

WORLD WAR III

TEAM YANKEE



MISSIONS PACK

JUNE 2022

MISSIONS

The *World War III: Team Yankee* Missions pack is an optional expansion for tournaments and players looking for quick pick-up games. It contains new versions of the missions from the rulebook that use a different set of victory conditions and the optional Battle Plans mission selector.

The easy-to-use format means that when you print out the missions, each mission will have a larger version of the set up diagram and expanded instructions on the front side and all of the relevant mission special rules on the back.

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WHICH MISSION?

There are three easy ways of selecting a mission to play.

- You can roll a die to determine the mission, or
- You and your opponent can pick a mission that suits your forces and the terrain, or
- You can pick battle plans and use the mission selector on the next page to determine the mission.

RANDOM MISSION

To quickly pick a mission, roll up a random mission. As the three defensive battles (Bridgehead, Rearguard, and No Retreat) are best suited to having an infantry-based force defending, we haven't included them in the random missions list to avoid disadvantaging a tank-based force. Roll on the following table to select your mission.

1: Annihilation	4: Encounter
2: Free for All	5: Counterattack
3: Dust-Up	6: Probe

Roll to see who Attacks

PICK A MISSION

For a cooperative approach to selecting a mission, discuss which mission you'd like to play with your opponent and pick one. With twenty missions to choose from, you have plenty of choices to try out.

RESERVES

Some missions require you to hold part of your force in Reserve. You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

The Reserves Table helps you calculate the proportion of your force that you can deploy for a given Force size. You may deploy less and hold more in Reserve if you wish.

RESERVES	
FORCE SIZE	ON TABLE
50 points	30 points
60 points	36 points
75 points	45 points
80 points	48 points
100 points	60 points
125 points	75 points
150 points	90 points
200 points	120 points

HOLDING OBJECTIVES

You are Holding an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

Objectives cannot be Held by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams. Nor can these teams, or any team that moved at Dash speed, prevent the enemy from Holding an Objective. Objectives can be Held or contested by Infantry that are Passengers in a Tank or Landed Aircraft Team.

Note: This means that you check for victory at the end of your own turn, and the game ends at that point if you have won.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams when determining if you have Repelled an Attack.

BATTLE PLANS

The Battle Plans mission selectors allow players to pick a plan that will influence the type of mission they will play. The combination of the two players' plans determines the type of mission. There are two Battle Plan mission selectors to choose from: the Battle Plans from the rulebook, and the Extended Battle Plans that adds extra missions into the mix.

Before the game, the NATO and Warsaw Pact players each pick a battle plan (Attack, Manoeuvre, or Defend). They then compare their plans on the Battle Plans table in the rulebook or the expanded one below and roll a die to see what mission they will play.

BATTLE PLANS			
NATO PLAYER'S PLAN	WARSAW PACT PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Free for All	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Probe 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	NATO Player Attacks Warsaw Pact Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Fighting Withdrawal
MANOEUVRE	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Probe 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Bridgehead 3: Probe 4: No Retreat 5: No Retreat 6: Fighting Withdrawal
DEFEND	Warsaw Pact Player Attacks NATO Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Fighting Withdrawal	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Bridgehead 3: Probe 4: No Retreat 5: No Retreat 6: Fighting Withdrawal	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

EXTENDED BATTLE PLANS

The Extended Battle Plans mission adds many of the missions that first appeared in the *Flames Of War* D-Day series of books to give a greater variety of missions for each battle plan.

EXTENDED BATTLE PLANS			
NATO PLAYER'S PLAN	WARSAW PACT PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Counterattack 2: Dust-Up 3: Encounter 4: Free for All 5: Probe 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Spearpoint 6: Valley of Death	NATO Player Attacks Warsaw Pact Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat
MANOEUVRE	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Spearpoint 6: Valley of Death	Roll to see who Attacks 1: Counterattack 2: Dust Up 3: Encounter 4: Outflanked 5: Probe 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Cornered 3: No Retreat 4: Outflanked 5: Spearpoint 6: Valley of Death
DEFEND	Warsaw Pact Player Attacks NATO Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Cornered 3: No Retreat 4: Outflanked 5: Spearpoint 6: Valley of Death	Roll to see who Attacks 1: Breakthrough 2: Dust-Up 3: Encounter 4: Free for All 5: Probe 6: Scouts Out

WHY SELECT ATTACK

With the Attack battle plan, you will be attacking in a fairly straightforward mission. This suits forces that rely on brute force over mobility. You will be able to focus your firepower to reduce the enemy piece by piece as you advance into their defensive position.



WHY SELECT MANOEUVRE

A Manoeuvre battle plan allows you to exploit your mobility while avoiding assaults against fortified positions. This suits forces that have a good mix of mobility and firepower. You won't be trapped into a grinding battle of attrition, and can manoeuvre rapidly to defeat your opponent.

WHY SELECT DEFEND

A Defend battle plan allows you to dig in and force the enemy to come to you. You can lay out a carefully planned defence without needing to worry about manoeuvring light troops across open ground. This suits infantry forces with a good anti-tank capability.



NIGHT FIGHTING

MOVING AT NIGHT

Teams may not move faster than their Terrain Dash speed at Night. In addition, Teams add +1 to their Cross number when moving through Difficult Terrain at night.

SHOOTING AT NIGHT

Teams Shooting at Night always suffer an additional +1 penalty on the score needed To Hit, unless the shooting Team has Thermal Imaging.

Shooting at Night token

LINE OF SIGHT AT NIGHT

Units must roll on the Night Visibility Table to determine their maximum Line of Sight distance. Teams from a Unit do not have Line of Sight to Teams beyond the rolled distance. Roll immediately before checking Line of Sight.

TARGET SHOT LAST TURN

The maximum distance does not limit Line of Sight to enemy Teams that Shot in their previous Shooting step.



NIGHT VISION DEVICES

Night vision devices like Infra-Red and Thermal Imaging give troops a significant advantage in battles fought at night, making targets easier to find (see page 68 of *World War III: Team Yankee*).

BOMBARDMENTS AT NIGHT

Spotting Teams do not need to roll on the Night Visibility Table. Their Line of Sight is not affected by Night. However, attempts to Range In at Night add +1 to the score needed.

NIGHT VISIBILITY TABLE

DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

TIME OF DAY

You can play games in four light conditions or times of day. You can choose to play any of your games at one of these times: Dawn, Daylight, Dusk, and Darkness.

DAWN

In a game that starts at night using the Dawn rules, the Defender rolls a die at the start of their third turn:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.
- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

DAYLIGHT

In a game being played in Daylight, the Night Fighting rules are not used.

DUSK

In a game being played at Dusk, the game starts in Daylight.

At the start of the Defender's third turn, roll a die:

- On a score of 5+, night has fallen. Once night falls, the Night Fighting rules come into effect and the rest of the battle is fought in Darkness.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with night falling on any roll of 5+.
- If it is still light at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until night falls on any roll of 5+.

DARKNESS

In a game being played in Darkness, the entire game is played using the Night Fighting rules.

USING TIME OF DAY AND NIGHT FIGHTING IN MISSIONS

The Attacker in any Mission may choose to either roll on the Random Time of Day Table shown in the mission, or to Attack in Daylight.

MINEFIELDS

Tanks began to hit the mines, shedding tracks severed by the detonation and stopping. Belatedly, it occurred to them they were in a minefield, an unexpected inconvenience but one that they could deal with. The companies began to reform into columns behind tanks equipped with mine plows and rollers. Once out of the minefield, they would redeploy and continue as before. It was a battle drill they had rehearsed many times before and were able to carry out with little trouble. It was at this point, when the Soviets were in the midst of redeploying, that Major Jordan ordered Delta Company, the ITVs, and Team Bravo to open fire. The sudden mass volley caught the Soviets off-guard.

The location of a Minefield is shown by a Minefield marker. Any Team moving within 2"/5cm of a Minefield marker risks being knocked out.

A Team that then Moves into a Minefield must roll a die.

- If the score is at least equal to the Unit's Skill rating, the Team crosses the Minefield safely.
- Otherwise, the Team was hit by a mine with Anti-tank 5 and Firepower 1+ and must take a Save to survive (using its Top armour if it is a Tank Team) (pages 46 to 48). If a Tank Team is Bailed Out or Destroyed, it halts in the middle of the Minefield. If it survives, it continues moving unharmed.

A Unit that took hits from a Minefield will be Pinned Down (page 50) when it finishes moving.

CLEARING A MINEFIELD

A Unit Leader that is not Pinned Down may issue a Mine Clearing Order as a Movement Order instead of Moving in the Movement Step.

If it does so, any Tank Team with a Mine Clearing Device (such as a plough, rollers, or flail) or any Infantry Team from the Unit within 6"/15cm of the Unit Leader may immediately remove a Minefield within 2"/5cm (having moved into the Minefield on a previous turn) instead of Moving. The Team is counted as Moving, but does not Move, and cannot Move further, Shoot or Assault.



Minefield token

CROSSING MINEFIELDS



A T-72 Tank Company attempts to cross some Minefields. They must pass a Skill test to avoid the mines. One passes through safely on a roll of 5.

The two that failed on rolls of 2 and 3 then roll Armour Saves, one passes while the other fails and is destroyed.

PRINTING THIS DOCUMENT

If you intend to keep these missions as separate pages then print this document in its entirety. This will give you individual pages with the mission map on one side, and its relevant special rules on the back.

However, if you intend to bind this document after printing, or otherwise keep all the pages together in a booklet, exclude or delete this page before printing. This will give you a booklet in which the mission map lies on the left-hand page and the relevant special rules are displayed on the right-hand page.

BATTLE PLAN CARDS

Print this page and cut out these cards as a handy way to choose your battle plans. Each player takes their three battle plans and selects one, then both players reveal their plans.

