

TEAM YANKEE

WORLD WAR III



MISSIONS

"The 1st Brigade would be hard pressed to hold another attack," the S-3 informed Bannon in a workman like manner. "Intelligence indicates that the Soviet forces in front of 1st Brigade had lost heavily and are no longer able to attack. A second echelon division, the 28th Guards Tank Division, is moving up and is expected to be in position to attack not later than dawn tomorrow. The Air Force has been pounding the 28th Guards throughout the day, but hasn't slowed it. We have the mission of attacking into the flank of the 28th Guards Division as soon as they were fully committed in the attack. Task Force 3rd of the 78th will pull out of the line on order, moving north, and spearhead the attack. Team Yankee will be in the lead."

The *Team Yankee* More Missions pack is an optional expansion for tournaments and players looking for quick pick-up games. It contains five new missions for *Team Yankee*, extended rules for different times of day, new versions of the missions from the rulebook that use a different set of victory conditions and the optional Battle Plans mission selector.

All eleven missions, the five new ones and the six from the rulebook, are presented in a handy two-page format with a larger version of the set up diagram and expanded instructions on the front side and all of the relevant mission special rules on the back. If you print a mission double-sided, all the rules you need will be on one handy sheet of paper.

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WHICH MISSION?

There are three easy ways of selecting a mission to play.

- You and your opponent can pick a mission that suits your forces and the terrain.
- You can roll a die to determine the mission, or
- You can pick battle plans and use the mission selector below to determine the mission type, and then roll again to select the mission.

PICK A MISSION

For a cooperative approach to selecting a mission, discuss which mission you'd like to play with your opponent and pick one. With ten missions to choose from, you have plenty of choices to try out.

RANDOM MISSION

If you want a quick way of picking a mission, roll up a random mission. As the three defensive battles (Bridgehead, Rearguard, and No Retreat) are best suited to having an infantry-based force defending, we haven't included them in the random missions list to avoid disadvantaging a tank-based force.

Roll on the following table to select your mission.

RANDOM MISSIONS

- 1: Breakthrough
- 2: Counterattack
- 3: Contact
- 4: Dust Up
- 5: Encounter
- 6: Free for All

Roll to see who Attacks

TAKING OBJECTIVES

Objectives cannot be Held by Tank Teams that are Bailed Out or Bugged Down, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

WHEN DO YOU WIN

The Winning the Game section of a number of missions adds an opportunity to win the game at the end of your turn. This is in addition to the normal checking of Victory Conditions at the start of your turn.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *Team Yankee*. If neither player won, both players look up the number of Surviving Units the enemy force has as though their opponent was the winner and use the Loser's Points column to determine their own Victory Points.

BATTLE PLANS

The Battle Plans mission selector allows players to pick a plan that will influence the type of mission they will play. The combination of the two players' plans determines the type of mission.

Before the game, the NATO and Warsaw Pact players each pick a battle plan (Attack, Manoeuvre, or Defend). They then compare their plans on the Battle Plans table below then roll a die to see what mission they will play.

BATTLE PLANS			
NATO PLAYER'S PLAN	WARSAW PACT PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	NATO Player Attacks Warsaw Pact Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard
MANOEUVRE	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard
DEFEND	Warsaw Pact Player Attacks NATO Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

WHY SELECT ATTACK

When you choose the Attack Battle Plan, you can be fairly sure that you will be attacking in a fairly straightforward mission. This suits forces that rely on brute force over mobility. You will be able to focus your firepower to reduce the enemy piece by piece as you advance into their defensive position.



WHY SELECT MANOEUVRE

A Manoeuvre Battle plan allows you to exploit your mobility while avoiding assaults against fortified positions. This suits forces that have a good mix of mobility and firepower. You won't be trapped into a grinding battle of attrition, and can manoeuvre rapidly to defeat your opponent.



WHY SELECT DEFEND

A Defend battle plan allows you to dig in and force the enemy to come to you. You can lay out a carefully planned defence with interlocking fields of fire covering selected killing zones without needing to worry about manoeuvring light troops across open ground. This suits infantry forces with a good anti-tank missile capability.





TIME-OF-DAY

The rulebook only has two times of day, Day or Night. The following rules expand this to encompass four times of day: Dawn, Daylight, Dusk, and Darkness.

DAWN

In a mission being played at Dawn, the game starts in Darkness, with the Night Fighting rules in effect.

At the start of the Defender's third turn, roll a die:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.
- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

DUSK

In a mission being played at Dusk, the game starts in Daylight.

At the start of the Defender's third turn, roll a die:

