



2011 NEW ZEALAND MID-WAR DOUBLES TOURNAMENT PACK



2011 NEW ZEALAND FLAMES OF WAR MID-WAR DOUBLES TOURNAMENT

21-22 MAY, 2011

Welcome to the 2011 New Zealand *Flames Of War* Mid-War Doubles Grand Tournament! We look forward to offering you a unique experience that includes challenging missions, excellent scenery, and some good old-fashioned fun.

The weekend will introduce new players from all walks of life. We are looking forward to having a large number of players for the tourney and hope

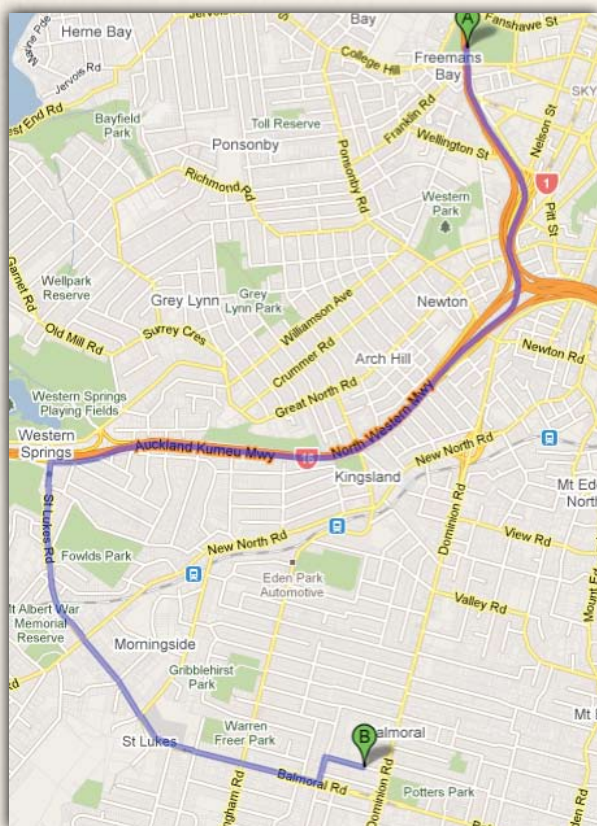
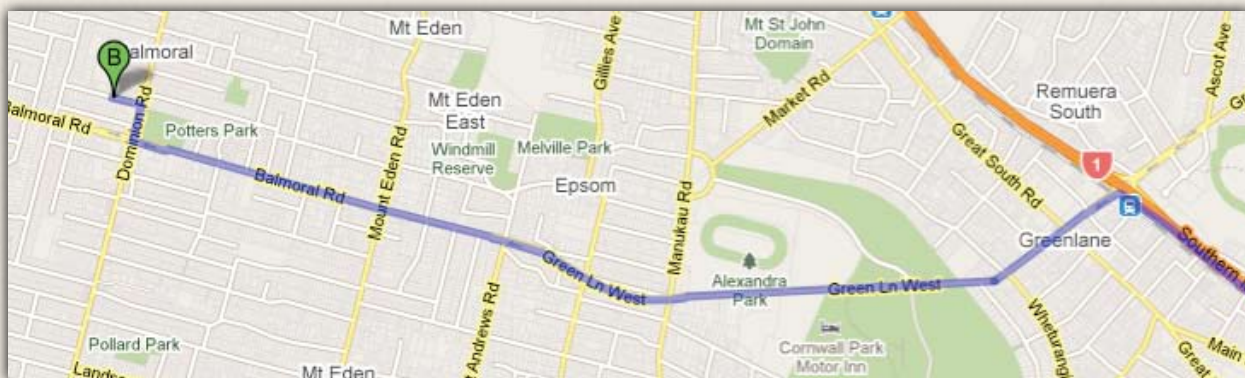
you make some new friends from around the country.

So pack up your half-track, polish your boots and prepare yourself for three days of war-torn action across the battlefields of World War II.

Good luck, and we look forward to seeing you on the field of battle!

Kyran Henry.

VENUE INFORMATION & DIRECTIONS



The 2011 New Zealand Flames Of War Mid-War Grand Tournament is being held at the Mt. Eden War Memorial Hall, 487 Dominion Road, Balmoral, Auckland.