NATO
PLAYER

ATTACK
BATTLE PLAN

NATO
PLAYER

MANOEUVRE
BATTLE PLAN

NATO
PLAYER

DEFEND
BATTLE PLAN

WARSAW
PACT
PLAYER

ATTACK
BATTLE PLAN

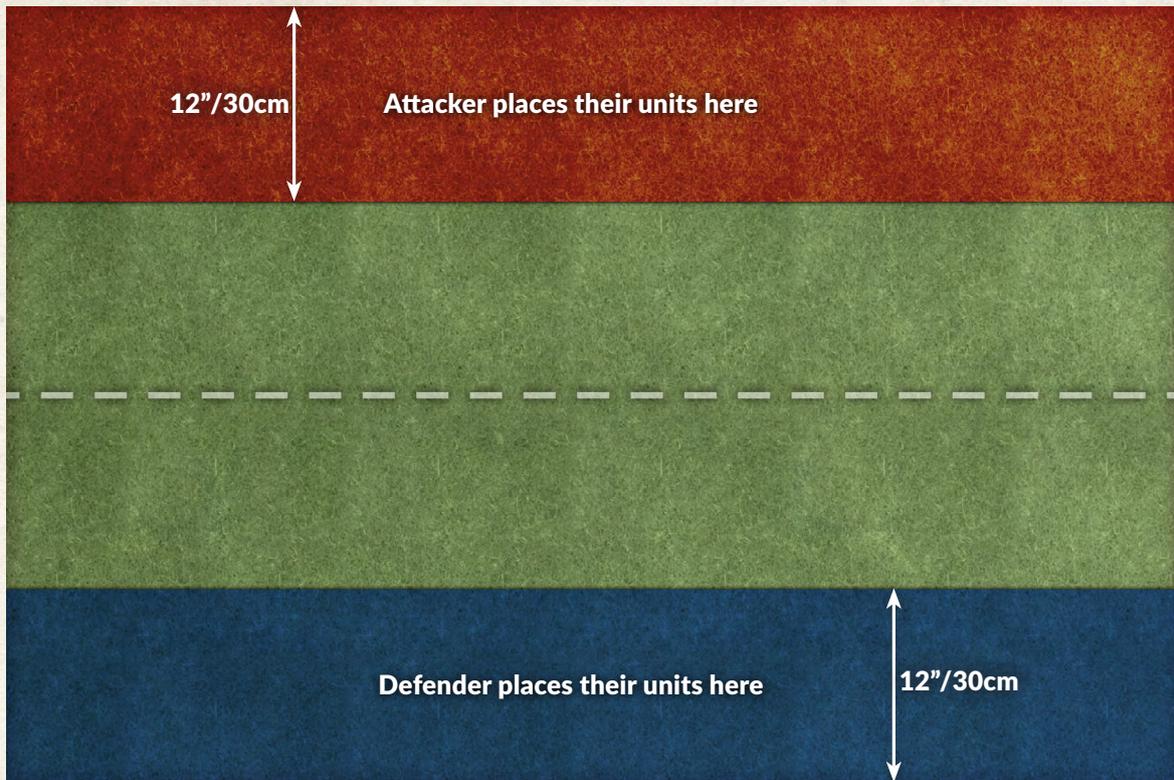
WARSAW
PACT
PLAYER

MANOEUVRE
BATTLE PLAN

WARSAW
PACT
PLAYER

DEFEND
BATTLE PLAN

ANNIHILATION



SPECIAL RULES

- Meeting Engagement (First Player)
- Random Time of Day (Attacker)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing a Unit within 12''/30cm of their own table edge until all are deployed.
2. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

WINNING THE GAME

- A player wins if their opponent has no Formations left on the table.

ANNIHILATION SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

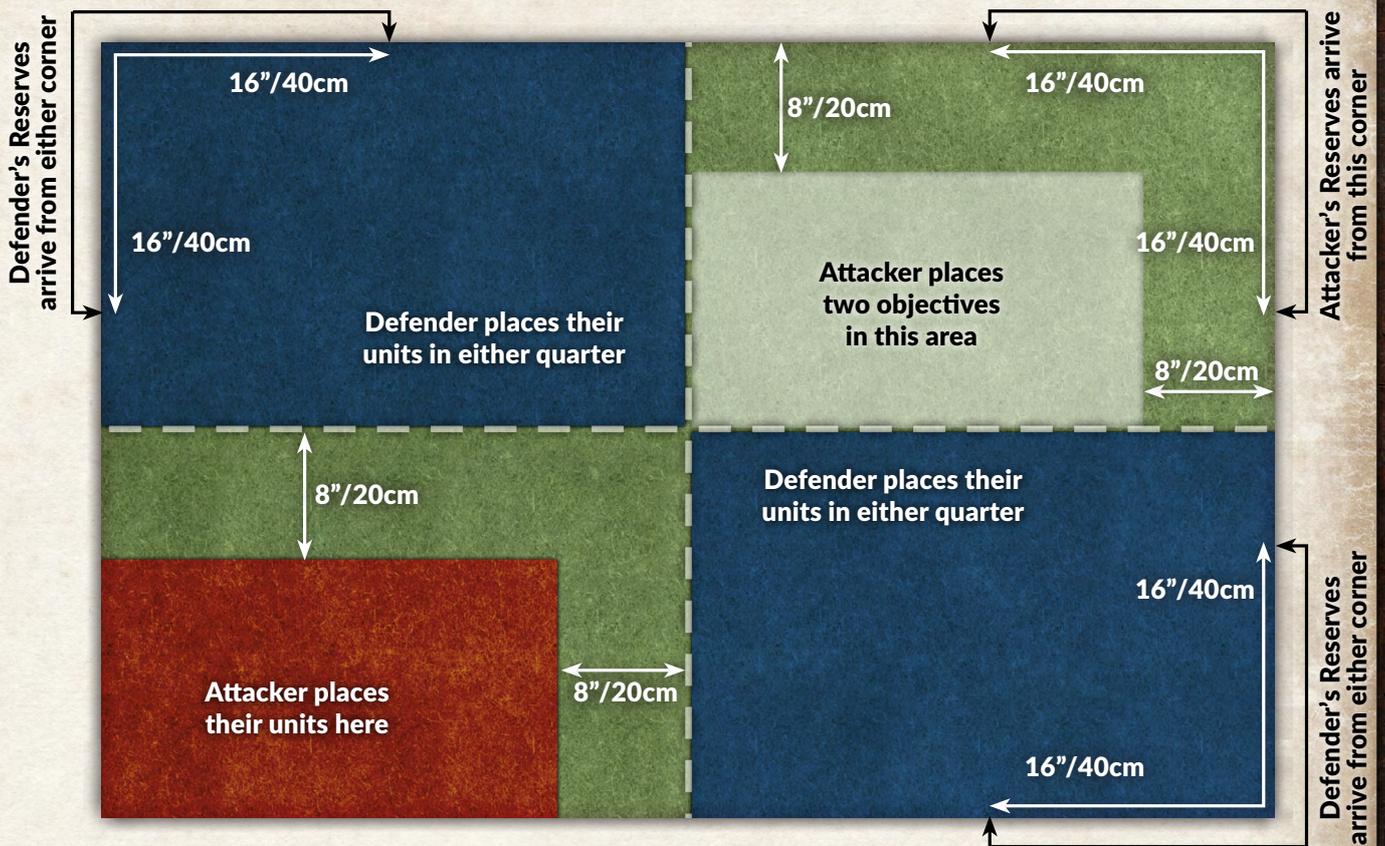
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

BREAKTHROUGH



SPECIAL RULES

- Flanking Delayed Reserves (Attacker)
- Random Time of Day (Attacker)
- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks two diagonally opposite table quarters to defend.
2. The Attacker picks one of the remaining table quarters to attack from.
3. The Attacker places two Objectives in the remaining table quarter at least 8"/20cm from all table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their

Reserves will arrive within 16"/40cm of either of their table corners.

2. The Attacker selects at least one Unit to hold in Delayed Reserve. Their Reserves will arrive within 16"/40cm of the Objective table corner.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. The Defender then places their deployed Units in their table quarters, allocating them between the quarters as they wish.
6. The Attacker then places their deployed Units in their table quarter at least 8"/20cm from both centre lines.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

BREAKTHROUGH SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

FLANKING DELAYED RESERVES (ATTACKER)

The Attacker must hold at least one Unit in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner opposite the Attacker's deployment area at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

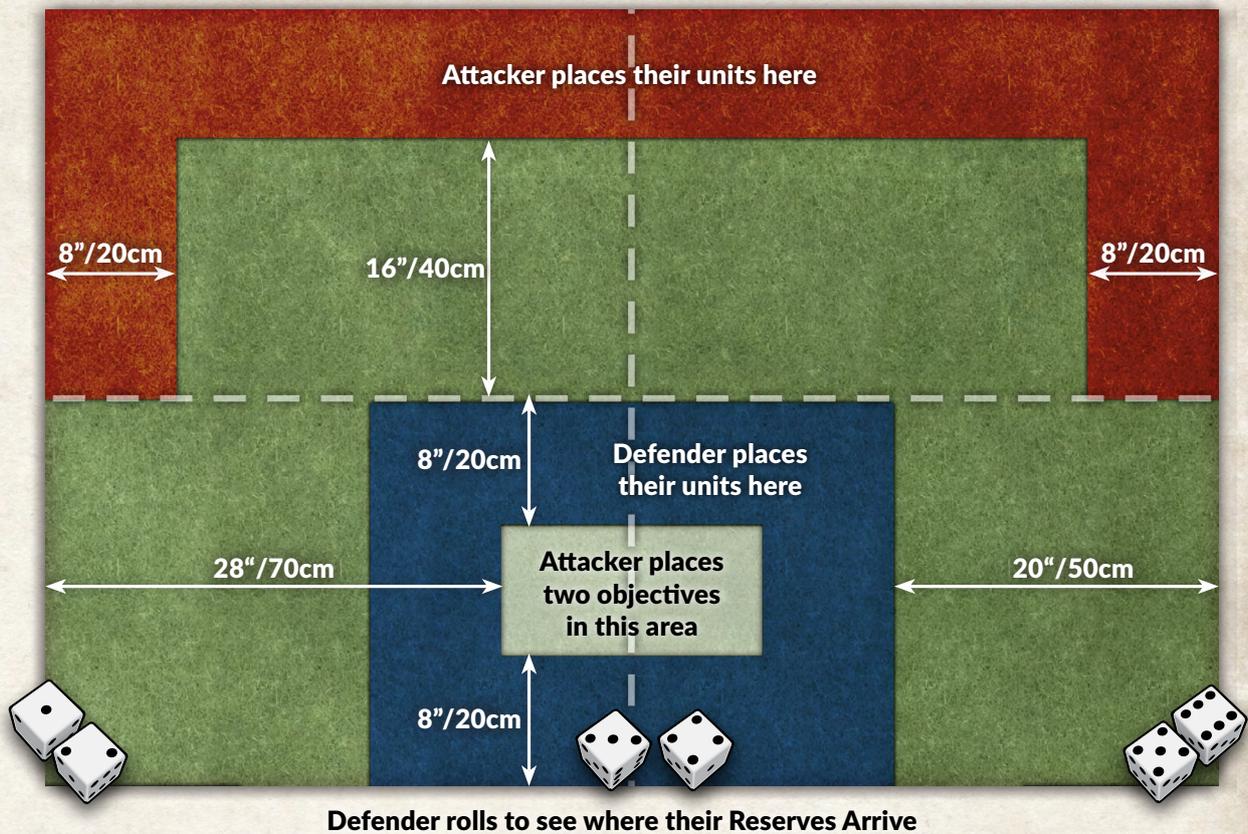
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

BRIDGEHEAD



SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (Defender)
- Time of Day (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives at least 8"/20cm from the long centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Defender chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 20"/50cm from the side table edges.
5. The Attacker places all of their Units in their table half at least 16"/40cm from the long centre line or within 8"/20cm of the side table edge.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

BRIDGEHEAD SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

A Battle Tank Unit is one with Front Armour of 4 or more. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