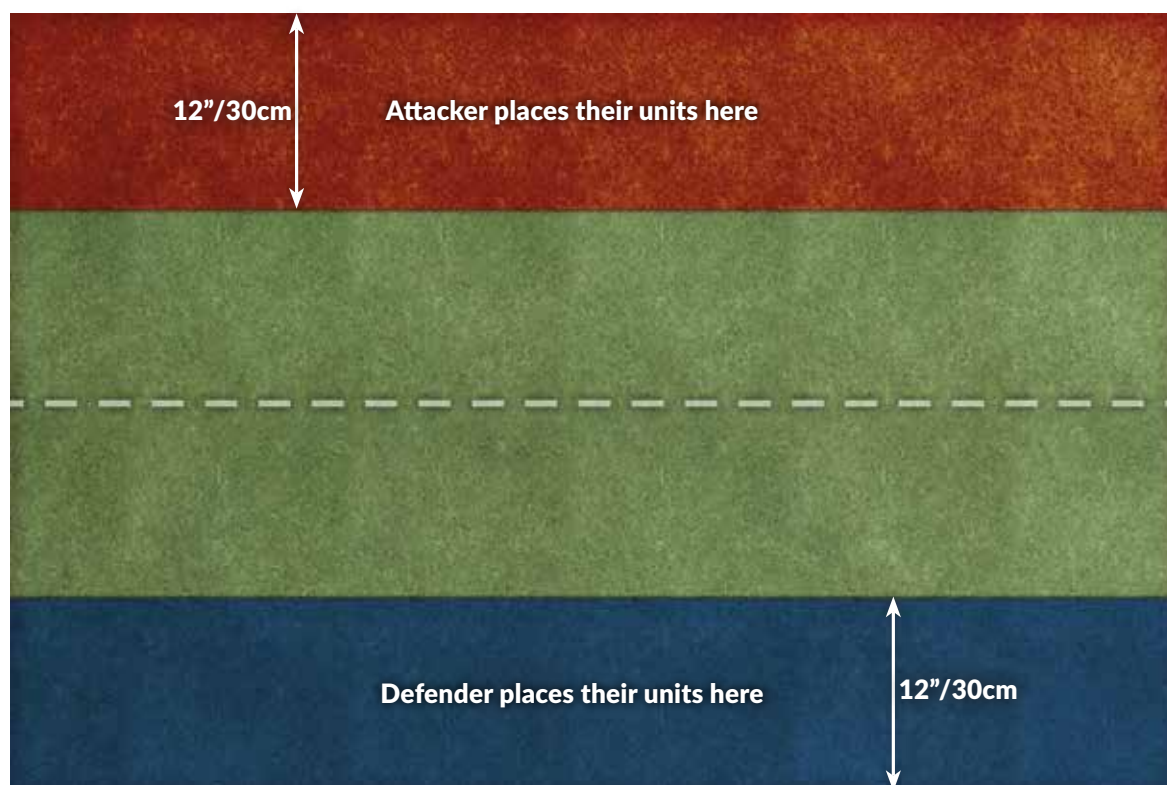
- On a score of 5+, night has fallen. Once night falls, the Night Fighting rules come into effect and the rest of the battle is fought in Darkness.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with night falling on any roll of 5+.
- If it is still light at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until night falls on any roll of 5+.

DAYLIGHT

In a mission being played in Daylight, the Night Fighting rules on page 66 are not used.



ANNIHILATION



Total war means total victory and total annihilation.

SPECIAL RULES

- Meeting Engagement (First Turn)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if their opponent has no Formations left on the table.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft must Loiter Off Table (see page 30 of the rulebook) in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

VICTORY POINTS

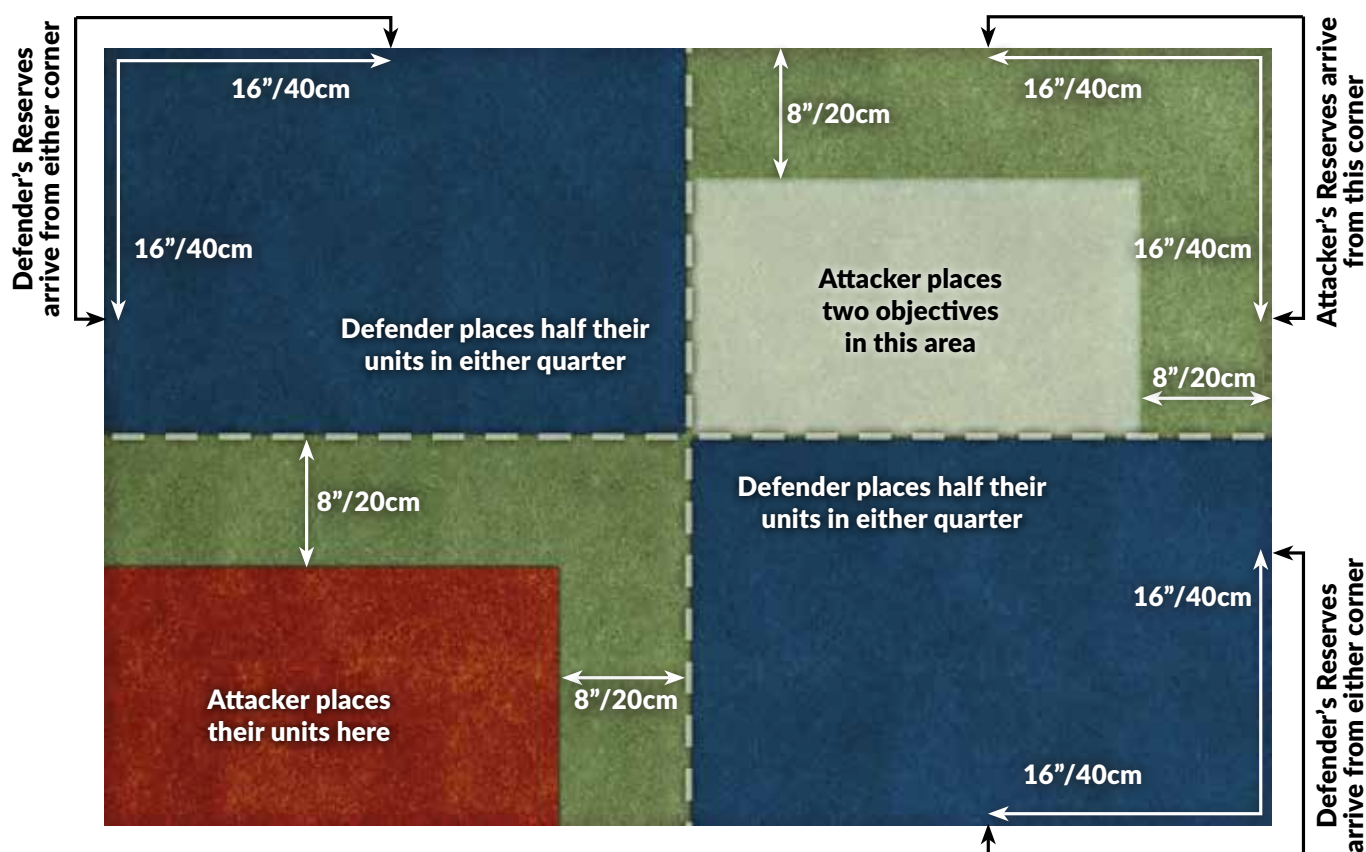
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