(Google Maps link: <http://bit.ly/BFNZGT>)

Travelling from the South

From the Southern Motorway take exit 433 to Green Lane East. Continue along Green Lane West for 2.7 km, then Balmoral Road for 1.7 km. Turn right on Dominion Road, and the hall will be immediately to your left.

Travelling from the North

Drive down the Northern Motorway as far as the North Western Motorway. Drive along the North Western Motorway for around 3km. Take Exit 6 towards St Luke's Rd, and follow for 2.5km. Continue onto Balmoral Road for 450m, then turn left onto Eldon Road, take the second right onto Brixton Road, and the hall will be on your right.

Travelling by Bus

Bus number 258 or 267 from stop 7058 (Queen Street, opposite Civic Centre). For directions from other locations, use the web-site <http://maxx.co.nz>

WHAT IS A DOUBLES TOURNAMENT?

A doubles tournament is one where players play in teams of two rather than individually. Aside from this change, everything else is pretty much like a normal tournament.

WHY A DOUBLES TOURNAMENT?

Well, aside from the fact they are just so cool and a huge amount of fun, doubles tournaments bring a different dimension to events. Doubles pit you and your partner's tactics against the dual tactics of your two opponents usually resulting in fewer mistakes all round but a much harder fight for the prize.

REGISTRATION

Tickets for the event can be purchased from the *Flames Of War* website online store. (Online store, Other products, Event Tickets). or at the following link:

http://www.flamesofwar.com/online_store.aspx?CategoryID=12984

Cost of the event is \$30 per person.

Register your teams details including team name and team members to Kyran Henry, kyranhe@battlefront.co.nz, by Friday 13th May.

SCHEDULE OF PLAY

DAY 1

Registration	8am – 8.45am
Round 1	9am - 11.30am,
Round 2	12pm - 2.30pm,
Round 3	3pm – 5.30pm
5.45pm	Q & A Session

DAY 2

Army Parade	8am – 8.45am
Round 4	9am - 11.30am
Round 5	12pm - 2.30pm
Prize Giving	3pm - 3.30pm
Clean up	

MISSIONS

Games will consist of the following five missions:

**NO RETREAT • BREAKTHROUGH • FIGHTING WITHDRAWAL
DUST UP • FREE-FOR-ALL**

Each game is scheduled to take 2½ hours.

Registration begins at 8am, and gaming will begin at 9am on each day.

We will be aiming to finish gaming by 5:30pm on Saturday and bring the tournament to a close by 3:30pm on Sunday.

POINTS

Each player will field a 1000-point force as part of a 2000-point combined force for their team. If a player wants to, they may donate up to 100 of their own points to the other member of their team.

FOOD AND DRINK

We will have a canteen on site selling all manner of hot and cold snacks. This will be run using a cash till, so sorry, no eftpos available. Tea and coffee will also be available.

We will also be running a stall at the event with our direct only items.

FORCE ORGANISATION

Players should make their forces using the normal rules for constructing a force. However, some briefings can't actually fit the minimum-sized force in the smaller points totals used in a doubles tournament, or can only just fit it with no room for any supporting platoons.

To handle this we allow any force that doesn't have at least 250 points spare after taking their Company HQ and required Combat and Weapons platoons at minimum strength may leave out one of the required platoons. If a platoon has a choice of equipment, such as Sherman or Grant tanks, the player must choose which they take and calculate the points of their minimum strength platoons accordingly. Any optional equipment or upgrades are additional to the minimum strength and are not included in this calculation. If the force still does not have 250 points spare, the player may elect not to take their Company HQ as well (Be aware though that with no Company HQ a force will automatically fail any Company Morale check it is required to make).

MEDIUM TANKS

T-34 obr 1941 or 1942 **75 points** 95 points

- Upgrade T-34 obr 1942 tank with a Cupola for +5 points.

