

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.

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

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.

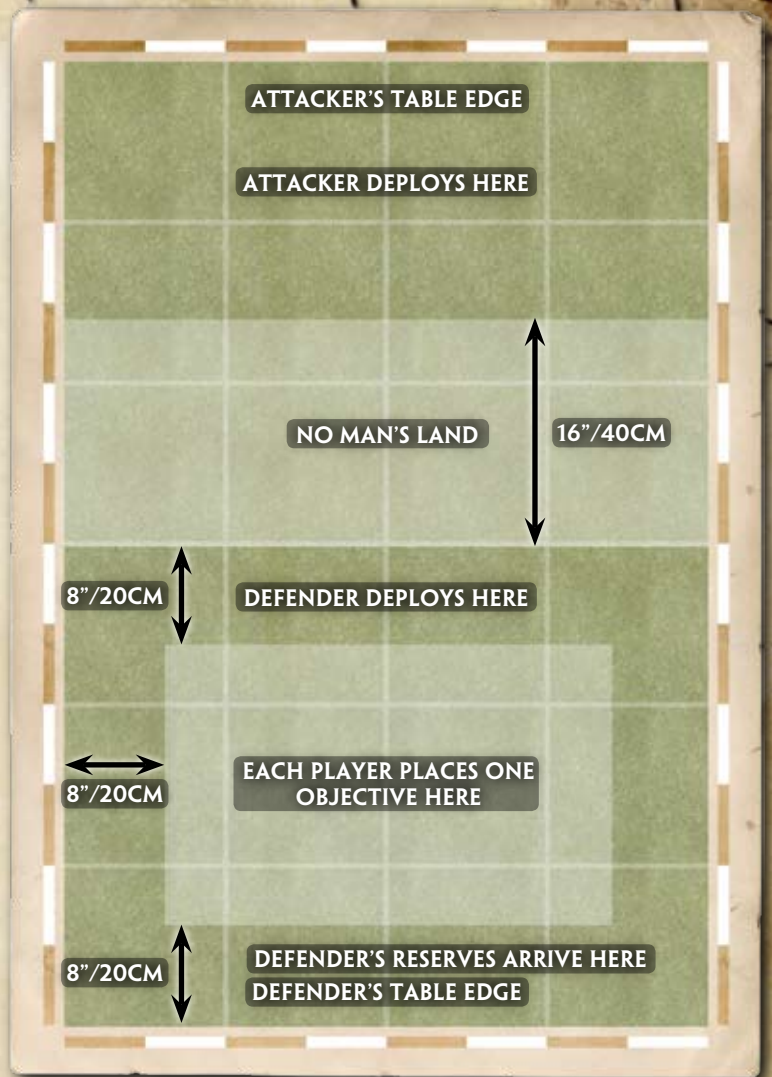
DEFENDER

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 195 of the rulebook.