

VIETNAM MISSIONS

Tour of Duty, Battlefront's new book on the Vietnam War, includes eight missions tailored specifically for Vietnam, but these aren't the only missions available. The standard missions from the *Flames Of War* rulebook are equally applicable to Vietnam, along with special missions and scenarios you develop for your own games.

This document contains the missions from the *Flames Of War* rulebook, modified to make them easier to use in Vietnam. They have had the Guerilla Reserves special rule added, the victory conditions adjusted, and other small changes that help Vietnam War gamers. You'll notice that these missions don't use the Fire Support Base special rules by default. This gives you the choice as to whether you want to have your artillery on the table in classic *Flames Of War* style, or whether you want to keep your artillery safe off table. Discuss which option you prefer with your opponent and adjust the mission to suit your preferences.

Happy gaming, and enjoy your tour of duty! - Phil



TOUR OF DUTY

ARMORED, AIRBOURNE, AND INFANTRY COMBAT IN VIETNAM
1965 - 1971



FREE-FOR-ALL (FAIR FIGHT)

In highly-mobile engagements it is not uncommon for forces to suddenly find themselves in contact with the enemy. The freewheeling battles that result are little more than all-in brawls.

Free-for-All uses the **Meeting Engagement**, and **Guerrilla Reserves** special rules.

YOUR ORDERS

Free World Player

The enemy is moving large forces to reinforce their attacks on major bases and cities. Bring your firepower to bear to destroy them.

Nationalist Player

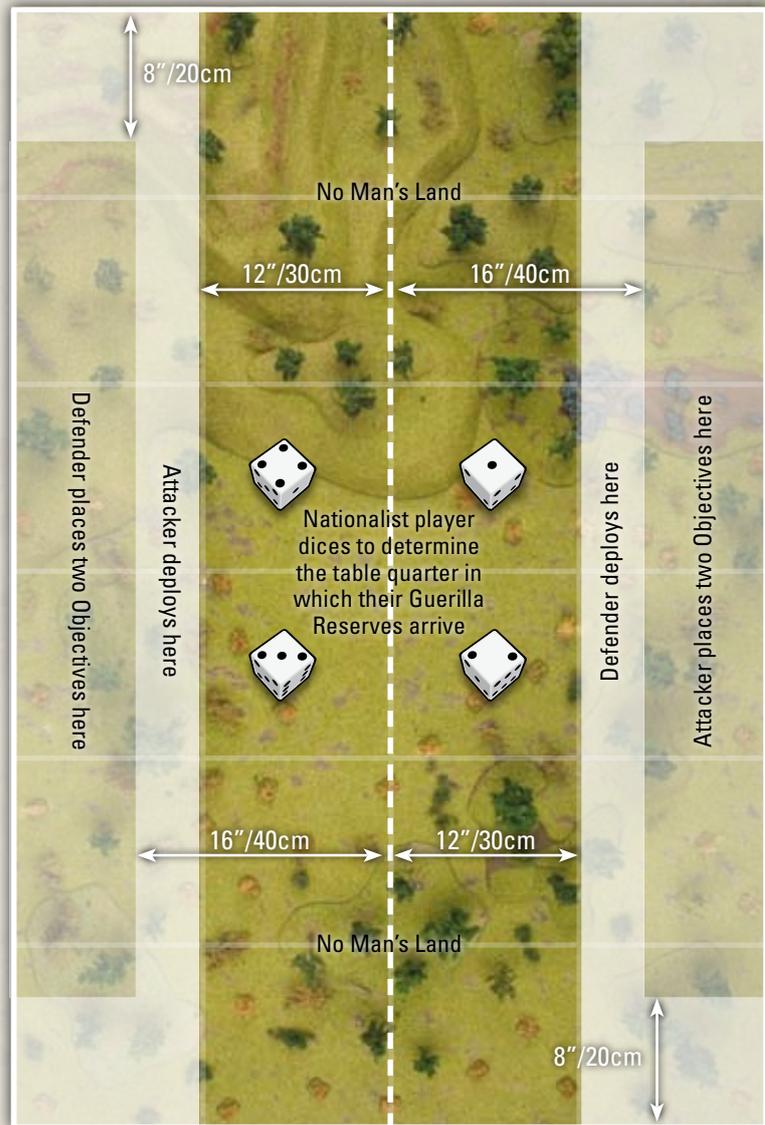
The offensive has begun. You must move into position to launch your attack. Destroy any Imperialist troops that try to delay you.