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COMPANY

10 T-34 obr 1941 or 1942	605 points	795 points
9 T-34 obr 1941 or 1942	570 points	745 points
8 T-34 obr 1941 or 1942	525 points	690 points
7 T-34 obr 1941 or 1942	480 points	625 points
6 T-34 obr 1941 or 1942	430 points	560 points
5 T-34 obr 1941 or 1942	370 points	485 points

COMPANY

10 T-34 obr 1941 or 1942	605 points	795 points
9 T-34 obr 1941 or 1942	570 points	745 points
8 T-34 obr 1941 or 1942	525 points	690 points
7 T-34 obr 1941 or 1942	480 points	625 points
6 T-34 obr 1941 or 1942	430 points	560 points
5 T-34 obr 1941 or 1942	370 points	482 points

COMPANY

10 T-60 obr 1942	180 points	235 points
9 T-60 obr 1942	170 points	220 points
8 T-60 obr 1942	155 points	205 points
7 T-60 obr 1942	140 points	185 points
6 T-60 obr 1942	125 points	165 points
5 T-60 obr 1942	110 points	140 points

- ★ Replace up to three T-34 obr 1942 tanks with T-34/57 tanks for +10 points per tank.

- Upgrade any or all T-34 obr 1942 or T-34/57 tanks with Cupolas for +5 points per tank.

10 Mark II (Matilda II)	480 points	625 points
9 Mark II (Matilda II)	450 points	585 points
8 Mark II (Matilda II)	415 points	540 points
7 Mark II (Matilda II)	380 points	495 points
6 Mark II (Matilda II)	340 points	445 points
5 Mark II (Matilda II)	295 points	385 points

Example: In a 1000-point-per-player tournament a player wanting to take a Soviet Tankovy Batalon (Tank Battalion) from *Eastern Front* with a company of T-34 tanks and a company of T-60 light tanks can get the minimum of a T-34 obr 1941 in the HQ, a Medium Tankovy Company of five T-34 obr 1941, and a Light Tankovy Company of five T-60 obr 1942 for 555 points. As this leaves 445 points free for other choices, they must take both of the Combat choices.

Example: On the other hand, if they wanted two companies of T-34 tanks, that would come to 815 points. As this only leaves 185 points free for other choices, they may choose not to take one of their compulsory Combat choices. They are not required to take a cheaper option such as Mark II (Matilda II) tanks or to take a Light Tankovy Company in place of one of their Medium Tankovy Companies.

Example: Another player also wants to take a Tankovy Batalon. They want two companies of Mark II (Matilda II) tanks with Tankodesantniki. This comes to 815 points for a Mark II in the HQ and two companies of five Mark II tanks all with Tankodesantniki. However, the minimum is just 650 points without the optional Tankodesantniki. This leaves 350 points free, so they are required to take the minimum two Combat choices.

If you have any doubts about the legitimacy of your force email your list to the tourney organisers for review. (either Kyran Henry kyranhe@battlefront.co.nz or Mark Hazell markha@battlefront.co.nz).

WARRIORS

Named warriors are unique across the whole force, so only one player in a team can field each warrior.

Warrior rules should be fairly self-explanatory based on their rule description. If you or your

opponents run into an oddity on the day then please check with the Tournament Organiser on the day and who will make a ruling. (Please note Tournament Organiser's rulings on the day are final for the duration of the tourney).

TABLE SIZES

For this tourney we will be playing on 8'/240cm by 4'/120cm tables.

ALLIED FORCES

For this doubles tourney the two forces in a team must be forces that fought together in the same battles. This means that a German-Soviet or even a US-Soviet team isn't really an option, but a British-US or Finnish-German team is perfectly fine.

There are advantages to having a unified command, so if you field forces from two different countries (or for the Germans, from two different branches such as SS and Heer, or Heer and Luftwaffe); the following rules are in effect:

- Your Independent teams can only voluntarily join platoons from your own force, although if forced to join a platoon by enemy shooting

or an assault, they can join any platoon of either player. The exception to this is Higher Command teams that can join any platoon from the same country (or in the case of the Germans, branch of service) in your teammate's force as well as your own. In addition, the German and Soviet Domination optional rules (see below) allow the dominant partner to join their teammate's platoons.

- Your artillery observers can only spot for artillery batteries from the same country (except as allowed by Anglo-American Cooperation rule below). German observer teams can spot for any German artillery, regardless of branch.