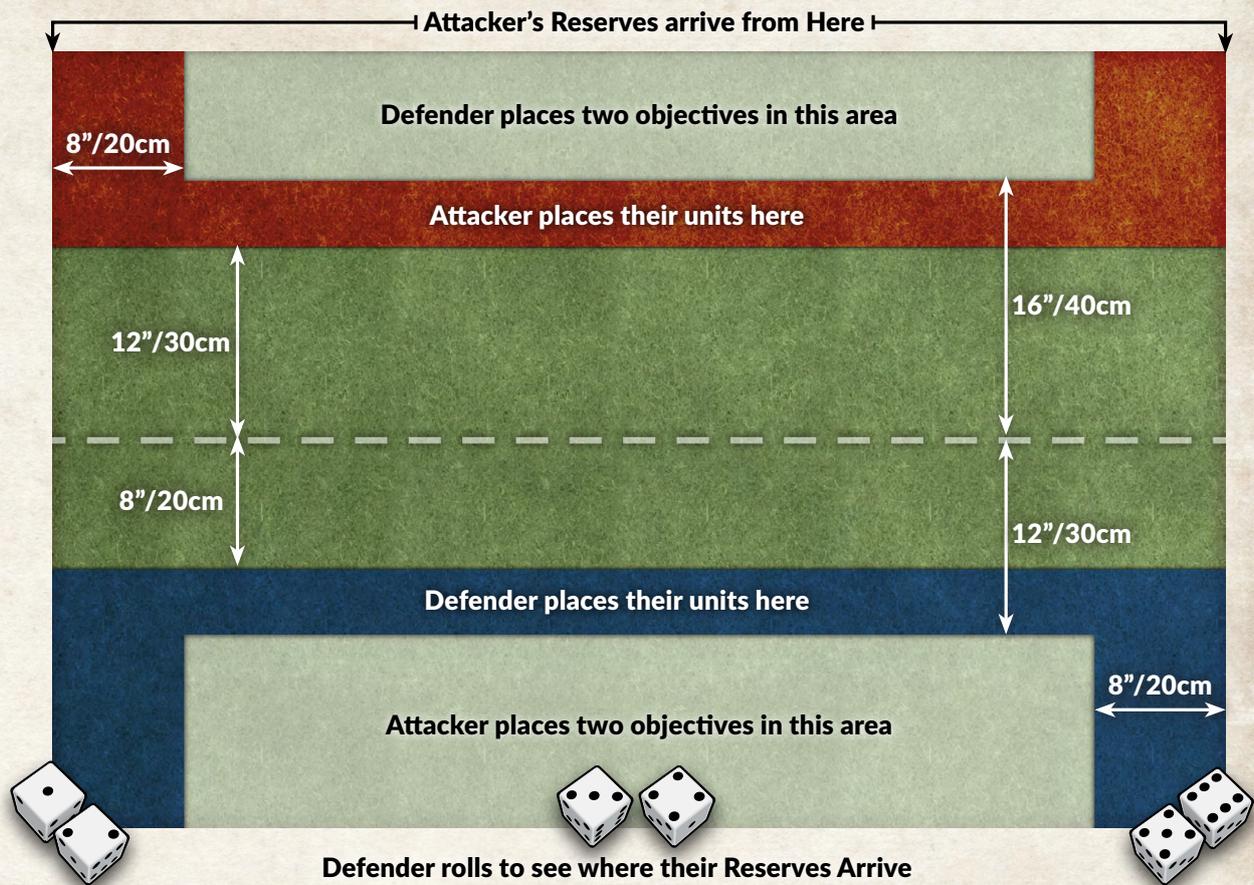
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

CONTACT



SPECIAL RULES

- Immediate Reserves (Attacker)
- Random Time of Day (Attacker)
- Ambush (Defender)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places two Objectives in the Attacker's table half, at least 16"/40cm from the long centre line and at least 8"/20cm from the short table edges.
3. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the long centre line and at least 8"/20cm from the short table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each Unit arrives.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their deployed Units in Ambush.
5. They then place their deployed Units in their table half at least 8"/20cm from the long centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the long centre line.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

CONTACT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

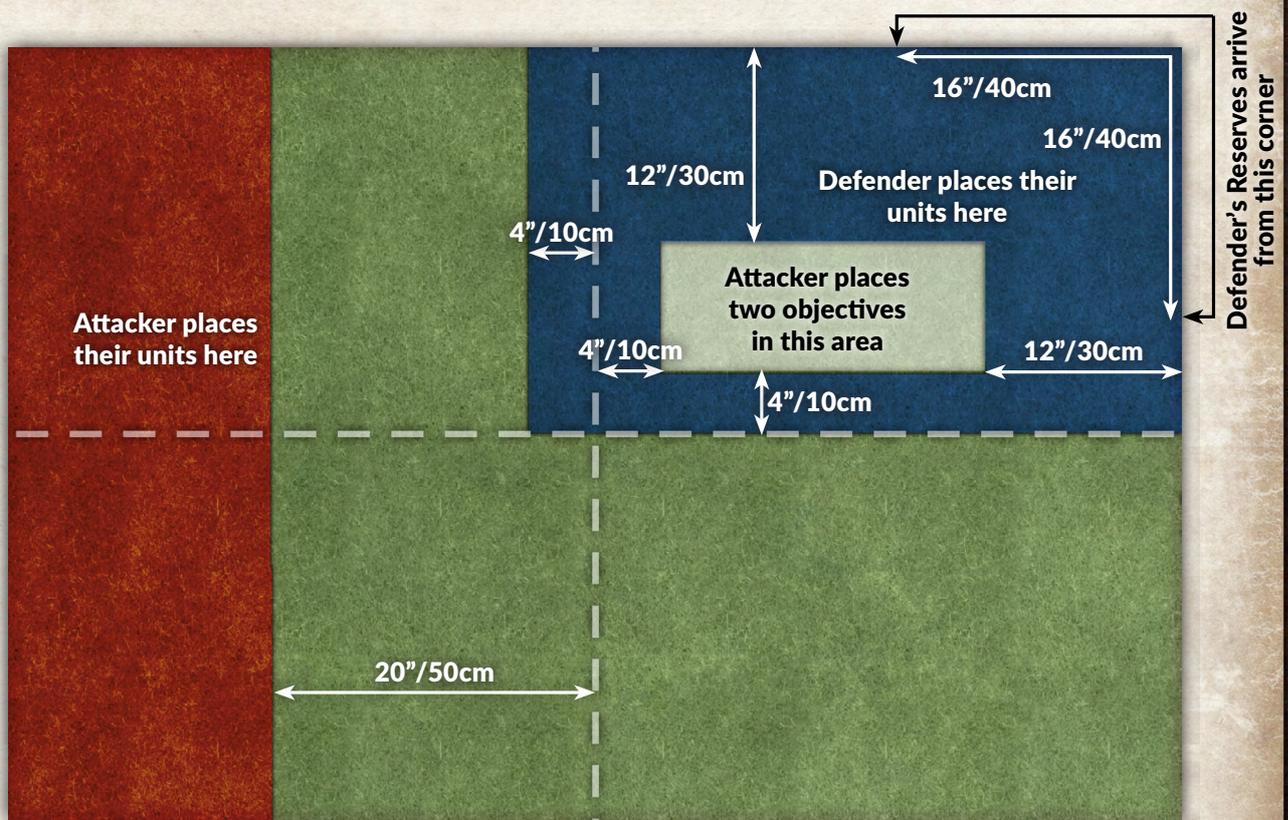
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

CORNERED

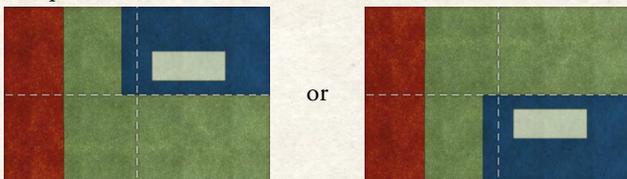


SPECIAL RULES

- Time of Day (Attacker)
- Ambush (Defender)
- Immediate Reserves (Defender)
- Minefields (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the opposite short table edge.
3. The Attacker places two Objectives in the Defender's table quarter at least 4"/10cm from both centre lines and 12"/30cm from all table edges. Depending on the quarter chosen, the table will look like:



4. The Defender may place one Minefield for each 25 points in their force anywhere outside the Attacker's deployment area.
5. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16"/40cm of their table corner.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. The Defender then places their deployed Units in their table quarter or up to 4"/10cm into the Attacker's table half.
5. The Attacker then places their deployed Units in their table half at least 20"/50cm from the short centre line.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

CORNERED SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

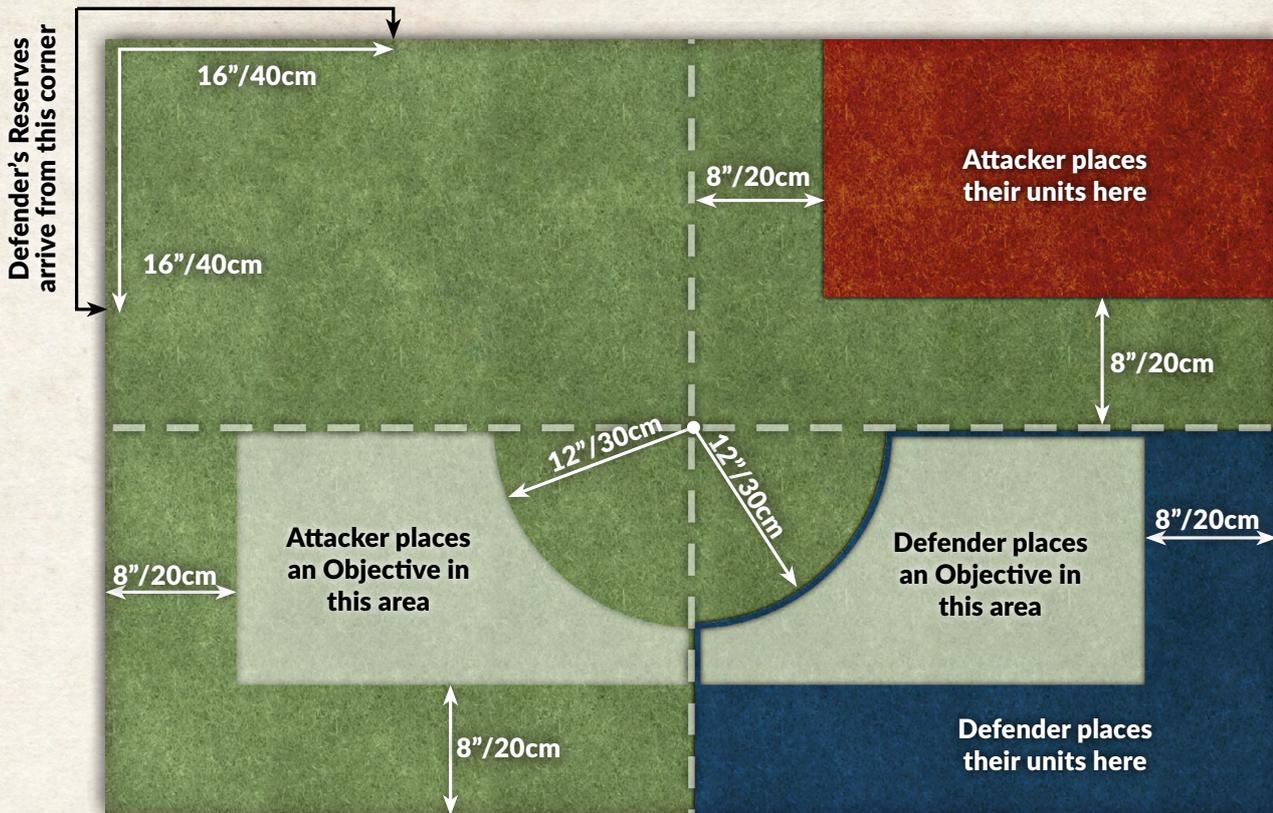
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