BREAKTHROUGH



You have outflanked the enemy. Seize the objectives before they can redeploy to protect them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP

1. The Defender picks two diagonally opposite table quarters to defend.
2. The Attacker picks one of the remaining table quarters to attack from.
3. The Attacker places two Objectives in the remaining table quarter at least 8"/20cm from all table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. The Defender places at least half of their Units in Immediate Reserve. Their Reserves will arrive within 16"/40cm of either of their table corners.
2. The Attacker selects at least one Unit to hold in Delayed Reserve. Their Reserves will arrive within 16"/40cm of the Objective table corner.
3. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. The Defender then places their deployed Units in their table quarters, allocating them between the quarters as they wish.
6. The Attacker then places their deployed Units in their table quarter at least 8"/20cm from both centrelines.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn on or after the sixth turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

FLANKING DELAYED RESERVES

(ATTACKER)

The Attacker must hold at least one and up to half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Attacker doesn't count HQ Units, Independent Teams, or Attachments. The Attacker may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Attacker's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner opposite the Attacker's deployment area at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

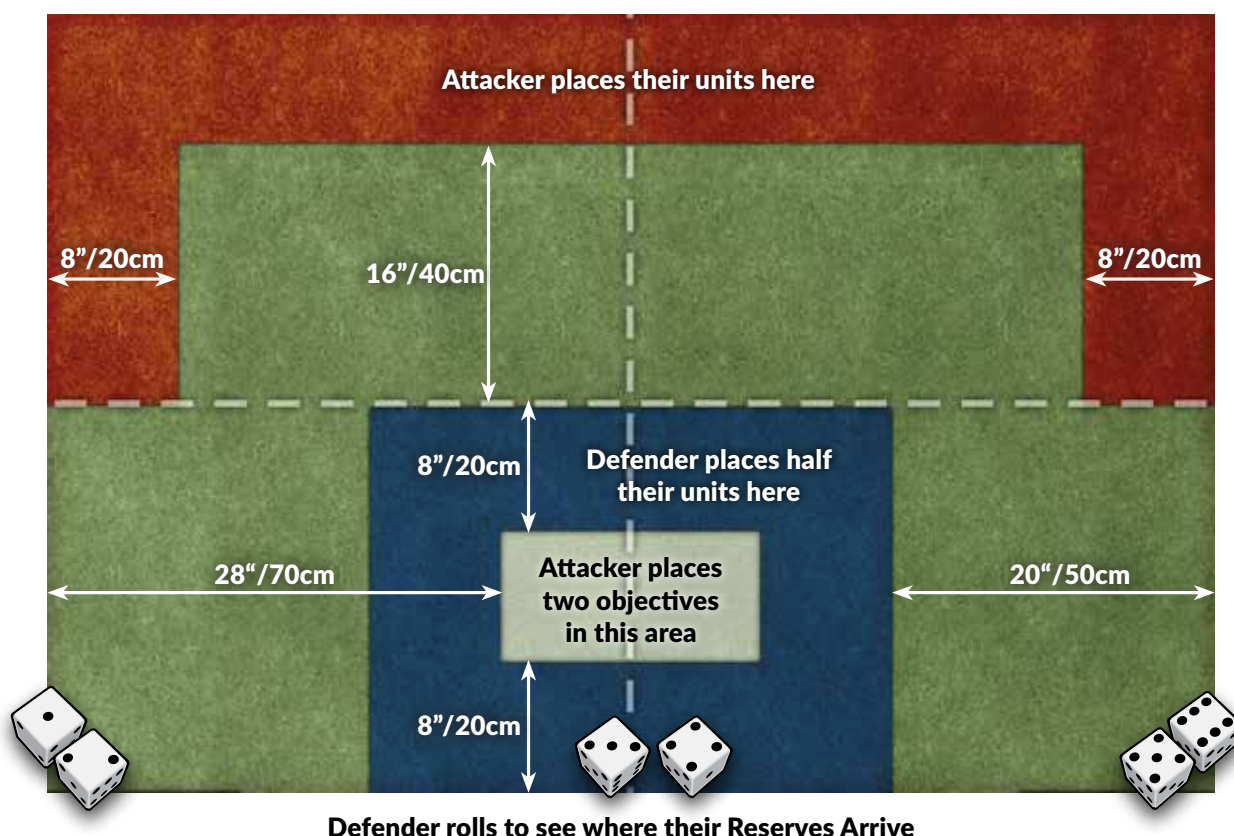
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

BRIDGEHEAD



The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them before their reinforcements arrive.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives at least 8"/20cm from the table centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender places at least half of their Units in Deep Scattered Immediate Reserve. The Defender will dice to see where these Units will arrive.

2. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 20"/50cm from the side table edges.
5. The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line or within 8"/20cm of the side table edge.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED IMMEDIATE RESERVES (DEFENDER)

The Defender must hold at least half of their Units in Reserve. No more than one Tank Unit with Front armour greater than 4 or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