PREPARING FOR BATTLE

1. 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.
2. Starting with the attacking player, both players place two Objectives on the opponent's side of the table. The Objectives must be at least 16"/40cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges. Both of a player's Objectives must be within 48"/120cm of each other.
3. Each player's Deployment Area is their own half of the table, excluding the area within 12"/30cm of the centre line.
4. A Nationalist player with an Infantry Company may elect to hold all but one of the platoons (Nationalist companies) that would normally be Deployed on the table in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are Deployed as normal.
5. Both players, starting with the attacking player, alternate Deploying their platoons. If the Nationalist player elected to use Guerrilla Reserves, they will only Deploy the platoons that are not in Guerrilla Reserves.
6. Deploy Resistance teams anywhere on the table.
7. Both players, starting with the attacking player, now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

1. Starting with the attacker, 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 they placed, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

The player that took their Objective has secured the ground, forcing the enemy onto the defensive and winning the day. Otherwise, the player with the greater Victory Point total wins the game.

ENCOUNTER (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.

Encounter uses the **Delayed Reserves**, **Meeting Engagement**, **Guerrilla Reserves**, and **Scattered Reserves** special rules.

YOUR ORDERS

Free World Player

A patrol has located an enemy force. Gather your troops and pile on.

Nationalist Player

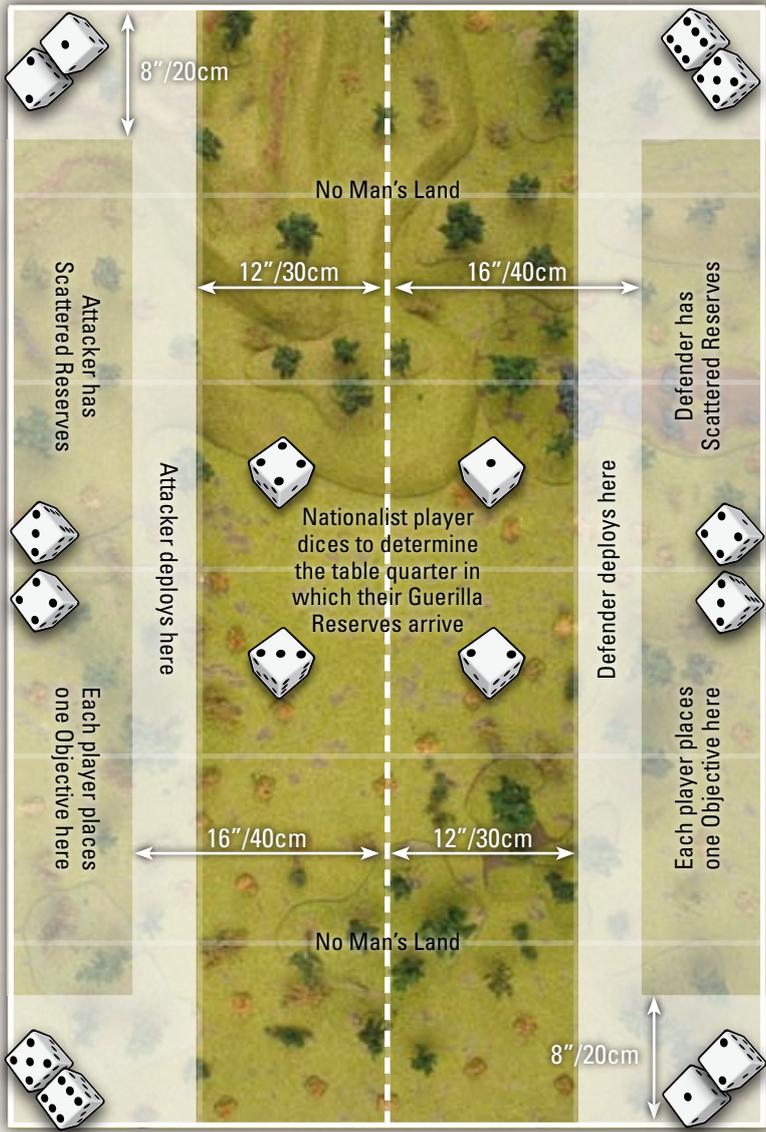
The Imperialists have entered the killing zone before the planned ambush is ready. Attack now before they realise their danger.