INTER-ALLIED CO-OPERATION

Some armies had particularly close relationships allowing greater than usual cooperation. Here are a few rules we are including in the tournament to allow for a bit more cooperation between players on the same team.

ANGLO-AMERICAN CO-OPERATION

The British/Commonwealth and US forces worked more closely together than any other allied countries. They achieved a degree of cooperation that allowed each country's artillery to give better support to their ally than most armies received from their own artillery.

British and US Observer teams from artillery batteries with a Staff team can spot for any other British or US artillery battery with a Staff team.

Any artillery batteries ranged in by an allied Observer team retains its own special rules, such as Time on Target for a US artillery battery ranged in by a British Observer team, but cannot use any of the special rules or stratagems of their ally.

GERMAN DOMINATION

Germany dictated the terms of its military alliances. Despite their allies' national governments' wishes, German commanders could and did overrule their allies in the field whenever they thought it necessary.

A force is German Dominated if it has a German force and a force allied to Germany such as a Finnish, Hungarian, Italian, or Romanian force.

In a German Dominated force, German Independent teams can join allied platoons. However, Independent teams from the dominated allies still cannot voluntarily join German platoons.

SOVIET DOMINATION

Like the Germans, the Soviet Union completely dominated their alliances with the countries that fought alongside them on the Eastern Front. Even in the nominally independent armies fighting alongside them, attached 'advisors' often had the last say on how the battle would be fought.

A force is Soviet Dominated if it has a Soviet force and a force allied to them that fought alongside them on the Eastern Front such as Czechoslovakian, Polish, or Romanian.

In a Soviet Dominated force, Soviet Independent teams can join allied platoons. However, Independent teams from the dominated allies still cannot join Soviet platoons.

DEPLOYMENT

In missions like Free-for-All where the sides take turns in placing platoons on the table, the players on a team place one platoon from their combined forces, then the opposing team places one team.

Your team could take turns at placing platoons, place all of one player's force first, or any other combination they like.

DEFENSIVE BATTLES

In a mission using the Defensive Battle special rule the team with the most Tank Companies will be the attacker, and the team with the most Infantry Companies will be the defender.

The following table lists the possible combinations and who attacks and defends in each case. Start from the top of the table and work down (so 1 Tank Company and 1 Mechanised Company against 2 Tank Companies will use the second line and the 2 Tank Companies will attack).

PLAYER A	PLAYER B	WHO ATTACKS?
2 Tank Companies	2 Tank Companies	Dice to decide
2 Tank Companies	Anything else	Player A
1 Tank Company and 1 Mechanised Company	1 Tank Company and 1 Mechanised Company	Dice to decide
1 Tank Company and 1 Mechanised Company	Anything else	Player A
1 Tank Company and 1 Infantry Company	1 Tank Company and 1 Infantry Company	Dice to decide
1 Tank Company and 1 Infantry Company	Anything else	Player A
2 Mechanised Companies	2 Mechanised Companies	Dice to decide
2 Mechanised Companies	Anything else	Player A
1 Mechanised Company and 1 Infantry Company	1 Mechanised Company and 1 Infantry Company	Dice to decide
1 Mechanised Company and 1 Infantry Company	2 Infantry Companies	Player A
2 Infantry Companies	2 Infantry Companies	Dice to decide

ALWAYS ATTACK OR ALWAYS DEFEND

Always attack and always defend special rules override the normal rules on who attacks and who defends.

Forces with either company having a rule requiring them to attack will be the attacker regardless of the types of companies, and one with both companies required to attack will attack a force where only one company is required to attack.

Forces with either company having a rule requiring them to defend will be the defender regardless of the types of companies, and one with both

companies required to defend will defend against a force where only one company is required to defend.

A force with one company required to attack and the other required to defend will be the attacker unless the opponent also has a company required to attack.

The following table lists the possible combinations and who attacks and defends in each case.