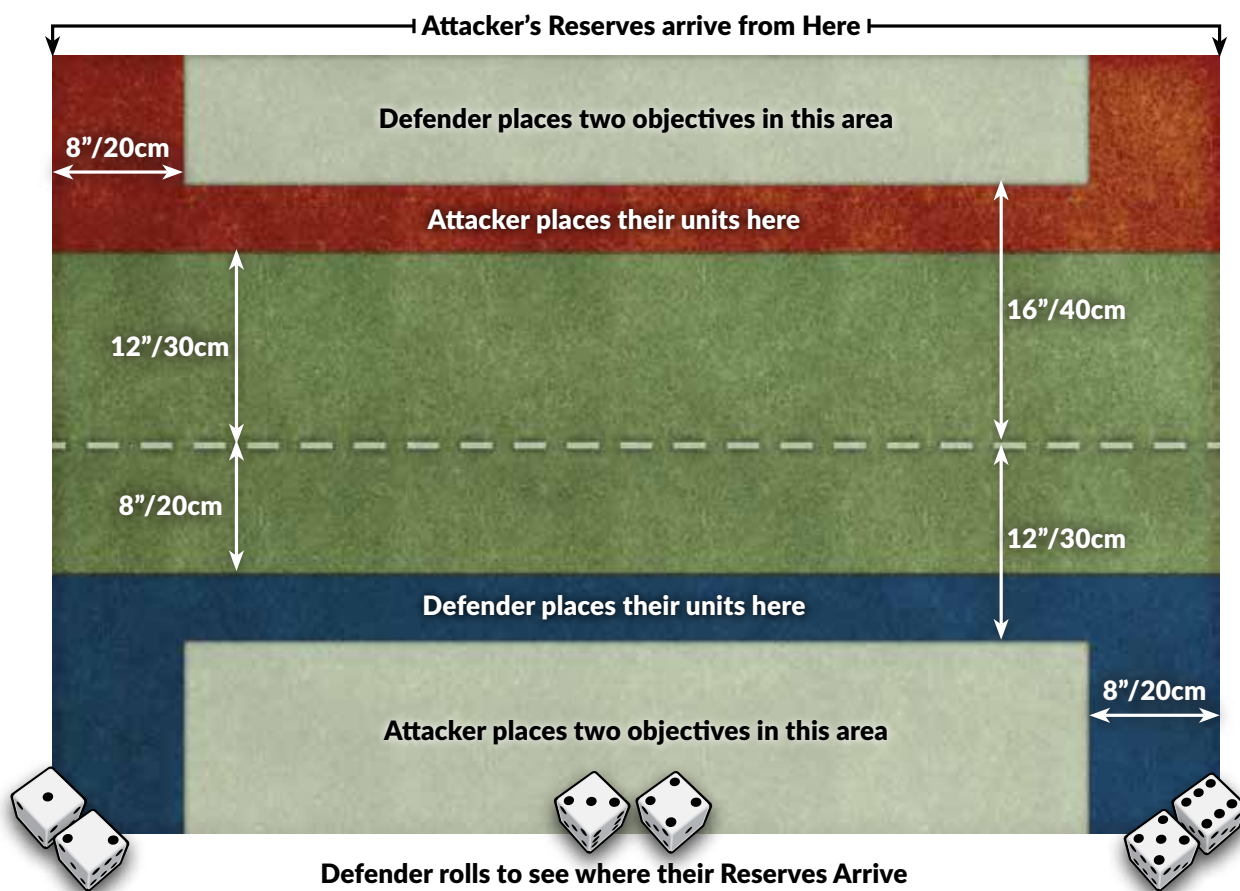
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

CONTACT



Your advance has contacted the enemy before their defences are prepared. Attack now and destroy them before they can reinforce.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places two Objectives in the Attacker's table half, at least 16"/40cm from the centre line and at least 8"/20cm from the short table edges.
3. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the centre line and at least 8"/20cm from the short table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. The Attacker places at least half of their Units in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
2. The Defender places at least half of their Units in Scattered Delayed Reserve. The player will dice to see where these Units arrive.
3. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. They then place their deployed Units in their table half at least 8"/20cm from the centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the centre line.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Attacker doesn't count HQ Units, Independent Teams, or Attachments. The Attacker may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES**(DEFENDER)**

The Defender must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

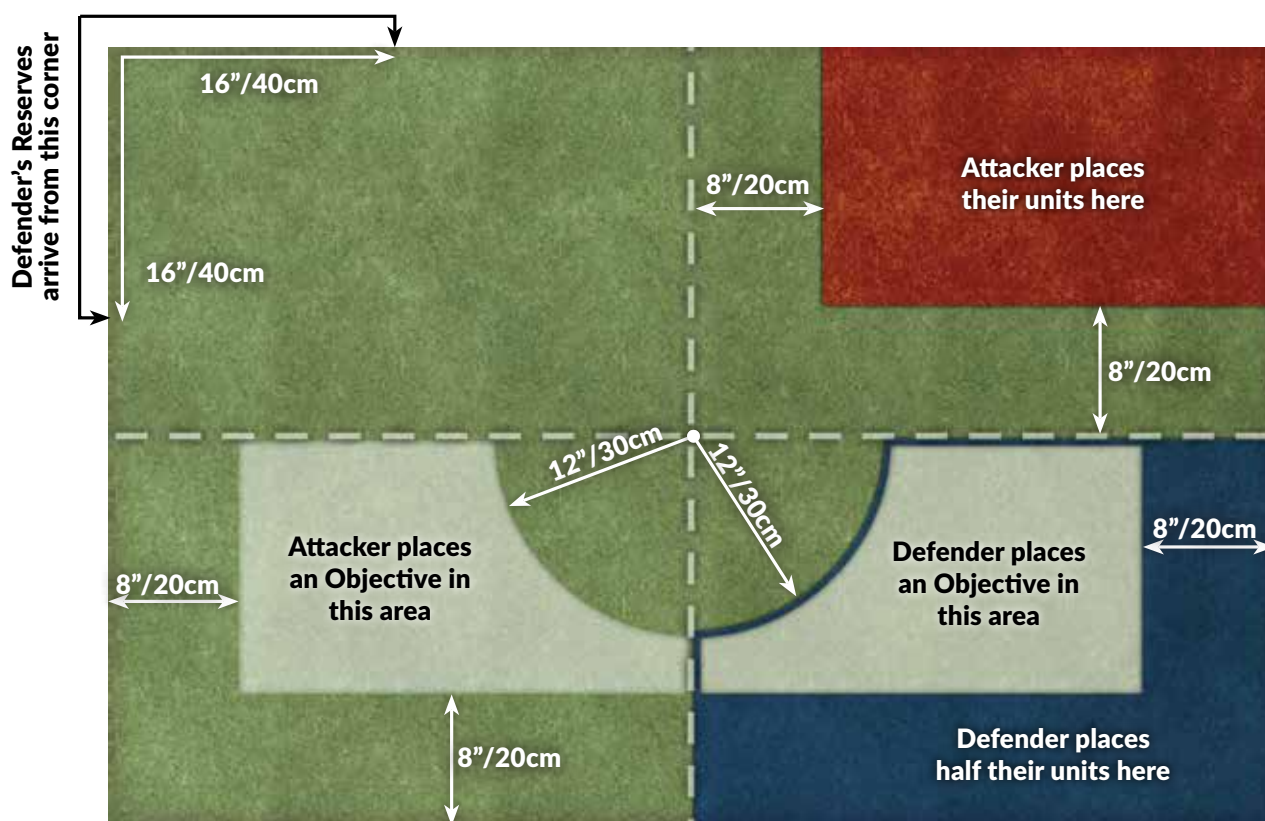
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

