

DELAYING ACTION

BY STEVE TINSLEY

Inspired by Wolfgang Schneider's "Panzer Tactic ~ German small unit armor tactics in WWII".

Delaying Action uses **Defensive Battle**, **Ambush**, **Local Reserves** (see below) special rules.

Preparing for Battle

- ! Determine the attacker and defender using the Defensive Battle Rules.
- ! The defending player chooses which short end of the table to deploy in.
- ! The defender places an objectives on any terrain feature other than open ground at least 12"/30cm back from the table center line and at least 8"/20cm from all the table edges.
- ! The attacker now places one objective on a terrain feature other than open ground in the same area.
- ! The defender must hold at least half of their platoons in Local Reserve. The remaining platoons are to be deployed in the defender's deployment area. One platoon can be held in ambush.
- ! The defenders deployment area is 12"/30cm from the table center line. However they may place teams that fire bombardments any where except No Man's Land.

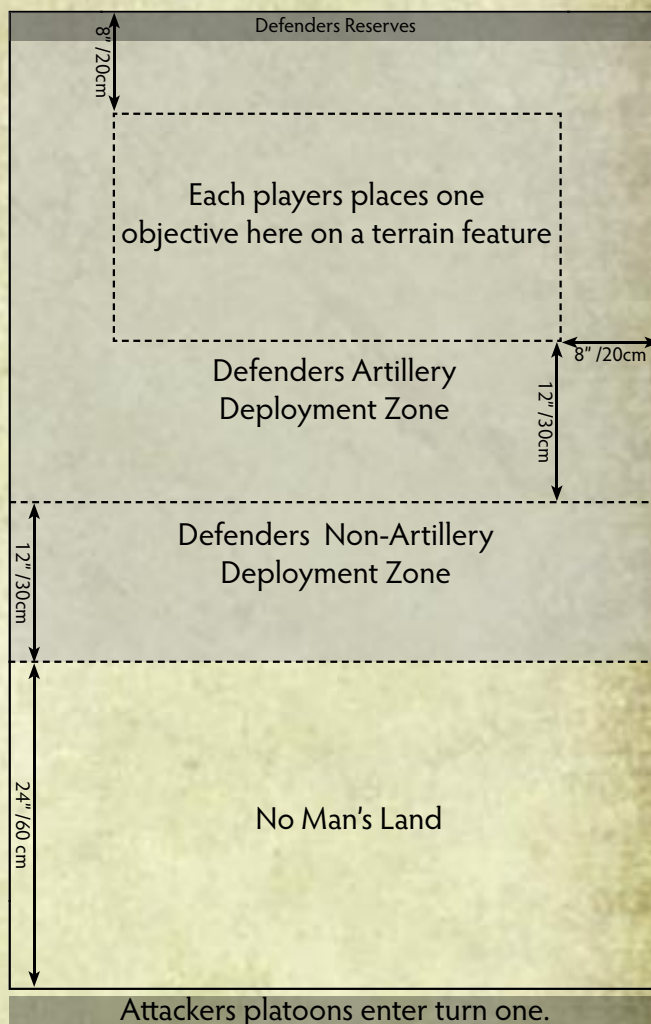
! The defender places their Independent teams in their deployment area.

! The attacker begins the game with all their platoons off-board.

Beginning the Battle

! The attacker makes their Reconnaissance deployment moves. The defender makes their Reconnaissance moves.

! The attacking player has the first turn.



Ending the battle

The battle end on or after turn three when either:

- ! the attacking player starts their turn holding any of the objectives, or
- ! at the start of the 13th turn.

Special Rules

Local Reserves: Instead of rolling one die roll two dice the first turn, three the second, four the third and so on. No more than one platoon may enter per turn. The platoon held in ambush is in prepared positions and gone-to-ground.