PLAYER A	PLAYER B	WHO ATTACKS?
2 Attacking Companies	2 Attacking Companies	Use the company types to decide
2 Attacking Companies	Anything else	Player A
1 Attacking Company	1 Attacking Company	Use the company types to decide
1 Attacking Company	1 Attacking Company and 1 Defending Company	Player A
1 Attacking Company	Anything else	Player A
1 Attacking Company and 1 Defending Company	1 Attacking Company and 1 Defending Company	Use the company types to decide
1 Attacking Company and 1 Defending Company	Anything else	Player A
No Defending Companies	1 Defending Company	Player A
1 Defending Company	1 Defending Company	Use the company types to decide
1 Defending Company	2 Defending Companies	Player A
2 Defending Companies	2 Defending Companies	Use the company types to decide

RESERVES

Teams can choose which platoons they will deploy and which they will hold in reserve from both armies. If they want one player's force held in reserve, that's fine. Equally, they could choose to have half of each player's force in reserve instead.

The team rolls for reserves as normal, i.e. one die for the team on turn 1, two on turn 2, etc. When the team gets reserves, they can choose which platoon arrives from reserve depending on what's available and who needs the support the most.

COMPANY MORALE

Each company tests separately for Company Morale Checks as normal, and as usual, the game ends when the first company fails a Company Morale Check and

is destroyed. This makes it essential for players on a team to cooperate to ensure that the enemy doesn't gang up on either player.

AIRCRAFT

Only one Company in the force may have Air Support, and only one company may have an Air Observation Post. This may be the same Company, or each Company may have one of the two.

NO RETREAT

Hitler's orders to dig in and not to give ground leave his soldiers few options to stem the tide of the advancing Red Army. The front-line troops can only hedgehog their positions, fight where they stand, obeying the 'No Retreat' order, and pray for a mobile force to counterattack and throw the Soviets back.

Mission Special Rules:

Ambush (page 5),

Defensive Battle (page 6),

Prepared Positions (page 8), and

Reserves (page 8)

YOUR ORDERS

ATTACKER

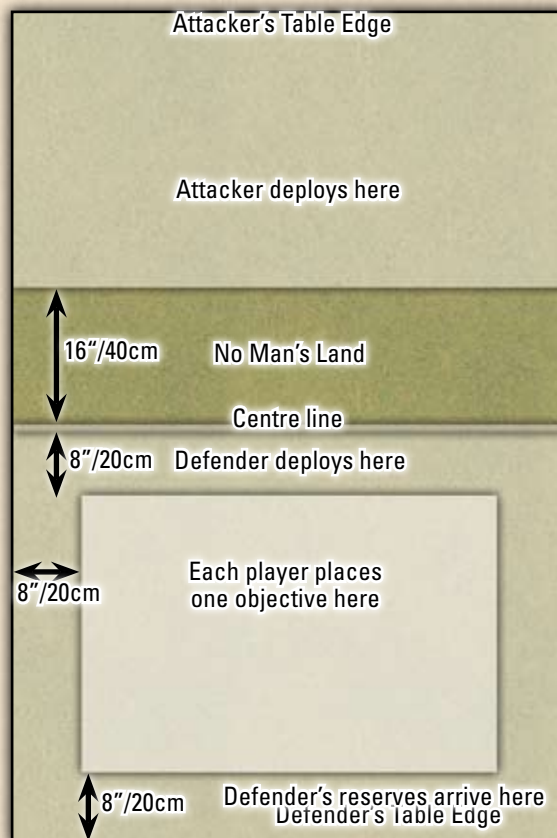
The enemy has been beaten, but not defeated. They have fallen back to temporary defensive positions. You must defeat them here and force them to retreat. Once they have been pushed out of this position, the road is open and our mobile troops can surround and destroy them.

DEFENDER

Things look bad, but the order has come to hold at all cost. Your forces are outnumbered and your defences barely dug, but you must hold until help arrives. If you can stop the enemy here, we will be able to re-establish the front line and prepare for a counterattack. There can be no retreat!

PREPARING FOR BATTLE

1. Determine the attacker and defender using the Defensive Battle special rule.
2. The defending player chooses which short table end they will deploy in.
3. 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.
4. Next the defending player nominates at least half of their platoons to be held off the table in Reserve at the start of the game. Then the defender nominates one of the remaining platoons to be held in Ambush. Finally, they deploy the rest of their platoons in their half of the table.
5. The attacker deploys their entire force in their half of the table at least 16"/40cm from the table centre line.
6. Both players now place their Independent teams in their deployment areas starting with the defending player.