COUNTERATTACK



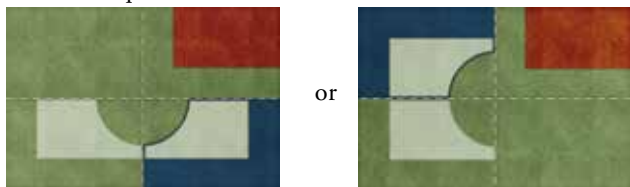
The enemy is cut off and surrounded. Destroy them before the relief force arrives.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker picks an adjacent (on either the long or the short table edge) table quarter to attack from. Depending on the quarter chosen, the table will look like:



3. The Defender places one Objective in their table quarter.
4. The Attacker places one Objective in the quarter opposite to their own.
5. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.
6. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Defender places at least half of their Units in Immediate Reserve. Their Reserves will arrive within 16"/40cm of the opposite corner from their quarter.

2. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their quarter at least 12"/30cm from the table centre.
5. The Attacker places all of their Units in their table quarter at least 8"/20cm from both centrelines.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn on or after the sixth turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it

on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the opposite corner from their quarter at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

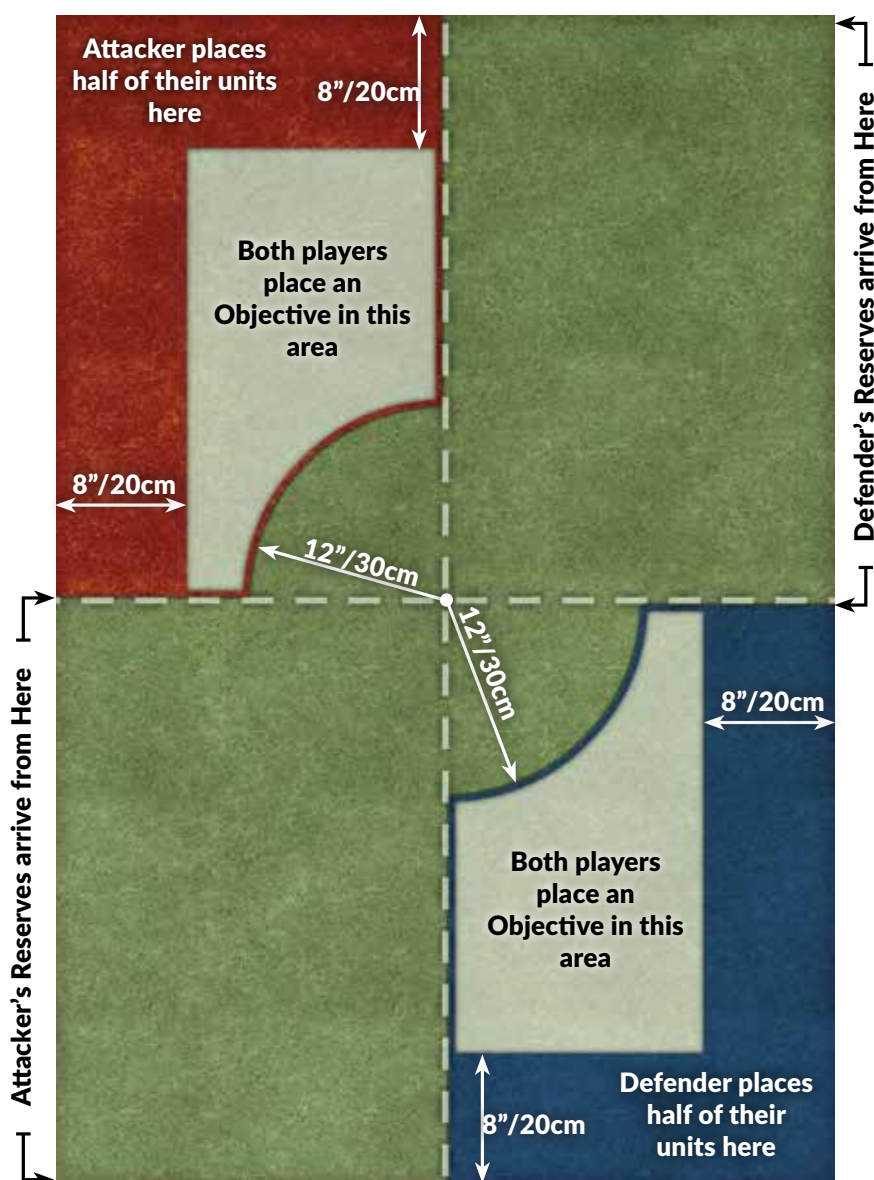
- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.