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.
- 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 16"/40cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges.
- Starting with the attacker, both players now nominate at least half of their platoons to be held off the table in Delayed and Scattered Reserves.
- A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerilla Reserves are held in Delayed and Scattered Reserves.
- Each player's Deployment Area is their own half of the table, excluding the area within 12"/30cm of the centre line. Both players, starting with the attacking player, now alternate Deploying their remaining platoons.
- Deploy Resistance teams anywhere on the table.
- Both players, starting with the attacking player, 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, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

The player that took an Objective in the opponent's Deployment Area wins the battle, forcing the enemy onto the defensive and winning the day. Otherwise, the player with the greater Victory Point total wins the game.

DUST UP (FAIR FIGHT)

The Free World is out in force, looking for trouble. The Nationalists are preparing to attack.

Dust Up uses the **Delayed Reserves**, **Meeting Engagement**, and **Guerrilla Reserves** rules.

YOUR ORDERS

Free World Player

Now that you have found the enemy, destroy them before they can get away.

Nationalist Player

The offensive has begun. Destroy the Imperialists and get into position for the main attack.

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. 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 8"/20cm of the centre line.
3. Starting with the attacker each player places an objective in their own Deployment Area at least 8"/20cm from all table edges. Next starting with the attacker each player places an objective in the enemy Deployment Area at least 8"/20cm from all table edges.
4. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in Delayed Reserves.
5. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Delayed Reserves.
6. 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.
7. Both players, starting with the attacking player, alternate Deploying their remaining platoons.
8. Deploy Resistance teams anywhere on the table.
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 attacker, 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, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

The player that took an Objective in the opponent's Deployment Area wins the battle, having secured key terrain, opening the way for the decisive blow. Otherwise, the player with the greater Victory Point total wins the game.

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.

No Retreat uses the **Ambush**, **Guerrilla Reserves**, **Prepared Positions**, and **Reserves** special rules.

YOUR ORDERS

Attacking Player

The enemy are trapped. Destroy them now before the opportunity passes.

Defending Player

You have encountered an unexpectedly large enemy force. Hold on for reinforcements.

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 nominates at least half of their platoons to be held off the table in Reserves. All Reserves will arrive along the short table edge in the attacking player's table half.
4. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Reserves (if the Nationalist player is defending) or deployed as normal.
5. The defender may then nominate one of the remaining platoons to be held in Ambush.
6. Finally, the defender Deploys their remaining platoons.
7. The attacking player's Deployment Area is their half of the table, excluding the area within 16"/40cm of the centre line. The attacker now Deploys all of their platoons.
8. Deploy Resistance teams anywhere on table.
9. 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.



4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

- the attacking player has Taken any of the Objectives at the start of their turn,
- the defending player starts any of their turns, starting from turn six, with no attacking teams in the defender's half of the table, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

HOLD THE LINE (DEFENSIVE BATTLE)

When outnumbered, you have to rely even more on intangibles like surprise to even the odds.

Hold the Line uses the **Ambush**, **Delayed Reserves**, **Guerrilla Reserves**, and **Prepared Positions** special rules.

YOUR ORDERS

Attacking Player

Your opponent is weak and isolated. Smash them quickly and seize your objectives.

Defending Player

Ambush the enemy, then push them back when help arrives.

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 nominates at least half of their platoons to be held off the table in Delayed Reserves. These Reserves will arrive along the short table edge in the attacking player's table half.
4. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Delayed Reserves (if the Nationalist player is defending) or deployed as normal.
5. The defender may then nominate up to two of the remaining platoons to be held in Ambush.
6. Finally, the defender Deploys their remaining platoons.
7. The attacking player's Deployment Area is their half of the table, excluding the area within 16"/40cm of the centre line. The attacker now Deploys all of their platoons.
8. Deploy Resistance teams anywhere on table.
9. 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.
4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

- the attacking player has Taken any of the Objectives at the start of their turn,
- the defender starts any of their turns, from turn six, with no attacking teams in the defender's half of the table, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

PINCER (DEFENSIVE BATTLE)

When the enemy attacks, hit their flanks to trap them and destroy them entirely.

