

COUNTER-ATTACK MISSION

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Armies often launched counter-attacks to retake lost positions.

Counter-Attack uses the **Defensive Battle, Prepared Positions, Delayed Reserves*, Ambush, and Random Deployment*** special rules.

Preparing for Battle

! Determine the attacker and defender using the Defensive Battle Rules.

! Starting with the defender, both players place an objective in the defender's deployment zone. Both objectives must be at least 8"/20cm from sides of the deployment zone and 8"/20cm from the table edge.

! The defender must hold at least half of their platoons in Delayed Reserve*(see special rules). The remaining platoons are to be deployed in the defender's deployment area. One platoon can be held in ambush.

! The defenders places their remaining platoons in their deployment area. It is 24"/60cm from their table edge and 24"/60cm from each table side.

! The attacker places their entire force using the Random Deployment rule*(see special rules).

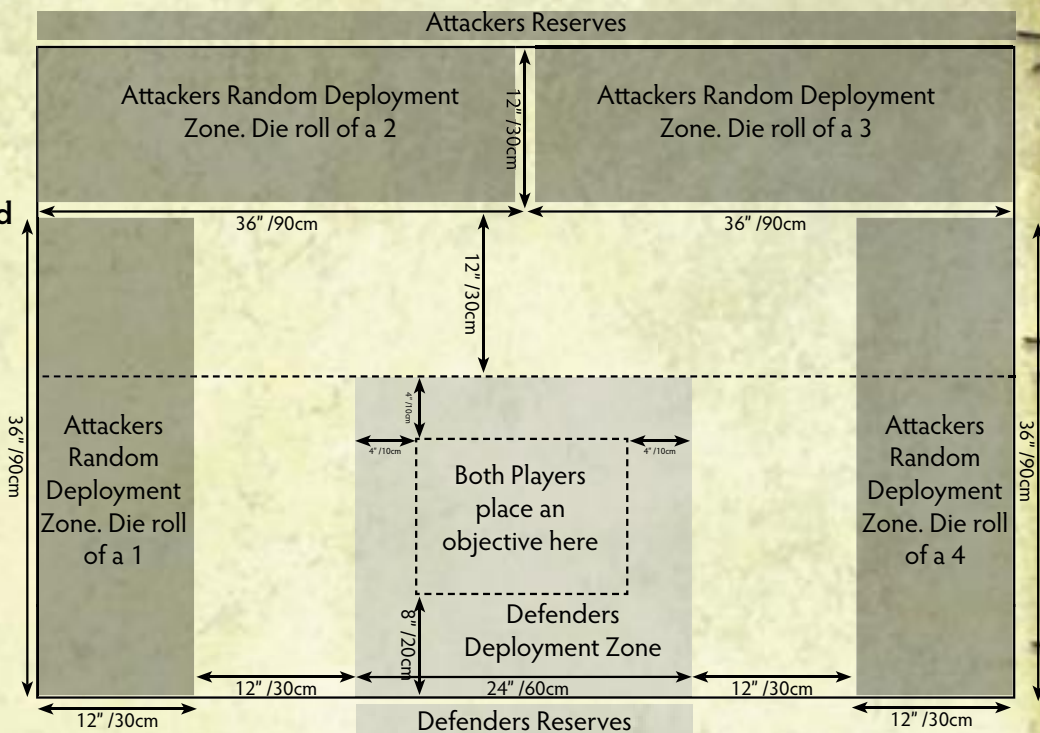
! The defender places their Independent teams, followed by the attacker.

Beginning the Battle

! The both sides forces begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

! Starting with the defender both players make their Reconnaissance deployment moves.

! The attacking player has the first turn.



Ending the battle

The battle ends on or after turn four when either:

! the attacking player starts their turn holding any of the objectives, or

! the defending player starts their turn with no enemy team within 16"/40cm of the objectives

! the battle runs out of time

Special Rules*

Random Deployment*: Following Random Deployment rules (pg. 199) and the map example, the attacker must place their platoons in the marked zones per the 1-4 die roll, if a 5 is rolled the attacker chooses, if a 6 is rolled the platoon is placed in reserve. If the attacker has a platoon in Reserve, they come in anywhere on their table edge.

Delayed Reserves*: Instead of waiting for turn three to roll for reserves the defender rolls two dice on turn two and three dice on turn three and so on.