COUNTERATTACK

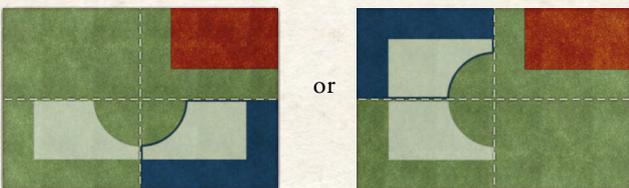


SPECIAL RULES

- Random Time of Day (Attacker)
- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker picks an adjacent (on either the long or the short table edge) table quarter to attack from. Depending on the quarter chosen, the table will look like:



3. The Defender places one Objective in their table quarter.
4. The Attacker places one Objective in the quarter opposite to their own.
5. All Objectives must be at least 8''/20cm from all table edges and at least 12''/30cm from the table centre.
6. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16''/40cm of the opposite corner from their quarter.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their quarter at least 12''/30cm from the table centre.
5. The Attacker places all of their Units in their table quarter at least 8''/20cm from both centre lines.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

COUNTERATTACK SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the opposite corner from their quarter at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

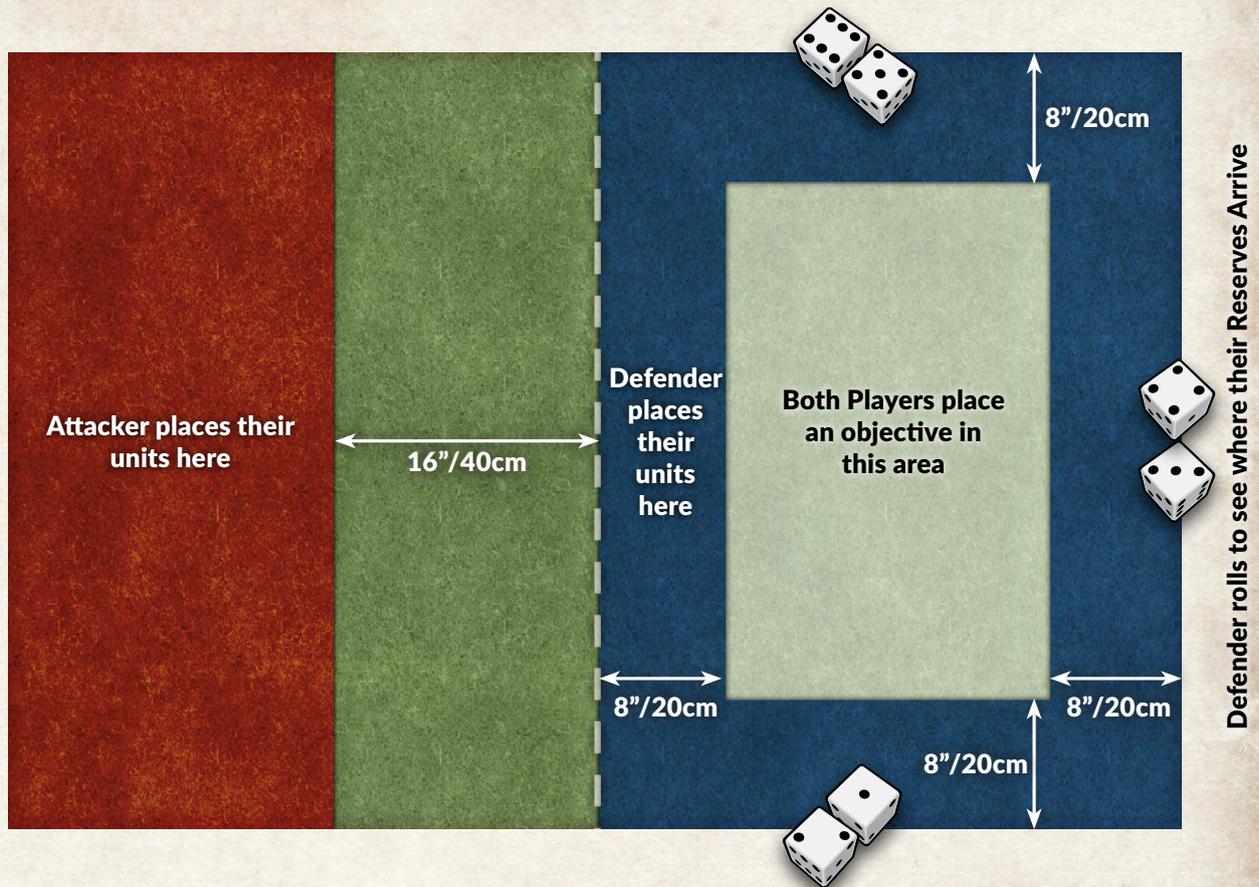
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

DOG FIGHT



SPECIAL RULES

- Time of Day (Attacker)
- Ambush (Defender)
- Deep Scattered Delayed Reserves (Defender)
- Minefields (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from the short centre line and all table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. The Defender will dice to see where each Unit will arrive.

2. All of the Reserves will arrive from a table edge and must arrive in the Defender's table half.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their Units in their table half.
6. The Attacker places all of their Units in their table half at least 16"/40cm from the short centre line.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

DOGFIGHT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

A Battle Tank Unit is one with Front Armour of 4 or more. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge it will arrive using the mission map as reference.

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge *in the Defender's table half*. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

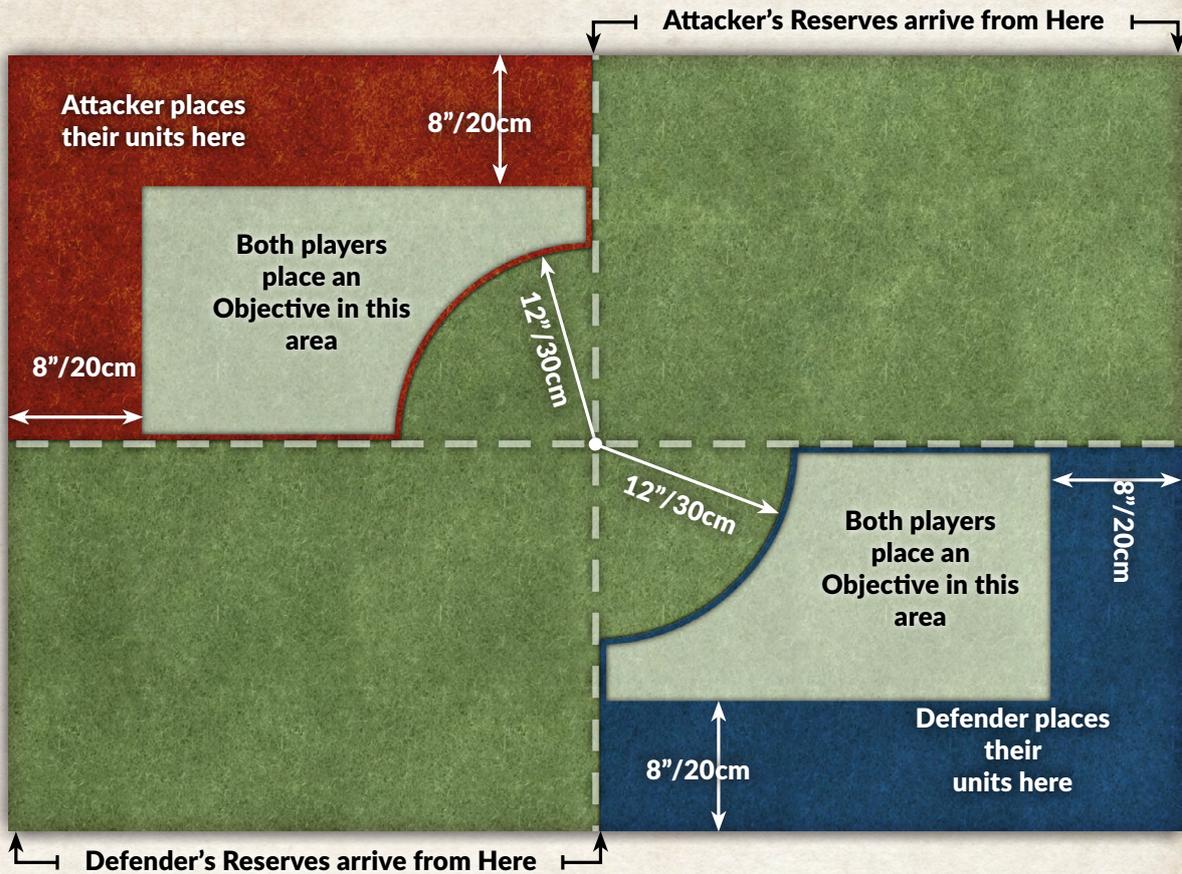
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

DUST-UP



SPECIAL RULES

- Meeting Engagement (First Player)
- Delayed Reserves (Both Players)
- Random Time of Day (Attacker)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a table quarter to attack from.
3. The Defender defends from the opposite quarter.
4. Both players, starting with the Attacker, place one Objective in their own quarter.
5. Both players, again starting with the Attacker, place one Objective in their opponent's quarter.
6. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.
7. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight (see next page).

DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Delayed Reserve. The Reserves will arrive from the long table edge adjacent to the player's quarter.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own quarter, at least 12"/30cm from the table centre until all are deployed.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective in the opponent's quarter.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DUST-UP SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

DELAYED RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the long table edge adjacent to their table quarter at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

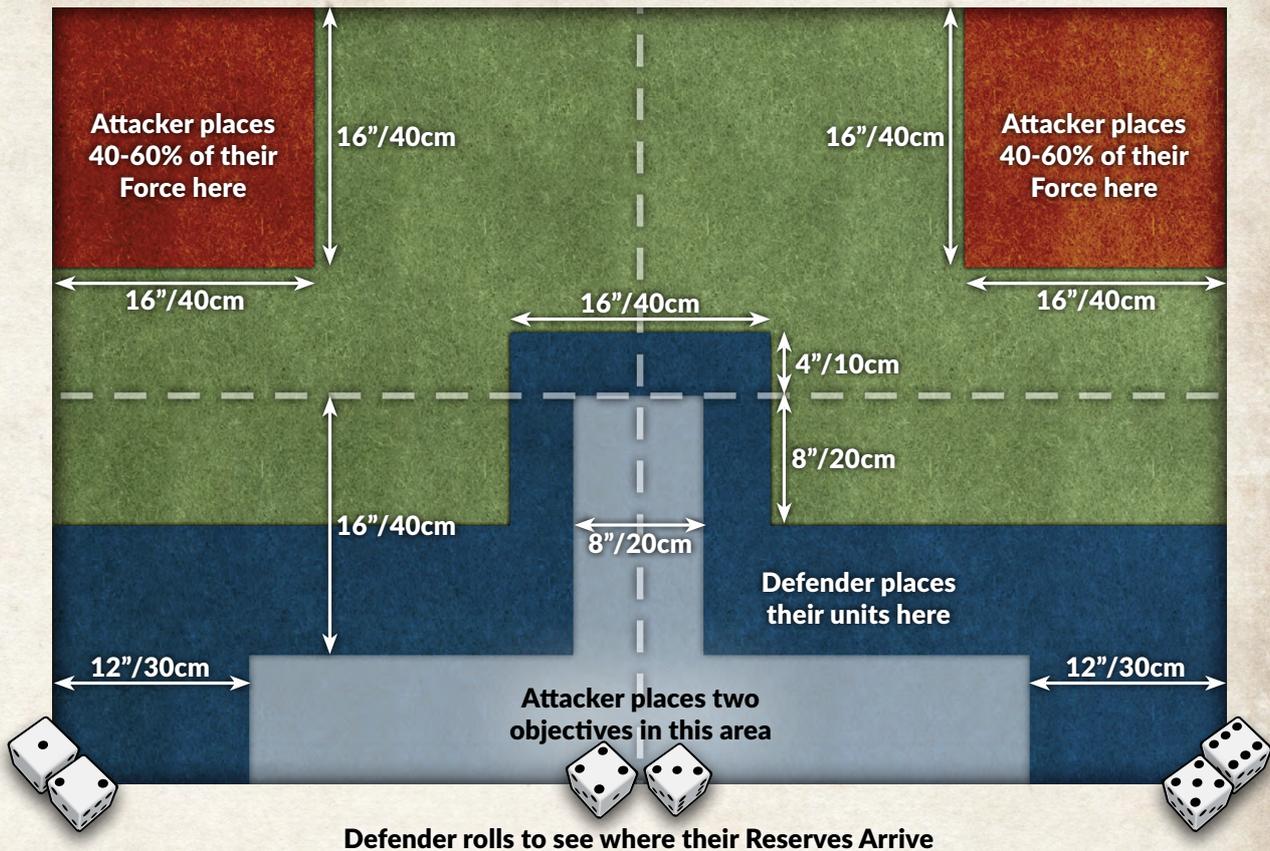
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

ENCIRCLEMENT



SPECIAL RULES

- Random Time of Day (Attacker)
- Ambush (Defender)
- Minefields (Defender)
- Scattered Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite side of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be either at least 16"/40cm from the long centre line and 12"/30cm from the short table edges, or within 4"/10cm of the short centre line.
3. The Defender may place one Minefield for each 50 points or part thereof in their force anywhere outside the Attacker's deployment area.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Scattered Reserve. The player will dice to see where each Unit arrives.
2. The Defender may hold one of their Units in Ambush.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender then places their remaining Units in their table half at least 8"/20cm from the long centre line, or within 8"/20cm of the short centre line and no more than 4"/10cm into the Attacker's table half.
5. The Attacker selects between 40% and 60% of their force to deploy within 16"/40cm of both table edges at one corner of their table half.
6. The Attacker deploys the rest of their force within 16"/40cm of both table edges at the other corner of their table half.
7. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

ENCIRCLEMENT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

SCATTERED IMMEDIATE RESERVES (DEFENDER)

Players may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Defender's short table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

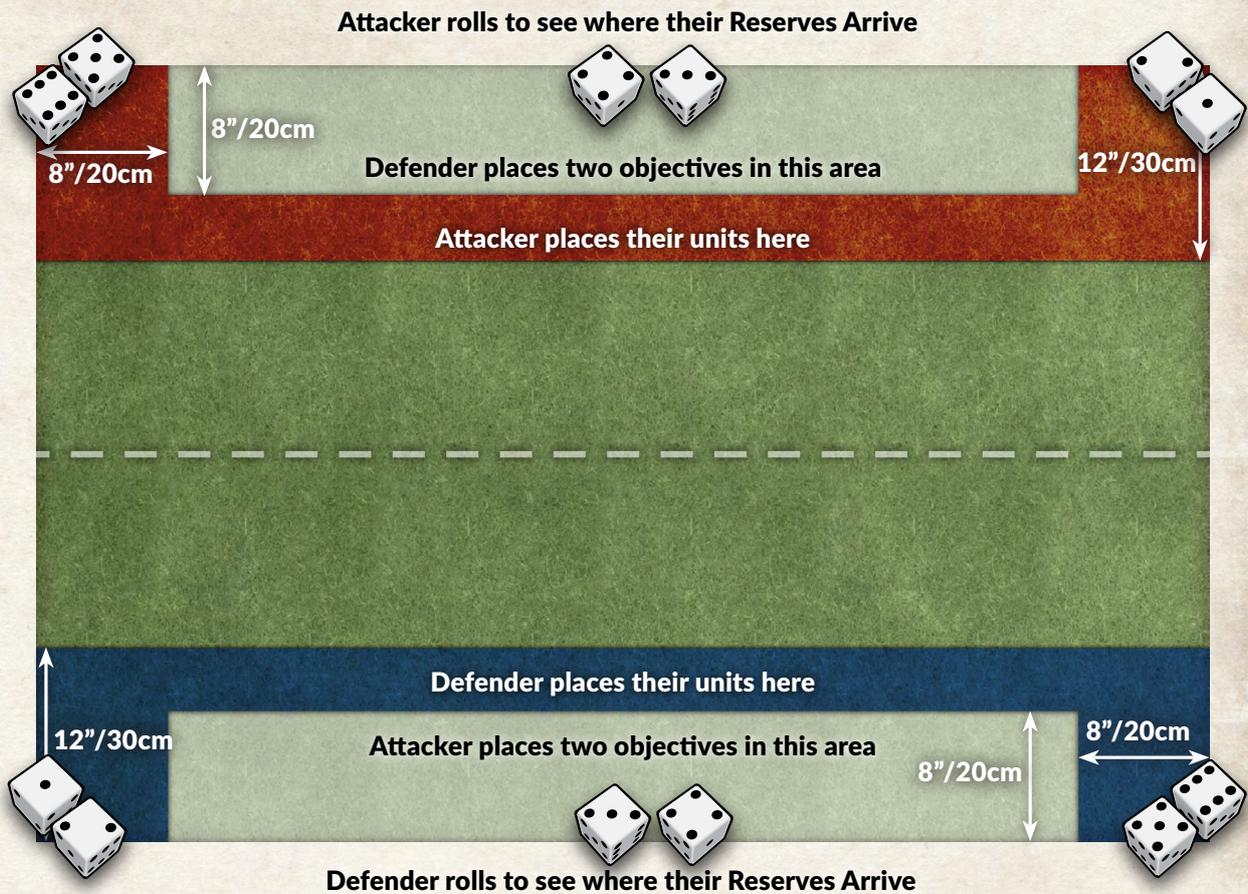
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

ENCOUNTER



SPECIAL RULES

- Random Time of Day (Attacker)
- Meeting Engagement (First Player)
- Scattered Delayed Reserves (Both Players)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.
3. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Scattered Delayed Reserve. The players will dice to see where each Unit arrives.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 12"/30cm of their own table edge until all are deployed.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

ENCOUNTER SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

SCATTERED DELAYED RESERVES

(BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

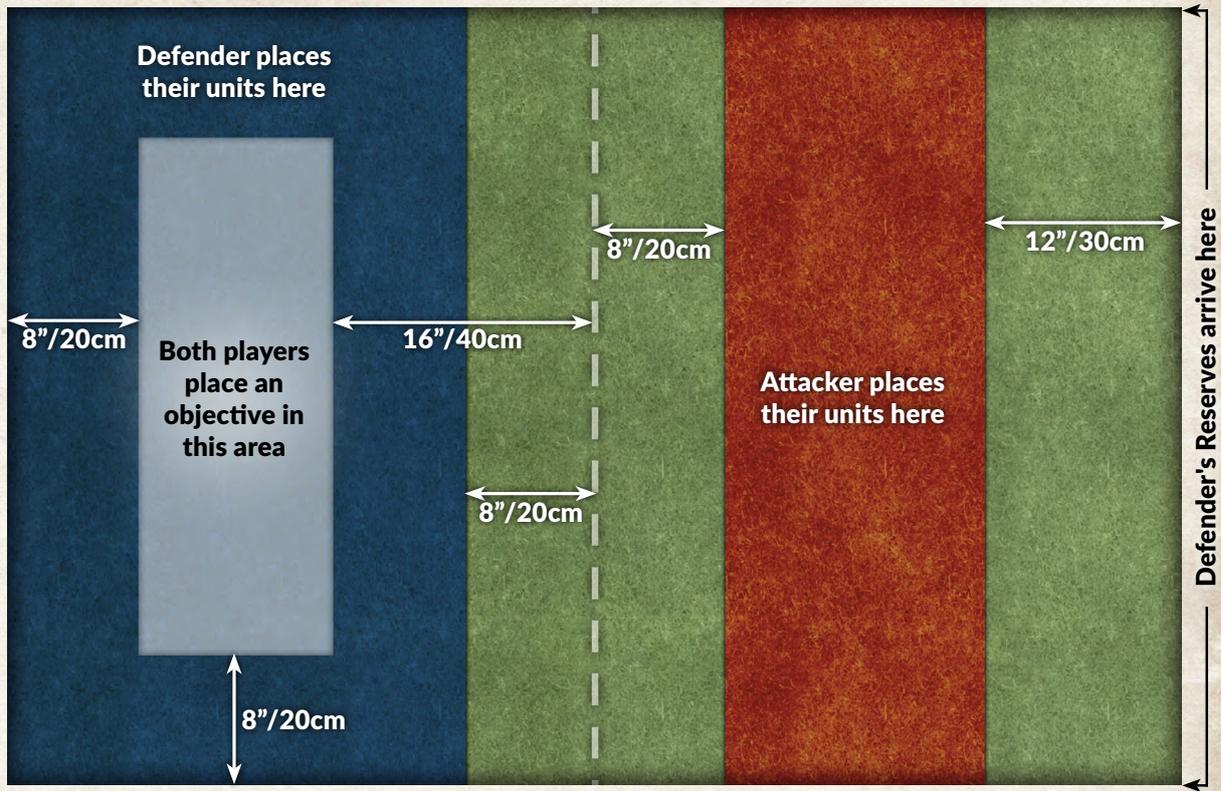
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

ESCAPE



SPECIAL RULES

- Random Time of Day (Attacker)
- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 16"/40cm from the short centre line and 8"/20cm from all table edges.
3. The Defender may place one Minefield for each 25 points in their force anywhere outside the Attacker's deployment area.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves arrive from the Attacking player's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their remaining Units in their table half at least 8"/20cm from the short centre line.
5. The Attacker places all of their Units in their table half at least 8"/20cm from the short centre line and at least 12"/30cm from their short table edge.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

