

# ROADBLOCK (MOBILE BATTLE)

Ambushing a road-bound convoy is a time-honoured tactic that makes full use of surprise to inflict the maximum damage before the enemy can react.

The Roadblock mission uses the Ambuscade, Racing to the Rescue, and Reserves (page 268 of the rulebook) special rules.

## YOUR ORDERS

### ATTACKER

After breaking through the enemy lines, your force is advancing when it is ambushed. You must brush aside the enemy resistance and reopen the route for following troops.

Clear both objectives of enemy troops to reopen the road.

### DEFENDER

Your company is being rushed in to establish a roadblock. You must halt and destroy these reserves if you are to win the day.

Take and hold either objective to establish your roadblock.

## PREPARING FOR BATTLE

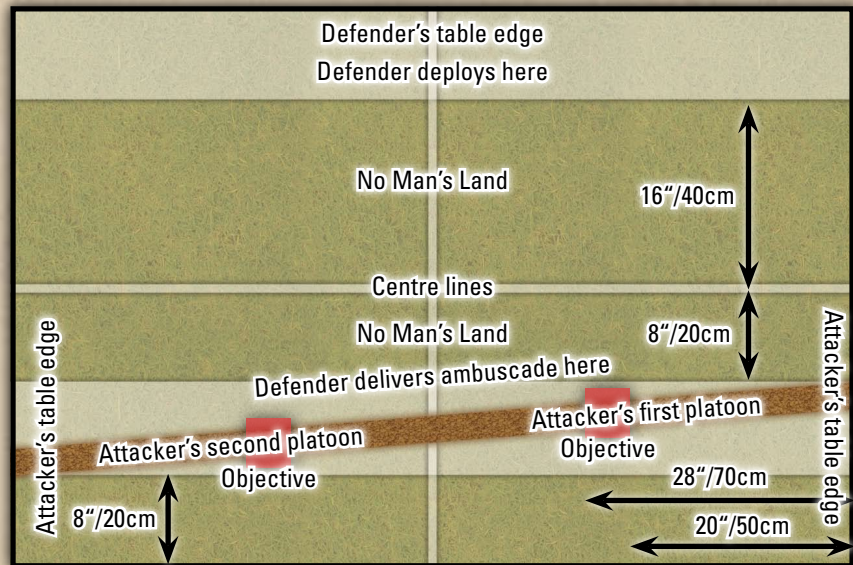
1. The attacker places a road on the table running from one short edge to the other. The road must remain on one side of the table and may not approach within 8"/20cm of either the table centre line or the long table edge. Both short sides of the table, on the attacker's half of the table, are considered to be the attacker's table edges.

2. The defender places two objectives on the road, one at each end. Each objective must be between 20"/50cm and 28"/70cm from the end of the road.

3. The defending player chooses one of the attacking platoons as the target of their ambush. The attacking player then chooses one (or two if there are 7 or more platoons in their force) platoons to escort them. These are the only two (or three) platoons that the attacker will have deployed at the start of the battle.

The road is divided into two (or three) equal lengths with one platoon in each section. The selected platoons must be deployed in single file facing along the road away from the arrival point chosen by the attacking player. Teams must be mounted in their transport vehicles if they have them. All remaining attacking platoons, Warriors and Independent teams are held off table. They will appear with the Racing to the Rescue special rule.

4. The defender now nominates at least half of their platoons to be held in Reserve. One of the remaining platoons is then declared to be delivering the Ambuscade, and all of the



remaining platoons are deployed in their table half at least 16"/40cm back from the table centre line.

5. The defending player places their Warrior and Independent teams in their deployment area at least 16"/40cm back from the table centre line.

## BEGINNING THE BATTLE

1. The defending force deploys the platoon delivering the Ambuscade anywhere on their side of the road and then fires the Ambuscade with it.
2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
3. The attacking player has the first turn.

## ENDING THE BATTLE

- The battle ends on or after turn six when either:
- the defender has Taken any of the Objectives at the start of their turn, or
- the attacking player starts their turn with no defending teams within 16"/40cm of either Objective.

## DECIDING WHO WON

The defender wins if they hold either objective. The road remains blocked and the enemy reinforcements have been stopped.

Otherwise the attacker wins. The enemy has been driven back from the road and the way through is clear.

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