DUST UP



The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

- Meeting Engagement (First Turn)
- Delayed Reserves (Both Players)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a table quarter to attack from.
3. The Defender defends from the opposite quarter.
4. Both players, starting with the Attacker, place one Objective in their own quarter.
5. Both players, again starting with the Attacker, place one Objective in their opponent's quarter.
6. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.
7. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players place at least half of their Units in Delayed Reserve. These Units will arrive from the long table edge adjacent to the player's quarter.
3. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own quarter, at least 12"/30cm from the table centre.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective in the opponent's quarter, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft must Loiter Off Table (see page 30 of the rulebook) in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DELAYED RESERVES (BOTH PLAYERS)

Each player must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the player doesn't count HQ Units, Independent Teams, or Attachments. A player may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the long table edge adjacent to their table quarter at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

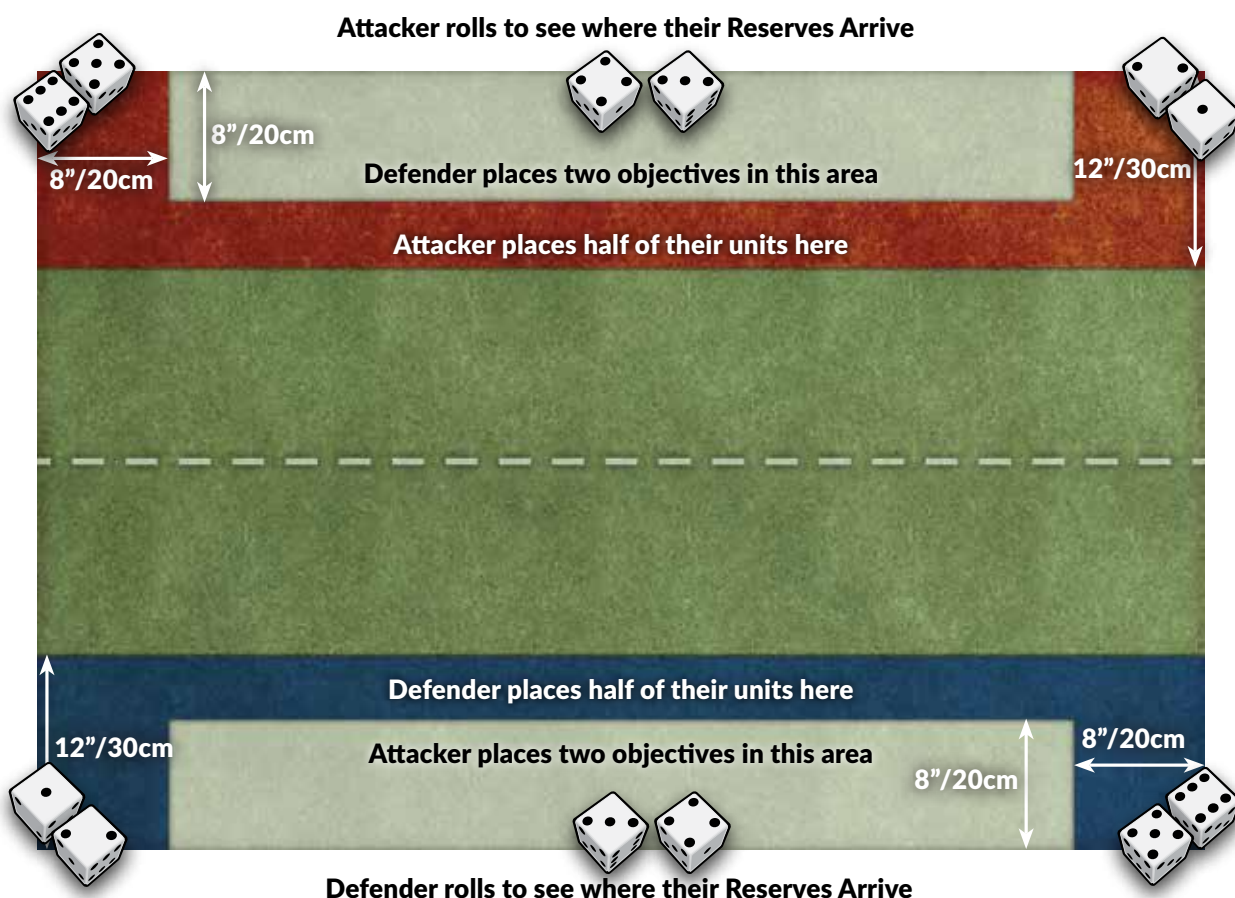
- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.



ENCOUNTER



Your forces have been scattered in heavy fighting. Gather your forces and defeat the enemy before they do the same.

SPECIAL RULES

- Meeting Engagement (First Turn)
- Scattered Delayed Reserves (Both Players)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.
3. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players place at least half of their Units in Scattered Delayed Reserve. The players will dice to see where these Units arrive.
3. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 12"/30cm of their own table edge.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft must Loiter Off Table (see page 30 of the rulebook) in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

SCATTERED DELAYED RESERVES

(BOTH PLAYERS)