Pincer uses the **Ambush**, **Delayed Reserves**, **Guerrilla Reserves**, and **Prepared Positions** special rules.

YOUR ORDERS

Attacking Player

Break into the enemy position and take your objectives, fighting off any counterattacks.

Defending Player

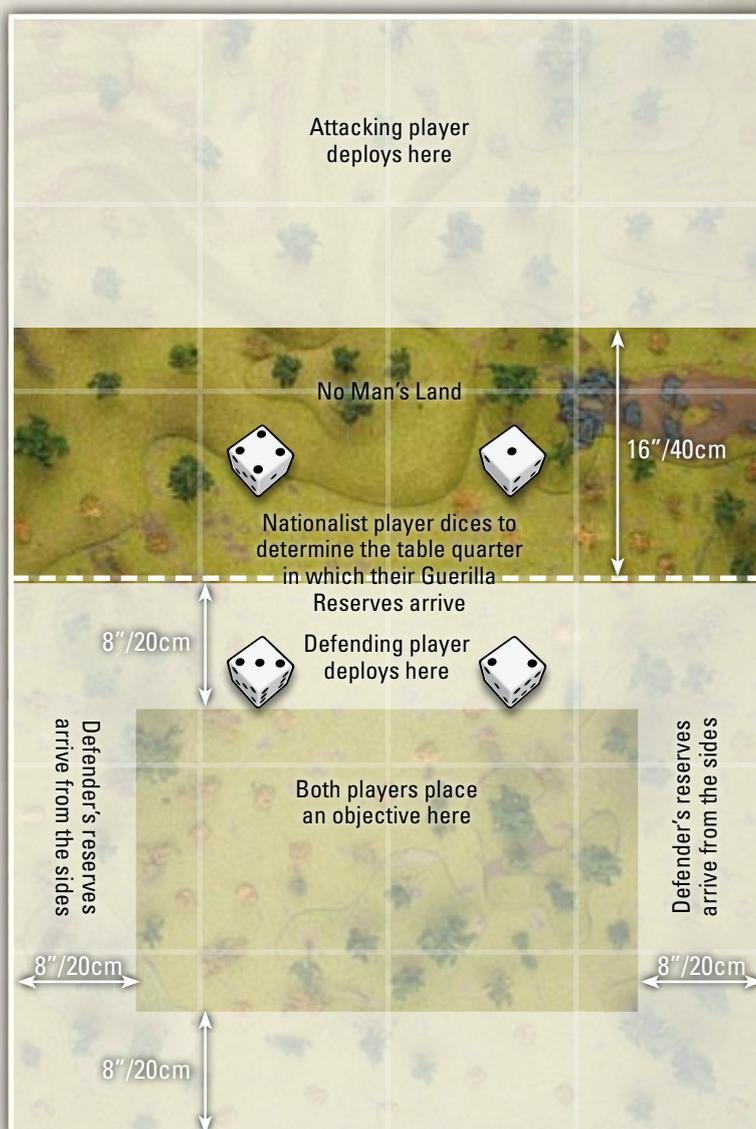
Use a well-placed counterattack to trap and destroy the enemy forces.

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 nominates at least half of their platoons to be held off the table in Delayed Reserves. These troops will arrive along either of the long table edges in the defending player's table half. The defending player may choose the edge that each platoon arrives from when it arrives from Reserves.
4. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Delayed Reserves (if the Nationalist player is defending) or deployed as normal.
5. The defender may then nominate one of the remaining platoons to be held in Ambush.
6. The defender Deploys their remaining platoons.
7. The attacking player's Deployment Area is their half of the table, excluding the area within 16"/40cm of the centre line. The attacker now Deploys all of their platoons.
8. Deploy Resistance teams anywhere on table.
9. 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.

4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

- the attacking player has Taken any of the Objectives at the start of their turn,
- the defender starts any of their turns, from turn six, with no attacking teams in the defender's half of the table, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

SURROUNDED (DEFENSIVE BATTLE)

The enemy is surrounded. Wipe them out with a concentric attack.