ESCAPE SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

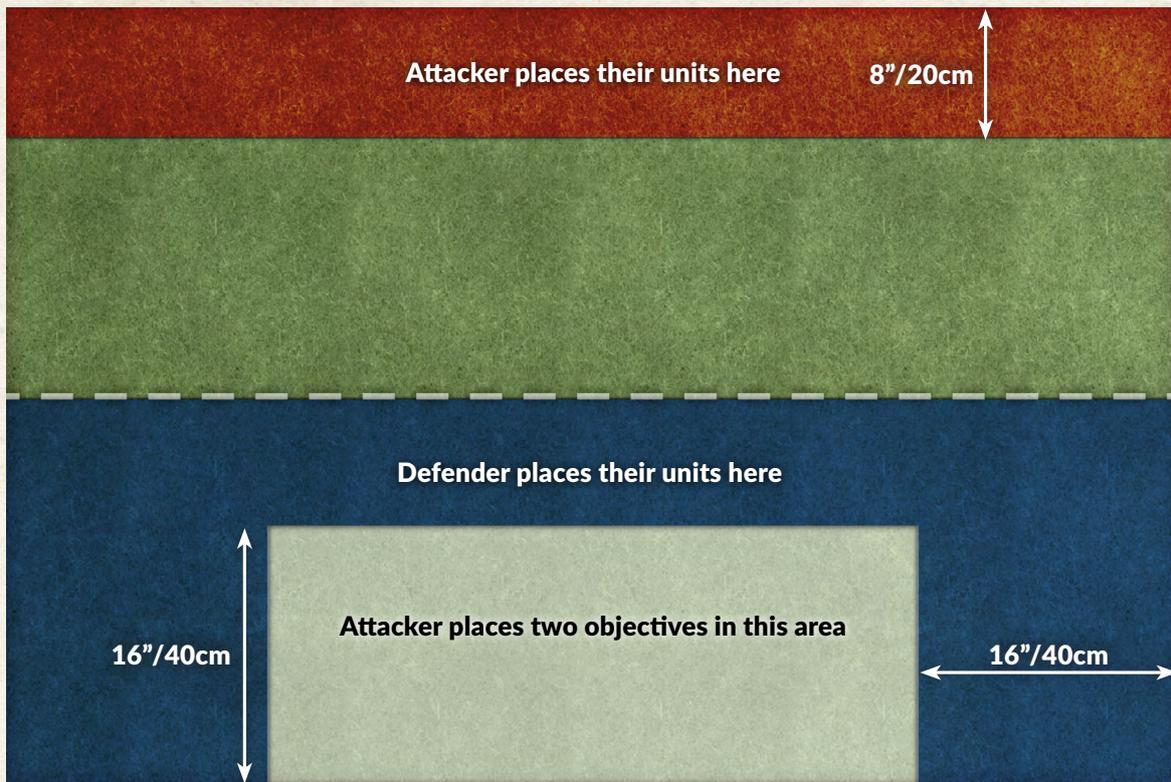
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

FIGHTING WITHDRAWAL



SPECIAL RULES

- Ambush (Defender)
- Minefields (Defender)
- Random Time of Day (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
5. The Defender chooses either to roll on the Random Time of Day Table or to fight in Daylight.

DEPLOYMENT

1. The Defender may hold a Unit in Ambush.
2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their eighth turn after checking Force Morale.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2 or 3	Daylight
4, 5 or 6	Dusk

FIGHTING WITHDRAWAL SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

STRATEGIC WITHDRAWAL (DEFENDER)

The Defender starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, the Defender counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.

- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.
- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS

When the Defender is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. An Attachment must always be withdrawn with its core Unit.

If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

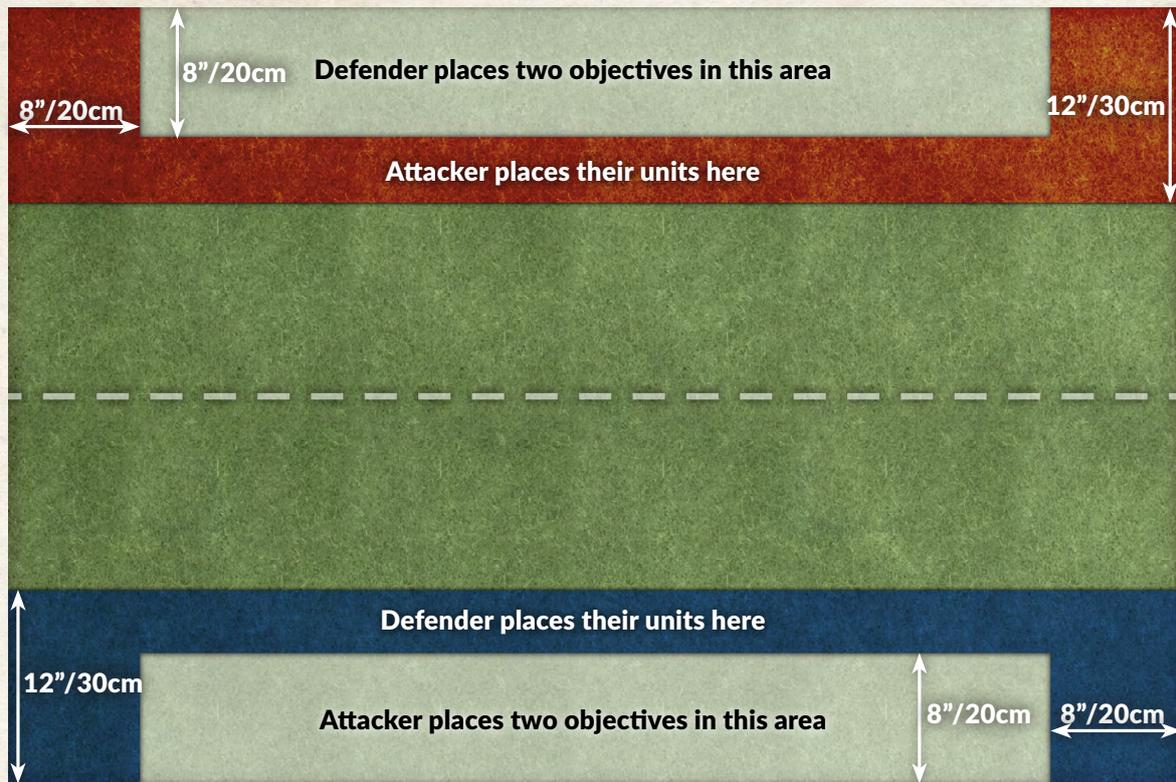
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

FREE FOR ALL



SPECIAL RULES

- Meeting Engagement (First Player)
- Random Time of Day (Attacker)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a long table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.
5. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge until all are deployed.
2. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

FREE FOR ALL SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

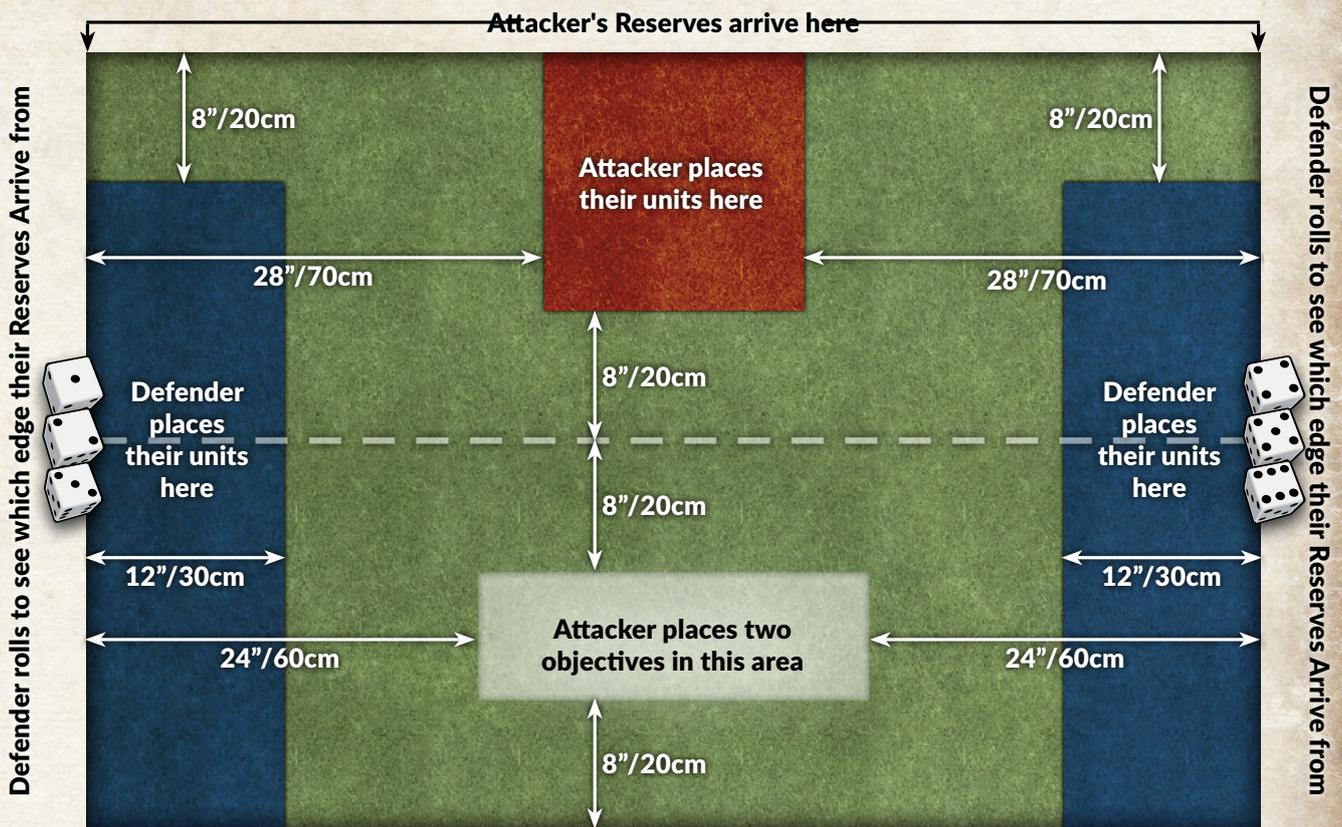
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

GAUNTLET



SPECIAL RULES

- Immediate Reserves (Attacker)
- Meeting Engagement (Attacker)
- Random Time of Day (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite side of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be at least 8"/20cm from the long centre line and the long table edge, and at least 24"/60cm from the short table edges.
3. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1	Dawn
2 or 3	Daylight
4, 5 or 6	Dusk

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Delayed Scattered Reserve. The

player will dice to see from which short table edge each Unit arrives.

