

ENVELOPMENT MISSION

BY CRAIG COURTIS

One of the main tactics in WWII was to by-pass or outflank pockets of resistance and leave them for follow up troops (often infantry) to deal with.

The Germans first perfected this with blitzkrieg. This Mission reflects an attempt to envelop a pocket of resistance and capture an important objective behind the front lines and thereby cut off the defenders and eliminate them.

Envelopment Mission uses the **Defensive Battle, Prepared Positions, Flank Attack (Delayed Reserves), Ambush and Strongpoint** (see below) special rules.

Preparing for Battle

! The defender chooses which short table end they will defend from.

! Starting with the defender, both players place an objective in the defender's end of the table. Both objectives must be at least 12"/30cm from the center of the table and 8"/20cm from all other table edges.

! The defender places up to 20 points of fortifications up to 8"/20cm into the attackers half of the table or within 12"/30cm of half way on the defenders side of the table. See below for the points cost of fortifications.

! The defender must hold at least half of their platoons in reserve. The remaining platoons are to be deployed in the defender's half of the table. One platoon can be held in ambush.

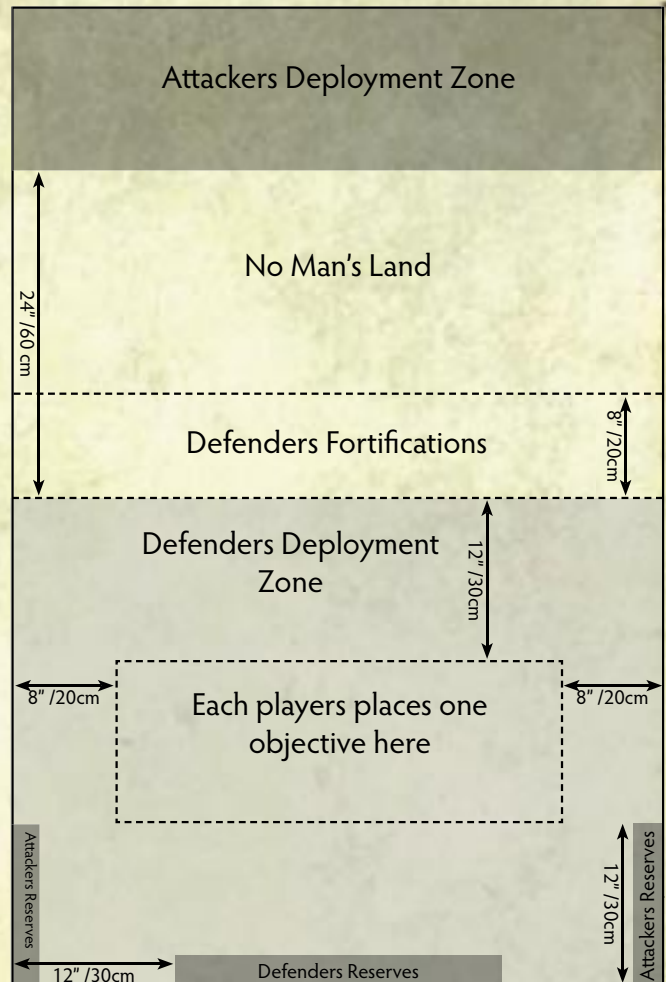
! Next the attacker deploys their force at least 24" back from the battlefield's centre line. The attacker must keep at least one unit, and may have up to half of their units in their flank attack (Delayed Reserves).

! Starting with the defender, players place their Independent teams in their deployment area.

Beginning the Battle

! The defending force begins 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 end 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 team within 16"/40cm of the objectives

! the battle runs out of time

Special Rules

Strongpoint: The defender may deploy up to 20 points of fortifications on the table. (See pg 217 HBRB)

Flank Attack (Delayed Reserves) The attackers reserves come on as Delayed Reserves (pg 200 HBRB) and can come in on either side.