Surrounded uses the **Immediate Ambush**, **Guerrilla Reserves**, and **Prepared Positions** special rules.

YOUR ORDERS

Attacking Player

Your opponent is weak and isolated. Smash them quickly and seize your objectives.

Defending Player

You must hold your ground and fight off the overwhelming attack.

PREPARING FOR BATTLE

1. The attacker's Deployment Area extends 8"/20cm onto the table from both short ends. The defender's Deployment area is the centre of the table more than 24"/60cm from both short 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 table edges.

3. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are Deployed as normal.

4. The defender now nominates one platoon to be held in Immediate Ambush, then Deploys the remaining platoons.

5. 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.

6. Deploy Resistance teams anywhere on table.

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. 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.



5. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

- the attacking player has Taken any of the Objectives at the start of their turn,
- the defending player starts any of their turns, starting from turn six, with no attacking teams within 16"/40cm of either Objective, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

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.

Fighting Withdrawal uses the **Ambush**, **Guerrilla Reserves**, **Prepared Positions**, and **Strategic Withdrawal** special rules.

YOUR ORDERS

Attacking Player

Smash the enemy rearguard to exploit your victory, turning their retreat into a rout.

Defending Player

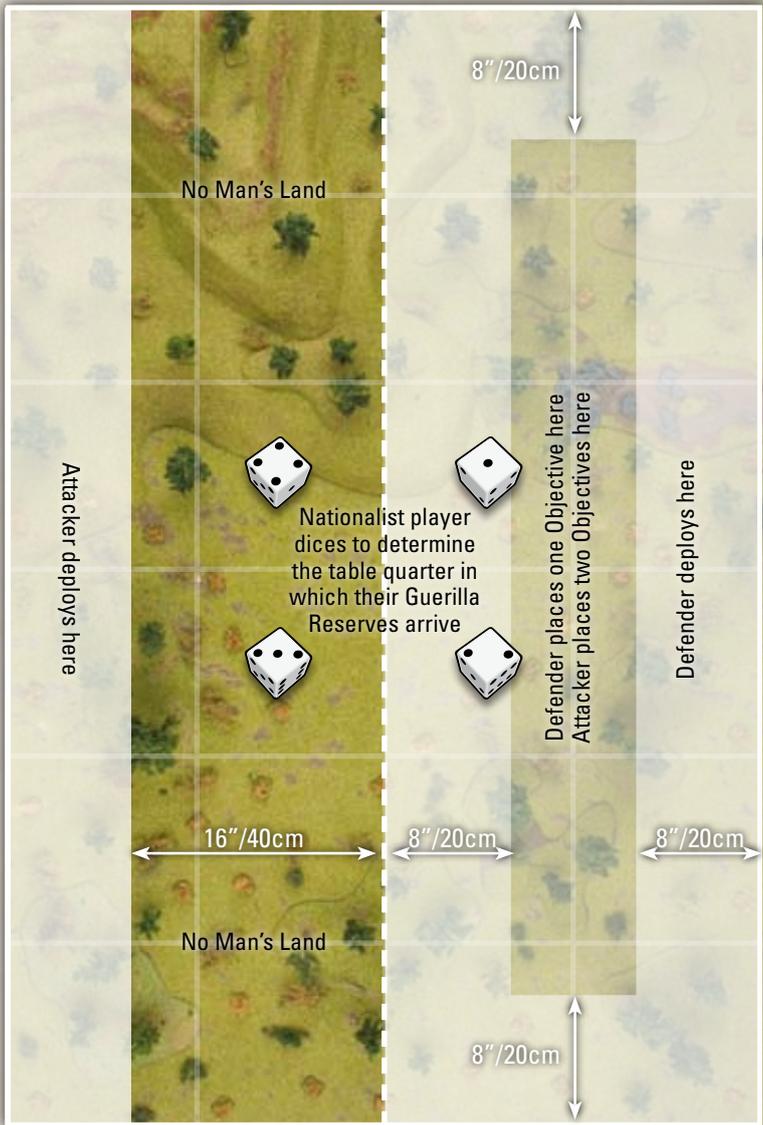
You must cover your withdrawal as the army falls back to the next defensible position.