2. The Defender then places their deployed Units within 12"/30cm of either short table edge and at least 8"/20cm from the Attacker's table edge. They may split their force between the two ends of the table as they wish.
3. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from their long table edge.
4. The Attacker deploys the rest of their force in their own table half at least 28"/70cm from the short table edges and 8"/20cm from the long centre line.
5. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn. As this is a Meeting Engagement, they Shoot as if they Moved (whether they Moved or not), cannot use Artillery Bombardments, and have no Aircraft on their first turn.

WINNING THE GAME

- The Attacker wins if they end a turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

GAUNTLET SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Attacker's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES

(DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

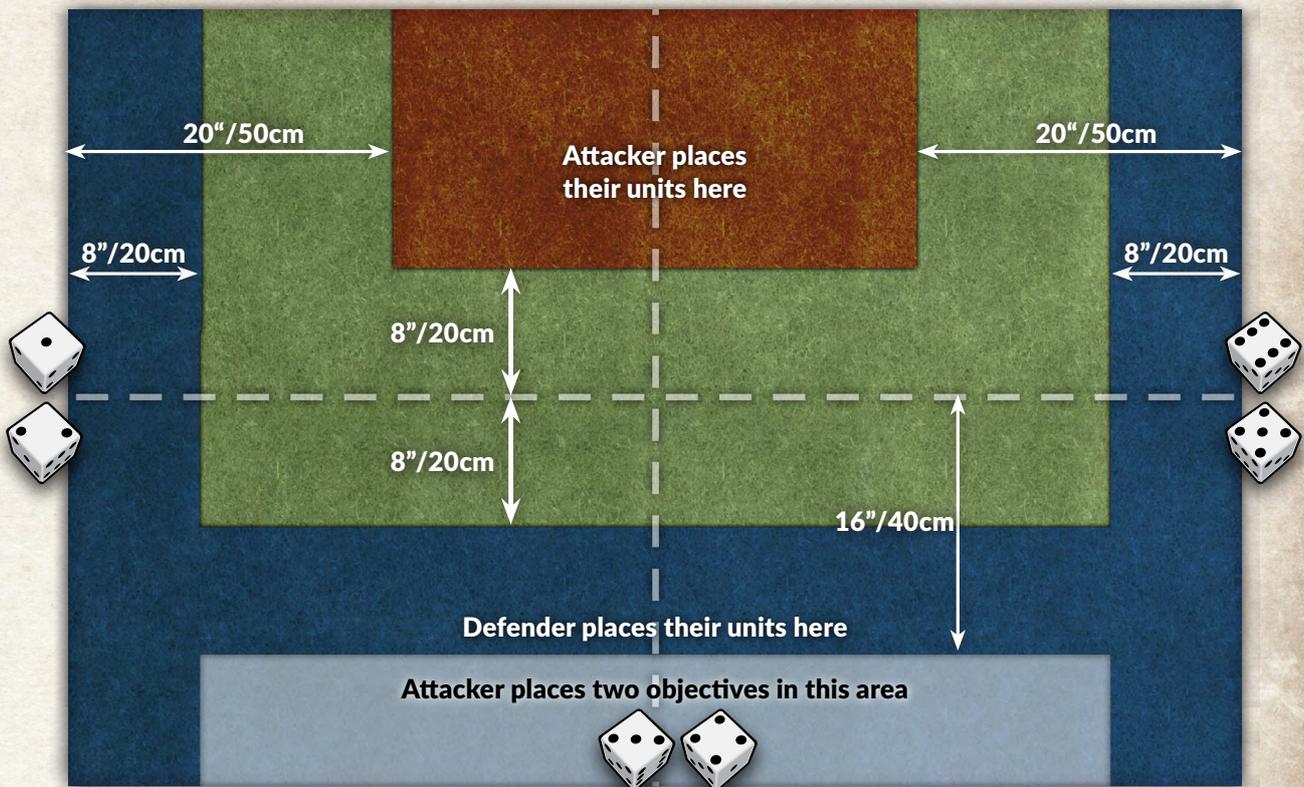
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

KILLING GROUND



Defender rolls to see where their Reserves Arrive

SPECIAL RULES

- Random Time of Day (Attacker)
- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives in the Defender's half of the table, at least 16"/40cm from the long centre line and at least 8"/20cm from the short table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1 or 2	Dawn
3, 4, or 5	Daylight
6	Dusk

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 8"/20cm from the long centre line and in the Attacker's half within 8"/20cm of the short table edges.
5. The Attacker places all of their Units in their table half at least 8"/20cm from the long centre line and 20"/50cm from the short table edges.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

KILLING GROUND SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

A Battle Tank Unit is one with Front Armour of 4 or more. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Defender's short table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

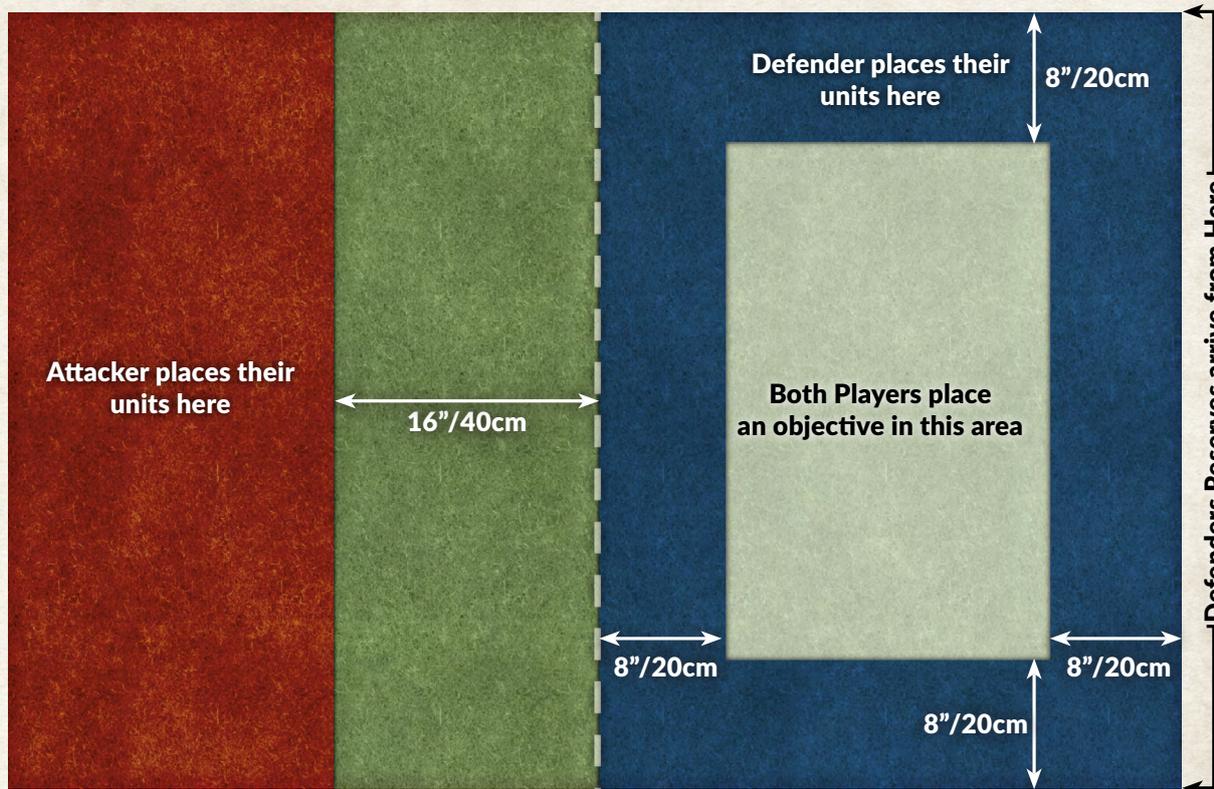
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

NO RETREAT



SPECIAL RULES

- Time of Day (Attacker)
- Ambush (Defender)
- Deep Immediate Reserves (Defender)
- Minefields (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from the short centre line and all table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. These will arrive from the Defender's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their Units in their table half.
5. The Attacker places all of their Units in their table half at least 16"/40cm from the short centre line.
6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

NO RETREAT SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

A Battle Tank Unit is one with Front Armour of 4 or more. Regardless of their armour, Observer Teams are never Battle Tank Units.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Defender's short table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

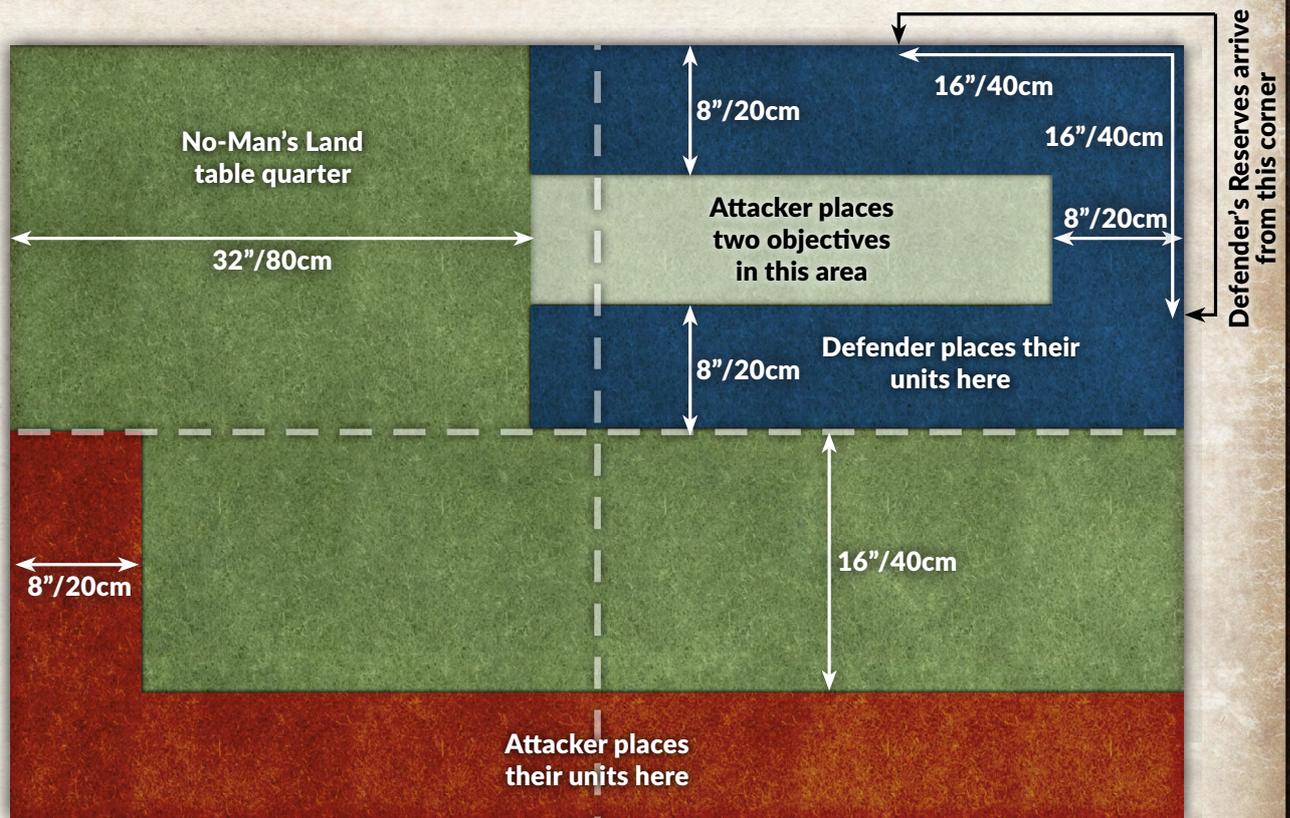
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

