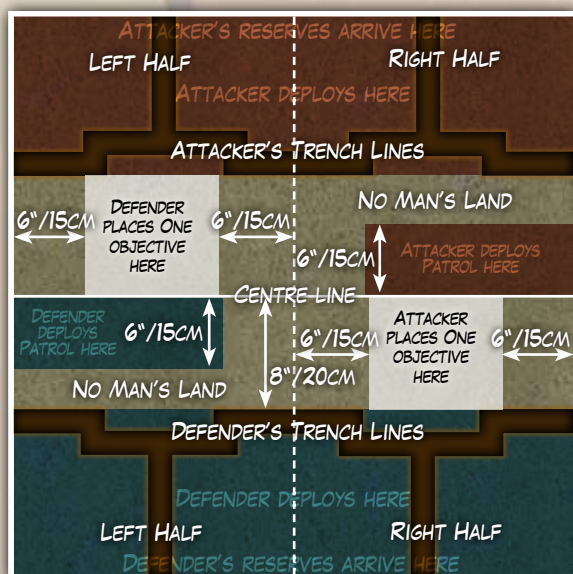
The attacker wins if the game ended because they started one of their turns holding an Objective. The attacker has prevented the defender from linking up with the encircled force.

Otherwise the defender wins. The defender has broken the encirclement, freeing the trapped troops.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

NO MAN'S LAND

(TRENCH WARFARE)



All is quiet in your fortified sector of the line. It seems like a good time to send out a patrol and see what the enemy is up to.

YOUR ORDERS

ATTACKER

Tonight's patrol ran into a strong enemy patrol. Reinforce them and secure the objective.

DEFENDER

Push the enemy out of No Man's Land and hold your objective.

MISSION SPECIAL RULES

No Man's Land uses the **Darkness** (page 273), **Delayed Reserves** (page 269), **No Man's Land Patrol** (page 271), **Over the Wire** (page 271), and **Strategic Reserves** (see above) special rules.

PREPARING FOR BATTLE

- Both players roll a die with the higher score choosing a long table edge to attack from. The defender has the opposite table edge. The players' Deployment Areas are their halves of the table excluding the area within 8"/20cm of the centre line.
- Both players now place Trench Lines as shown above on the mission map.
- Again starting with the defender, both players place three Barbed Wire Entanglements in the opponent's table half using the Over The Wire mission special rule. However, place these at least 6"/15cm (rather than 8"/20cm) back from the table centre line.
- Starting with the defender, both players use the Strategic Reserves rule to determine the platoons to be held off the table in Delayed Reserves. These will arrive anywhere along the table edge in their own Deployment Area.
- Again starting with the defender, both players alternate deploying their remaining platoons in their Trenches or Gun Pits.
- Starting with the attacker, both players nominate one platoon to be their Patrol using the No Man's Land Patrol special rule, and remove it from the table.
- Divide the table into left and right halves across both Deployment Areas at right angles to the centre line.
- Both players roll another die. The player with the higher score chooses the left or right half to place their Objective and Patrol. They place an Objective on the opposing side of the table at least 6"/15cm from the dividing line between the left and right halves, and at least 6"/15cm from the table edges.

- The other player then places an Objective in the same manner in the opposite half.
- The first player then places their Patrol on their side of the table in the same half as they placed the Objective, within 6"/15cm of the centre line and at least 6"/15cm from the dividing line between the left and right halves.
- The other player then places their Patrol in the same manner in the opposite half.
- Again starting with the defender, both players Deploy any Warrior teams that are not part of a platoon and all Independent teams in any Trench Lines in their Deployment Area.

BEGINNING THE BATTLE

- The entire battle is fought in Darkness.
- Both players roll a die. The defender adds +1 to their roll. The player with the higher result has the first turn.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken the Objective placed by the opposing player.

DECIDING WHO WON

The player that took an Objective wins the battle. They have established their dominance over No Man's Land.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

No Man's Land is a Fair Fight, so if neither win the battle, use the There are No Draws rule on page 275 to determine each player's Victory Points.