PREPARING FOR BATTLE

1. The defender chooses a long 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. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are Deployed as normal.
5. The defender Deploys their entire remaining force. They may hold one platoon in Ambush.
6. The attacker's Deployment Area is their half of the table, excluding the area within 16"/40cm of the centre line. The attacker now Deploys the remainder of their force.
7. Deploy Resistance teams anywhere on table.
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.



4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

- the attacking player has Taken any of the Objectives at the start of their turn,
- at the start of the defender's eighth turn (remember to check Company Morale if necessary before determining who won), or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

HASTY ATTACK (MOBILE BATTLE)

Sometimes there is not time to organise a proper assault on a defended position.

Hasty Attack uses the **Delayed Reserves**, **Immediate Ambush**, **Guerrilla Reserves**, **Prepared Positions**, **Reserves**, and **Scattered Reserves** special rules.

YOUR ORDERS

Attacking Player

You must seize one of your objectives before the enemy rallies and pushes you back.

Defending Player

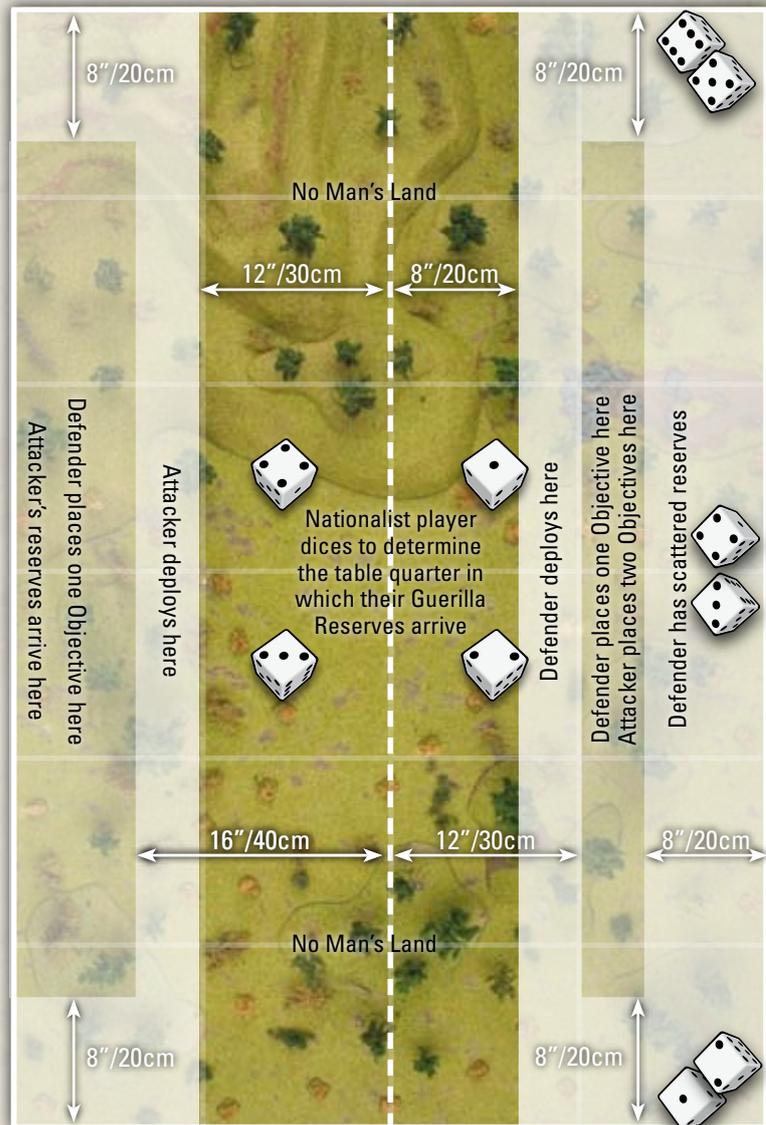
Hold the initial assault, then force the enemy back when your reserves arrive.