BEGINNING THE BATTLE

1. The defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when either:

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

DECIDING WHO WON

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

Otherwise the defender wins. The attack has been beaten off and the defender can now prepare their counter-stroke.

Calculate your Victory Points using the Victory Points Table on page 4 of the rulebook.

BREAKTHROUGH

Fronts stretching across wide expanses of barren battlefield have forced the defenders into a hedgehog defence rather than maintaining a continuous front line. The attacker needs to capture a vital pass or route, so has sent a flanking force through the gaps between the defended positions while launching a frontal assault to pin the enemy.

Mission Special Rules:

Defensive Battle (page 6),

Delayed Reserves (page 9),

Mobile Reserves (page 9), and

Prepared Positions (page 8),

If two Tank Companies faces each other in this mission, the defender may deploy two vehicle platoons at the beginning of the game instead of the single platoon as stated in the Mobile Reserves rule.

YOUR ORDERS

ATTACKER

The enemy does not have sufficient strength to cover the entire front and has left gaps big enough to send a small flanking force through to help you break through their defences.

You must seize one of the objectives, either by direct assault, or with a cunning flank attack.

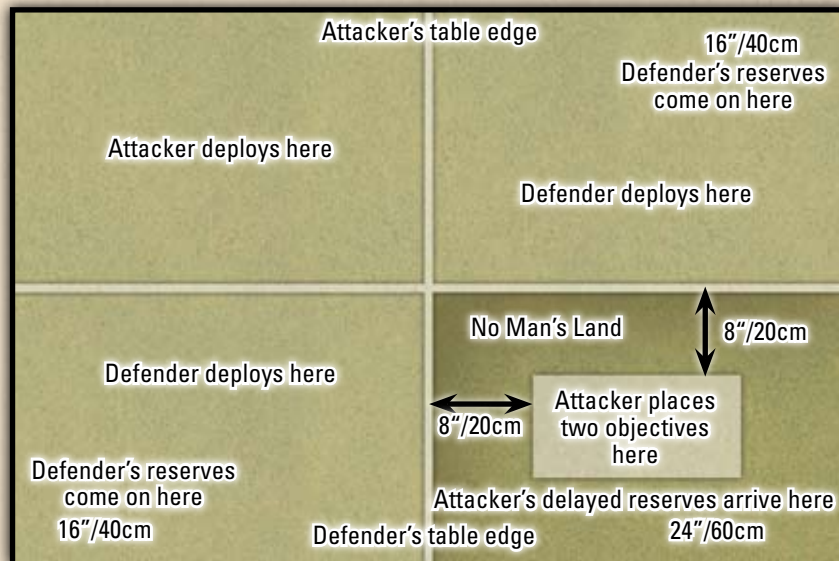
DEFENDER

Your force is too small to hold everywhere so you have concentrated your defences at the vital points. Now your reconnaissance troops report a strong attack force moving around your flank while another strong force is massing for a frontal attack.

You must secure the objectives and drive the enemy back.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Determine which player is attacking and which is defending using the Defensive Battle special rule.
3. The defending player chooses two diagonally opposite table quarters to deploy in. The attacker then chooses one of the remaining table quarters as their deployment area.
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. The defender deploys any or all of their platoons



in their deployment area using the Mobile Reserves special rule. All remaining platoons are held off the table in Reserve.

6. The attacker must hold one platoon, and may hold up to half of their platoons, off table to make a flank attack as Delayed Reserves. The rest of the force deploys in their table quarter more than 12"/30cm from all enemy teams.
7. The defender now places their Independent teams in their deployment area, then the attacker places their Independent teams in their deployment area.

BEGINNING THE BATTLE

1. The defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacking player starts their turn holding any of the objectives, or
- the defending player starts their turn with no enemy teams within 16"/40cm of the objectives.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has broken through and is now deep behind the enemy line.

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

Calculate your Victory Points using the Victory Points Table on page 4.