Each player must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the player doesn't count HQ Units, Independent Teams, or Attachments. A player may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns

adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

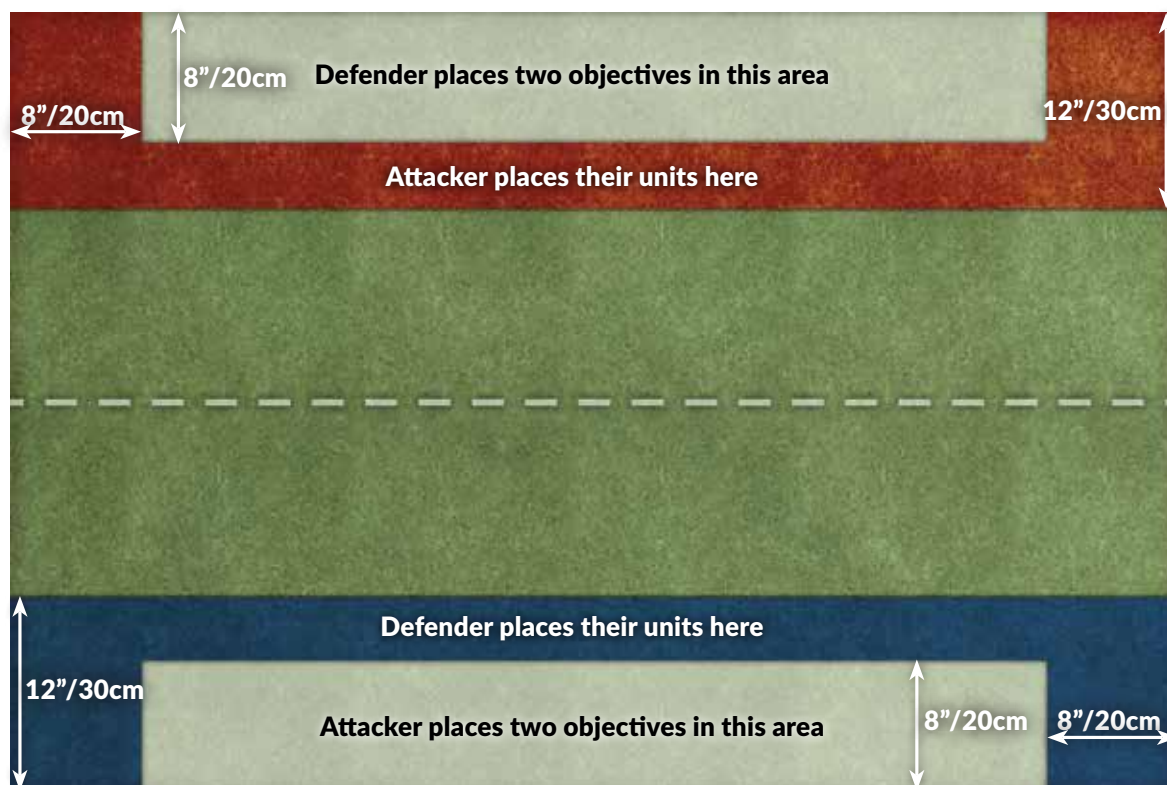
- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.



FREE-FOR-ALL



The breakthrough was successful and the situation is fluid. Find and destroy the enemy.

SPECIAL RULES

- Meeting Engagement (First Turn)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.
5. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft must Loiter Off Table (see page 30 of the rulebook) in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

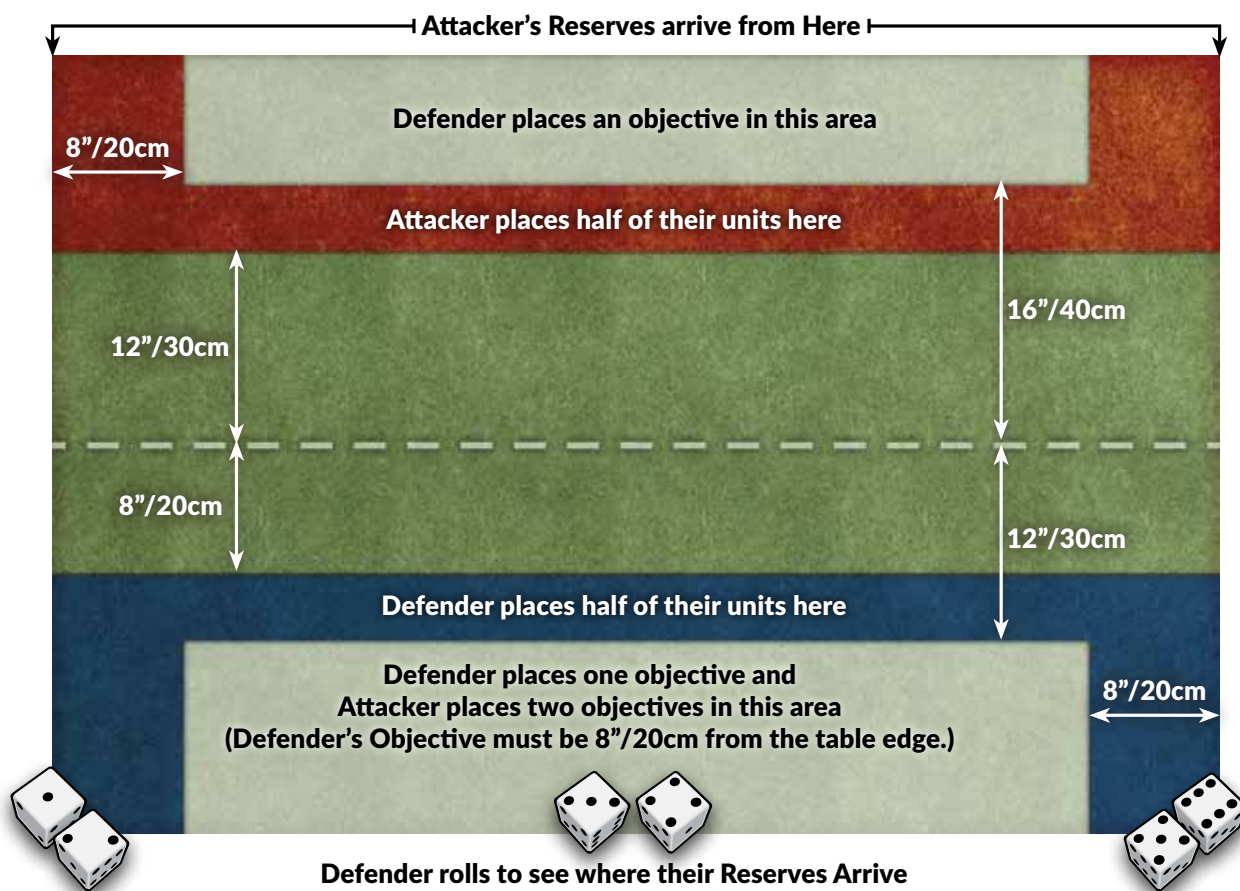
- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.