PREPARING FOR BATTLE

1. The defending player chooses the long table edge that they will defend. Their Deployment Area is their half of the table, excluding the area within 8"/20cm of the centre line. The attacking player's Deployment Area is the other half of the table, excluding the area within 12"/30cm of the centre line.
2. The defending player places one Objective in the attacker's Deployment Area at least 16"/40cm 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 attacker nominates at least half of their platoons to be held off the table in Reserves, arriving from the long table edge in their Deployment Area.
5. The defender then nominates at least half of their platoons to be held off the table in Delayed and Scattered Reserves.
6. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves held in Reserves as normal for that player.
7. The Defender may nominate a platoon to be in Immediate Ambush, then Deploys their remaining platoons.
8. The attacker now removes one of the Objectives that they placed on the table and Deploys their remaining platoons.
9. Deploy Resistance teams anywhere on table.
10. Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defender.

BEGINNING THE BATTLE

1. The defender places the platoon in Immediate Ambush.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams.



3. The attacking player has the first turn.
4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
5. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

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,
- the defender starts any of their turns from turn six with no attacking teams in the defender's table half, or
- a player starts their turn with six more Victory Points than their opponent.

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because a player started one of their turns holding an Objective in the opponent's Deployment Area or the defending player kept the attacker away from the Objectives, they win. Otherwise, the player with the greater Victory Point total wins the game.

CAULDRON (MOBILE BATTLE)

In the dark, forces were often totally ignorant of enemy moving quite near to them.

Cauldron uses the **Delayed Reserves**, **Guerrilla Reserves**, **Immediate Ambush**, **Prepared Positions**, **Random Deployment**, and **Reserves** special rules.

YOUR ORDERS

Attacking Player

The enemy wandered into your positions during the night. Attack immediately to destroy them.

Defending Player

At dawn, you find yourself in the middle of an enemy position facing a counterattack.

PREPARING FOR BATTLE

1. The defending player chooses the long table side where they will defend. Their Deployment Area is this half of the table excluding the area within 20"/50cm 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 long table edge and at least 24"/60cm from the short table edges.
3. The defender nominates at least half of their platoons to be held in Delayed Reserve. These will arrive on the opposite table edge.
4. The attacker must nominate at least half of their platoons to be held in Reserve. These will arrive from either short table edge. The attacking player may choose which edge each platoon will arrive from when it arrives from Reserves.
5. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Reserves as normal for the player.
6. The defender nominates one platoon to be in Immediate Ambush, then Deploys their remaining platoons.
7. The attacker Deploys their remaining platoons using the Random Deployment special rules.
8. Deploy Resistance teams anywhere on table.
9. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.



4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
5. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

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

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.

BREAKTHROUGH (MOBILE BATTLE)

Breaking out of a cut off position is always tricky, though much easier if friendly forces are breaking in to rescue the trapped troops.

Breakthrough uses the **Delayed Reserves**, **Guerrilla Reserves**, **Mobile Reserves**, and **Prepared Positions** special rules.

YOUR ORDERS

Attacking Player

Punch through the enemy cordon to meet up with the relieving force.

Defending Player

The enemy is trapped. Hold off the relieving force to keep them that way.

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 8"/20cm from both table centre lines.
4. The attacker places two Objectives in the final table quarter. They must be at least 8"/20cm from the table centre lines and edges.
5. A Nationalist player with an Infantry Company may hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves held in Reserves as normal for that player.
6. The defender deploys any or all of their remaining platoons allowed by the Mobile Reserves special rule.
7. All remaining platoons are held off the table in Reserves. The Reserves will arrive along the long table edges in their Deployment Areas within 16"/40cm of the table corner.
8. If not using the Guerrilla Reserves special rule, 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 24"/60cm of the corner in the quarter containing the Objectives.
9. The attacker now Deploys the rest of their force.
10. Deploy Resistance teams anywhere on table.
11. Deploy 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.
2. The attacking player has the first turn.



3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

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

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacker started one of their turns holding an Objective in the opponent's Deployment Area or the defending player kept the attacker away from the Objectives, they win. Otherwise, the player with the greater Victory Point total wins the game.

COUNTERATTACK (MOBILE BATTLE)

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

Counterattack uses the **Ambush**, **Guerrilla Reserves**, **Mobile Reserves**, **Prepared Positions**, and **Reserves** special rules.

YOUR ORDERS

Attacking Player

The enemy are trying to link up with their surrounded comrades. Close the gap to stop them.