FIGHTING WITHDRAWAL

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

Mission Special Rules:

Ambush (page 5),
Defensive Battle (page 6),
Prepared Positions (page 8), and
Strategic Withdrawal (page 10)

YOUR ORDERS

ATTACKER

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

DEFENDER

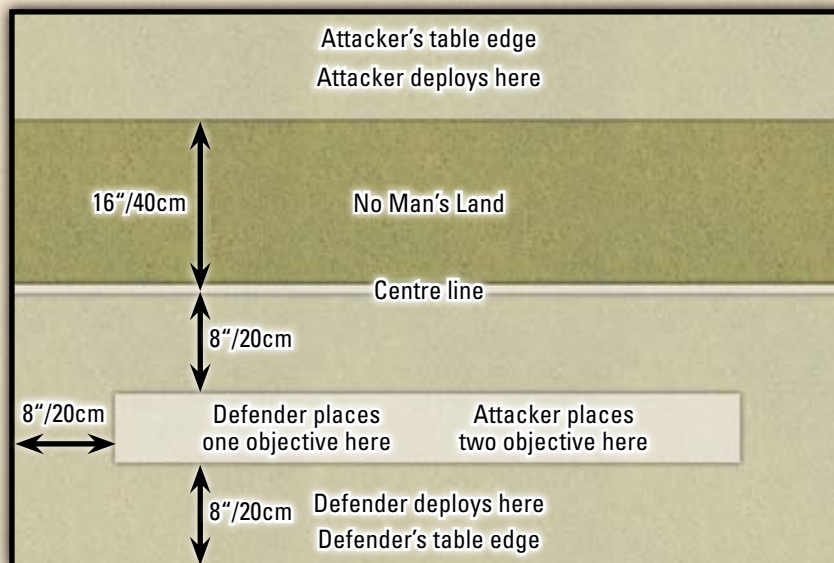
You must cover your withdrawal as the army falls back to the next defensible position and regroups. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives long enough for the rest of the army to get clear.

PREPARING FOR BATTLE

1. Use the Defensive Battle special rule to determine which player is attacking and which is defending.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.
3. 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.
4. The attacker now places *two* objectives in the same area so that no two objectives are more than 48"/120cm apart.
5. The defender deploys their entire force in Prepared Positions on their own half of the table. They may hold one platoon in Ambush.
6. The attacking player now deploys their entire force in their half of the table, with all platoons at least 16"/40cm back from the table centre line.
7. Both players, starting with the defender, deploy their Independent teams in their deployment areas.

BEGINNING THE BATTLE

1. The defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.



3. The attacking player takes the first turn.

ENDING THE BATTLE

The battle ends either:

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

DECIDING WHO WON

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

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

Calculate your Victory Points using the Victory Points Table on page 4.

WITHDRAWAL SUMMARY

(See special rules on page 10 for details)

Turn	Event
3	Defender withdraws a platoon if 5+ platoons, otherwise gain a delay counter.
4	Defender withdraws a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter.
5	Repeat withdrawal.
6	Remove first objective. Repeat withdrawal.
7	Remove second objective. Repeat withdrawal.
8	Check Company Morale if necessary. Game over.

DUST-UP

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

Fair Fight, Mobile Battle, Delayed Reserves.

YOUR ORDERS

ATTACKER

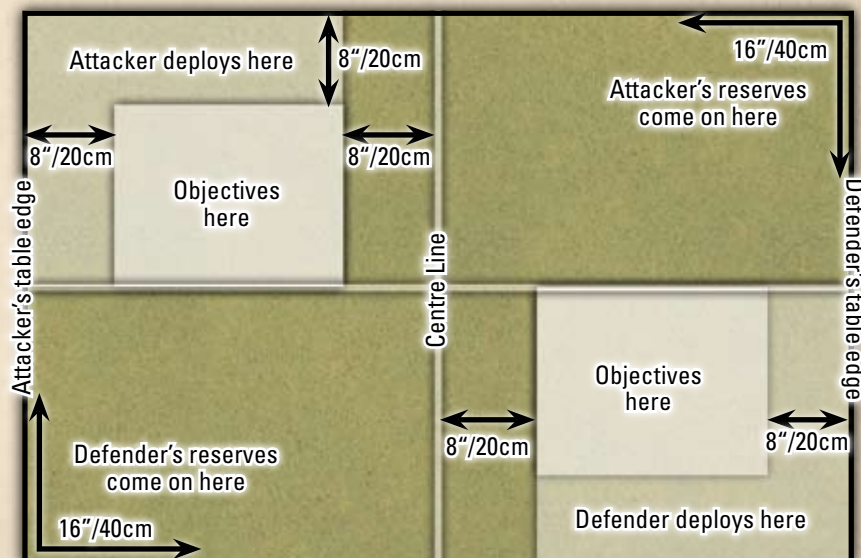
Seize the initiative and thrust your forces into the enemy's defences and secure a key objective. He who hesitates is lost.