HASTY ATTACK



The enemy are still preparing their defences. Attack now and destroy them before they can reinforce.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places an Objective in their own table half, at least 12"/30cm from the centre line and at least 8"/20cm from the table edges.
3. The Defender then places an Objective in the Attacker's table half, at least 16"/40cm from the centre line and at least 8"/20cm from the short table edges.
4. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the centre line and at least 8"/20cm from the short table edges.
5. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Attacker places at least half of their Units in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
2. The Defender places at least half of their Units in Scattered Delayed Reserve. The player will dice to see where these Units arrive.

3. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. They then place their deployed Units in their table half at least 8"/20cm from the centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the centre line.
7. Lastly, the Attacker removes one of the Objectives they placed.
8. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

HASTY ATTACK SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Attacker doesn't count HQ Units, Independent Teams, or Attachments. The Attacker may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES

(DEFENDER)

The Defender must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

NO RETREAT



The enemy are on the defensive, smash them before their reserves can arrive and save them.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line and all table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender places at least half of their Units in Deep Immediate Reserve. These will arrive from the Defender's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their Units in their table half.
5. The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

NO RETREAT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP IMMEDIATE RESERVES (DEFENDER)

The Defender must hold at least half of their Units in Reserve. No more than one Tank Unit with Front armour greater than 4 or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams,

or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Defender's short table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

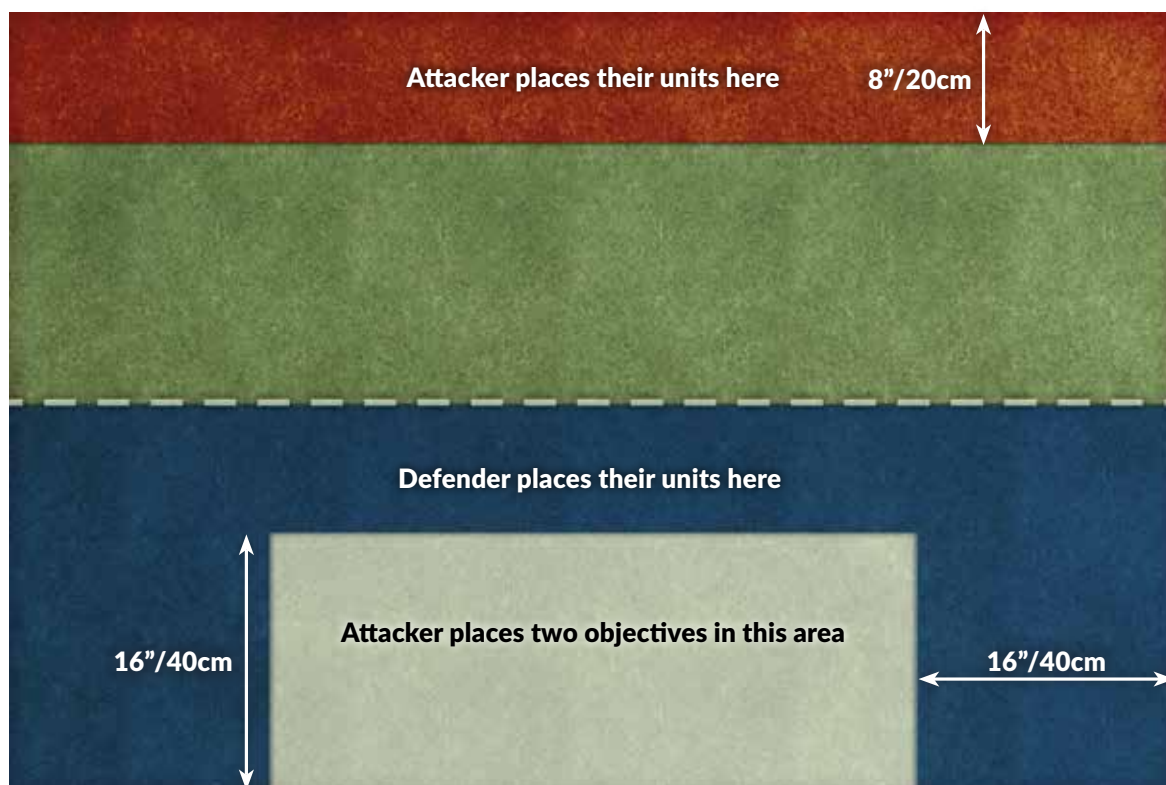
- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.



REARGUARD



You have the enemy on the run. Don't let them get away.

SPECIAL RULES

- Ambush (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.
5. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.

DEPLOYMENT

1. The Defender may hold a Unit in Ambush.
2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- Otherwise, the Defender wins at the start of their ninth turn after checking Formation Morale.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

STRATEGIC WITHDRAWAL (DEFENDER)

The Defender starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, the Defender counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.

- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.
- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS

When the Defender is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. An Attachment must always be withdrawn with its core Unit.

If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Points as the Loser.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

BATTLE PLAN CARDS

Print this page and cut out these cards as a handy way to choose your battle plans. Each player takes their three battleplans and selects one, then both players reveal their plans.

NATO
PLAYER

ATTACK
BATTLE PLAN

NATO
PLAYER

MANOEUVRE
BATTLE PLAN

NATO
PLAYER

DEFEND
BATTLE PLAN

**WARSAW
PACT**
PLAYER

ATTACK
BATTLE PLAN

**WARSAW
PACT**
PLAYER

MANOEUVRE
BATTLE PLAN

**WARSAW
PACT**
PLAYER

DEFEND
BATTLE PLAN