



Get The General



The Get The General mission uses the **Raiding Force**, **Escape**, **Demolitions**, **Security Force**, **Safe in the Rear Areas**, **Scattered Reserves** and **Time of Day** special rules.

Get The General missions allow players to refight daring raids to capture or kill important officers.

Your Orders

Attacker

You have learned that an important enemy officer will be on the road today. The higher ups want him dead, or better still captured alive.

Defender

Your force has been assigned to protect a senior officer. You must be extra vigilant as raiders are known to be in the area.

Preparing for battle

1. The defending player places a road across the table as the convoy route from one end of the table to the other. The road may not approach within 12"/30cm of either side of the table.
2. The defender then deploys a field car or jeep model on the road within 16"/40cm of its starting point. This vehicle is additional to the players force and operates independently. It contains the General and is the raiders' objective.
3. The defender now deploys up to one platoon from their force anywhere on the road. This platoon may not contain any vehicles with fully-tracked mobility as they wear out too quickly on escort duty. The remainder of their force starts the game in reserve.
4. The attacking player chooses one of the long table edges as their escape route. The raiders must escape from this board edge after killing the General.
5. The attacker then deploys their entire force anywhere on the table. All Tank, Transport, and Gun teams must be placed more than 16"/40cm away from all defending teams and all Infantry teams more than 4"/10cm away from all defending teams.
6. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk.



The attacker must escape across this table edge

Beginning the battle

The attacking player has the first turn. The defending platoon has been caught flat-footed and counts as if it moved in its previous turn during the attacking player's first turn.

Ending the battle

The battle ends when there are no raiding platoons left.

Deciding who won

The attacking player wins if they destroy the General. Otherwise, the defending player wins.

Use the victory points table from the Free-For-All mission to look up your victory points based on the number of platoons lost by the winning side.

The general

The General's car moves independently under the defender's control in their normal Movement step. It may not initiate any combat, nor move at any other time. It may leave the table via the far end of the road as long as it does not move At the Double to do so.

The attacker can destroy the General and his car in the same way they would demolish an objective in The Raid mission. This reflects the General's determination to escape and his overriding need to keep going, no matter how many bullet holes his car has. He will only stop if he is shot dead or captured. Wounds and minor damage will not suffice.