DEFENDER

Parry your opponents thrust and manoeuvre your forces to take and hold a key position behind their lines. Be ready to attack when the time is right.

PREPARING FOR BATTLE

1. Divide the table into two ends with a centre line running from one long table edge to the other.
2. Both players roll a die. The player with the higher score chooses a table end to attack from. The other player defends from the opposite table end.
3. Mark the centre of the table so that the table quarters are obvious to both players.
4. The attacker chooses a table quarter in their own end to deploy in, leaving their other table quarter empty. The defender deploys in the opposite table quarter, likewise leaving their other table quarter empty.
5. Starting with the attacker each player places an objective in their own deployment area at least 8"/20cm from the table centre line and at least 8"/20cm from the table edges.
6. Next starting with the attacker each player places an objective in the enemy deployment area at least 8"/20cm from the table centre line running from one long table edge to the other and at least 8"/20cm from the table edges.
7. Both players must nominate at least half of their platoons to be held off the table in Delayed Reserve. Each player's Reserves arrive from in the enemy's end of the table, up to 16"/40cm from the corner in the empty table quarter.



8. Both players, starting with the attacker, alternate placing platoons in their own deployment area at least 8"/20cm from the table centre line running from one long table edge to the other.
9. The attacker now places their Independent teams in their deployment area, then the defender places their Independent teams in their deployment area.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves.
2. Both players now roll a die. The player finishing their deployment first adds +1 to their die roll. The player with the higher result has the first turn. In the event of a tie roll again.
3. Because the Dust Up mission uses the Mobile Battle special rule all teams are moving at the start of the battle.

ENDING THE BATTLE

The battle ends when either player starts their turn holding any of the objectives in the enemy's table quarter.

DECIDING WHO WON

The player that took their objective wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

Calculate your Victory Points using the Victory Points Table in the *Flames Of War* rulebook.

If neither side won use the Fair Fight special rule to determine their Victory Points.

FREE-FOR-ALL

In the highly mobile engagements of World War II it was 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 with both sides manoeuvring to seize important ground in the enemy's rear area.

Mission Special Rules:
Fair Fight (page 7), and
Mobile Battle (page 8)

YOUR ORDERS

ATTACKER

Your forces have broken through the enemy front line and are punching deep into their rear areas. Any enemy force encountered must be ruthlessly crushed before they can occupy proper defences!

You must seize one of your objectives before the enemy seizes one of theirs.

DEFENDER

Reports from the front line indicate the enemy has broken through. At this time, the exact location of the enemy forces is unknown. Your company has been sent forward to occupy and defend critical objectives. It is vital that your force take these strategic points before the enemy secures them!

You must seize one of your objectives before the enemy seizes one of theirs.

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.
- The attacking player now places two objectives on the defender's side of the table. The defending player then places two objectives on the attacker'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.
- Both players, starting with the attacking player, alternate placing platoons in their own half of the table. The platoons may not be placed within 12"/30cm of the centre line of the table.



- Both players now alternate placing their Independent Teams in their deployment areas starting with the attacking player.

BEGINNING THE BATTLE

- Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons 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.
- Because the Free-for-All mission uses the Mobile Battles special rule all teams are moving at the start of the battle.

ENDING THE BATTLE

The battle ends when either:

- a player starts their turn in possession of any of the objectives that they placed in the enemy deployment area, or
- the game runs out of time.

DECIDING WHO WON

The player that took their objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

Calculate your Victory Points using the Victory Points Table on page 4.

If neither side won use the Fair Fight special rule to determine their Victory Points.