Defending Player

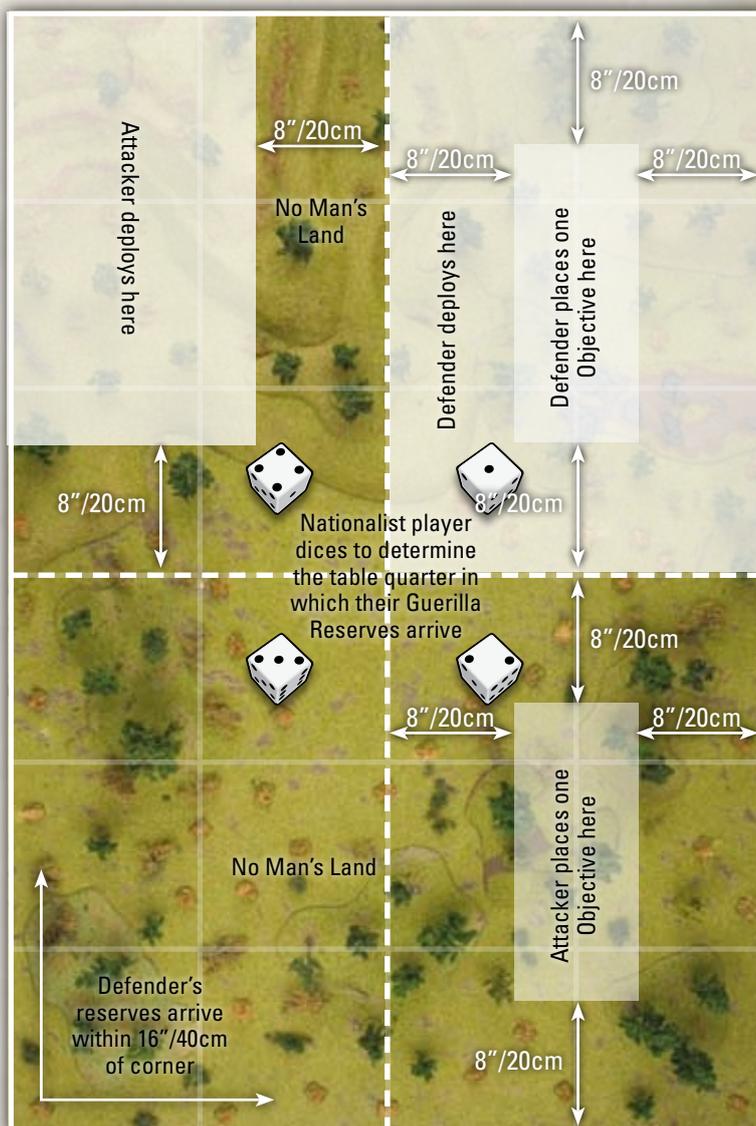
You are expecting a relieving force at any moment. Break out and link up with them.

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 8"/20cm 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 8"/20cm from both table centre lines and 8"/20cm from any table edge.
6. A Nationalist player with an Infantry Company may elect to hold all but one of their platoons (Nationalist companies) in Guerrilla Reserve instead, ignoring the usual Deployment Areas. If they do this, the Battalion HQ also starts the game off table in Guerrilla Reserve with the rest of their force. Platoons that cannot be held in Guerrilla Reserves are held in Reserves if the defender, or deployed as normal if the attacker.
7. The defender deploys any or all of their remaining platoons allowed by the Mobile Reserves special rule. One of the platoons to be Deployed may be held in Ambush.
8. All remaining platoons are held off the table in Reserves. The troops held in Reserves will arrive within 16"/40cm of the table corner opposite their Deployment Area.
9. The attacker then Deploys any of their force not in Guerrilla Reserves.
10. Deploy Resistance teams anywhere on table.
11. 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.



2. The defending player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
4. If a Nationalist player is attacking, their Minefields and Booby Traps may not be placed in the defender's Deployment Area during the game.

ENDING THE BATTLE

The battle ends when:

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

If the Nationalist player elected to use Guerrilla Reserves, neither player can win before their sixth turn.

DECIDING WHO WON

If the game ends because the attacking player started one of their turns holding an Objective or the defending player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.