OUTFLANKED

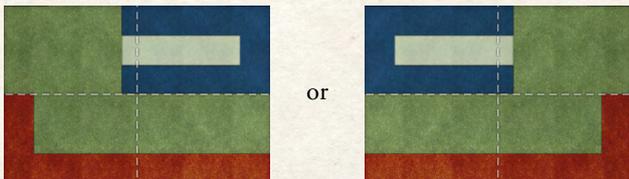


SPECIAL RULES

- Random Time of Day (Attacker)
- Ambush (Defender)
- Immediate Reserves (Defender)
- No Spearhead (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the opposite long table edge.
3. The Attacker places two Objectives in the Defender's table quarter or in the No-Man's Land table quarter at least 8\"/>



4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16\"/>
- 2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
- 3. The Defender may hold one of their deployed Units in Ambush.
- 4. The Defender then places their deployed Units in their table quarter or in the No-Man's Land table quarter at least 32\"/>
- 5. The Attacker then places all of their Units in their table half at least 16\"/>
- 6. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

OUTFLANKED SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

NO SPEARHEAD (DEFENDER)

The Defending player may not use the Spearhead rule during their deployment.

RANDOM TIME OF DAY

The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

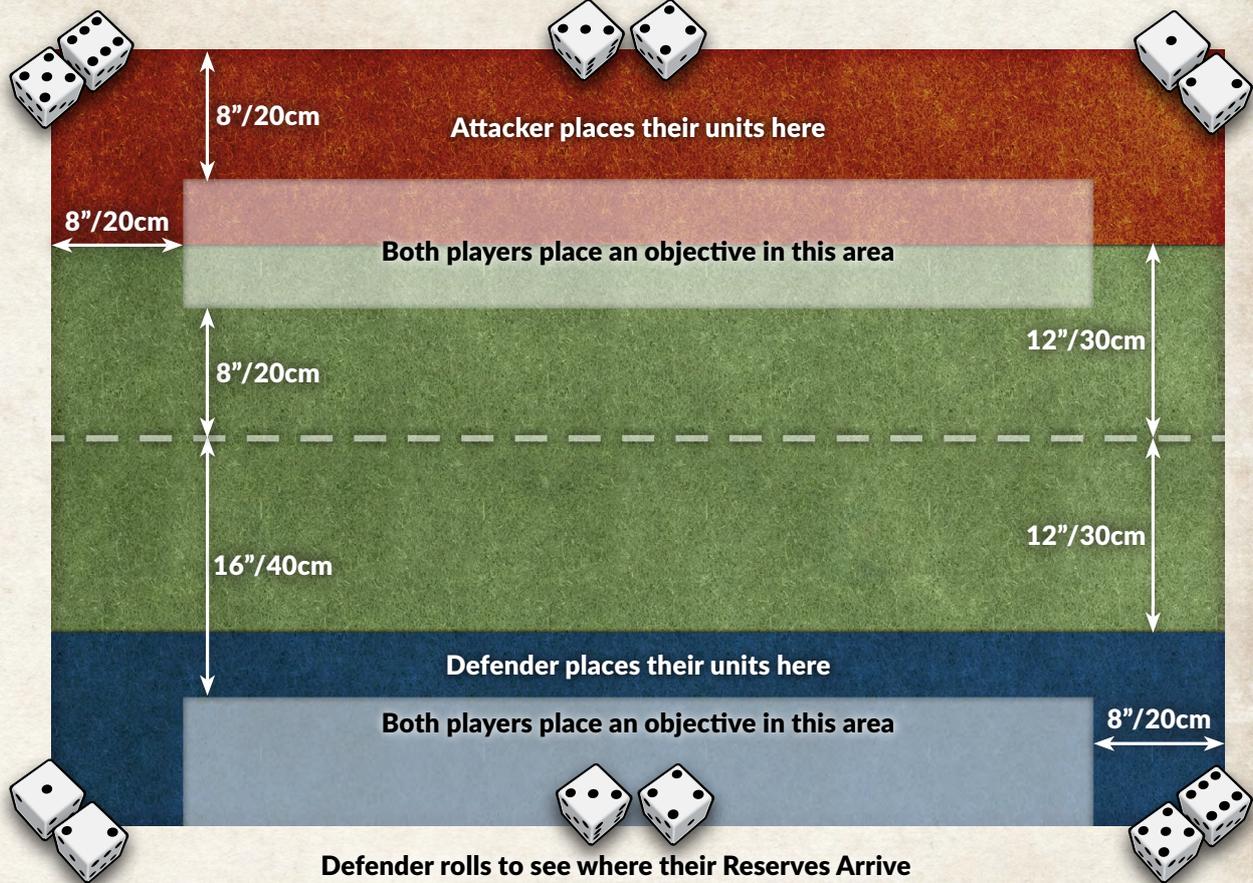
You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

PROBE

Attacker rolls to see where their Reserves Arrive



SPECIAL RULES

- Meeting Engagement (Attacker)
- Scattered Immediate Reserves (Attacker)
- Ambush (Defender)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. Both players, starting with the Attacker, place one Objective in their own table half. Then, again starting with the Attacker, both players place one Objective in the opponent's table half.
3. Objectives in the Attacker's table half must be at least 8"/20cm from the long centre line and at least 8"/20cm from all table edges. Objectives in the Defender's table half must be at least 16"/40cm from the long centre line and at least 8"/20cm from the short table edges.

4. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Attacker selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. The player will dice to see where each Unit arrives.
2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each Unit arrives.
3. The Defender may hold one of their deployed Units in Ambush.
4. Both players, starting with the Defender, then take turns at placing a deployed Unit in their own table half at least 12"/30cm from the long centre line.
5. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

PROBE SPECIAL RULES

MEETING ENGAGEMENT (ATTACKER)

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the Attacker. They do not apply in the Defender's turn, nor in subsequent turns.

- The Attacker's Aircraft cannot arrive in their first turn.
- Treat all of the Attacker's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The Attacker's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The Attacker's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

SCATTERED RESERVES (BOTH PLAYERS)

The players may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same

point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES (ATTACKER)

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

ROLL FOR RESERVES (DEFENDER)

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

ROLL FOR RESERVES (BOTH PLAYERS)

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

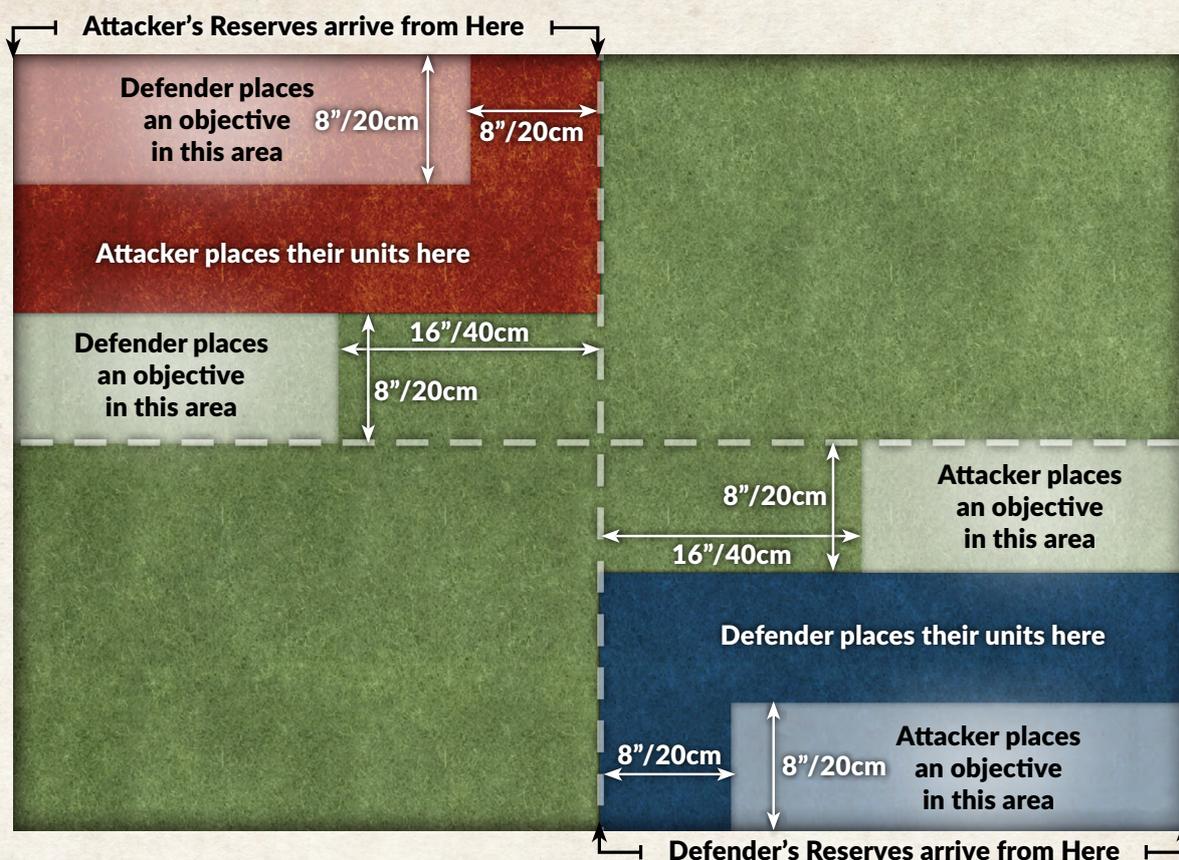
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

SCOUTS OUT



SPECIAL RULES

- Meeting Engagement (First Player)
- Delayed Reserves (Both Players)
- Random Time of Day (Attacker)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a table quarter to attack from.
3. The Defender defends from the opposite quarter.
4. Both players, starting with the Attacker, place one Objective in the opponent's table quarter at least 16"/40cm from the short centre line and within 8"/20cm of the long centre line.
5. Both players, again starting with the Attacker, place one Objective within 8"/20cm of the long table edge in the opponent's table quarter, more than 8"/20cm from the short centre line.

6. The Attacker chooses either to roll on the Random time of Day Table or to attack in Daylight.

DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Delayed Reserve. The Reserves will arrive from the long table edge in their own table quarter.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own quarter, at least 8"/20cm from the long centre line until all are deployed.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

WINNING THE GAME

- A player wins if they end a turn Holding an Objective that they placed.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2, 3 or 4	Daylight
5 or 6	Dusk

SCOUTS OUT SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

DELAYED RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the long table edge adjacent to their table quarter at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

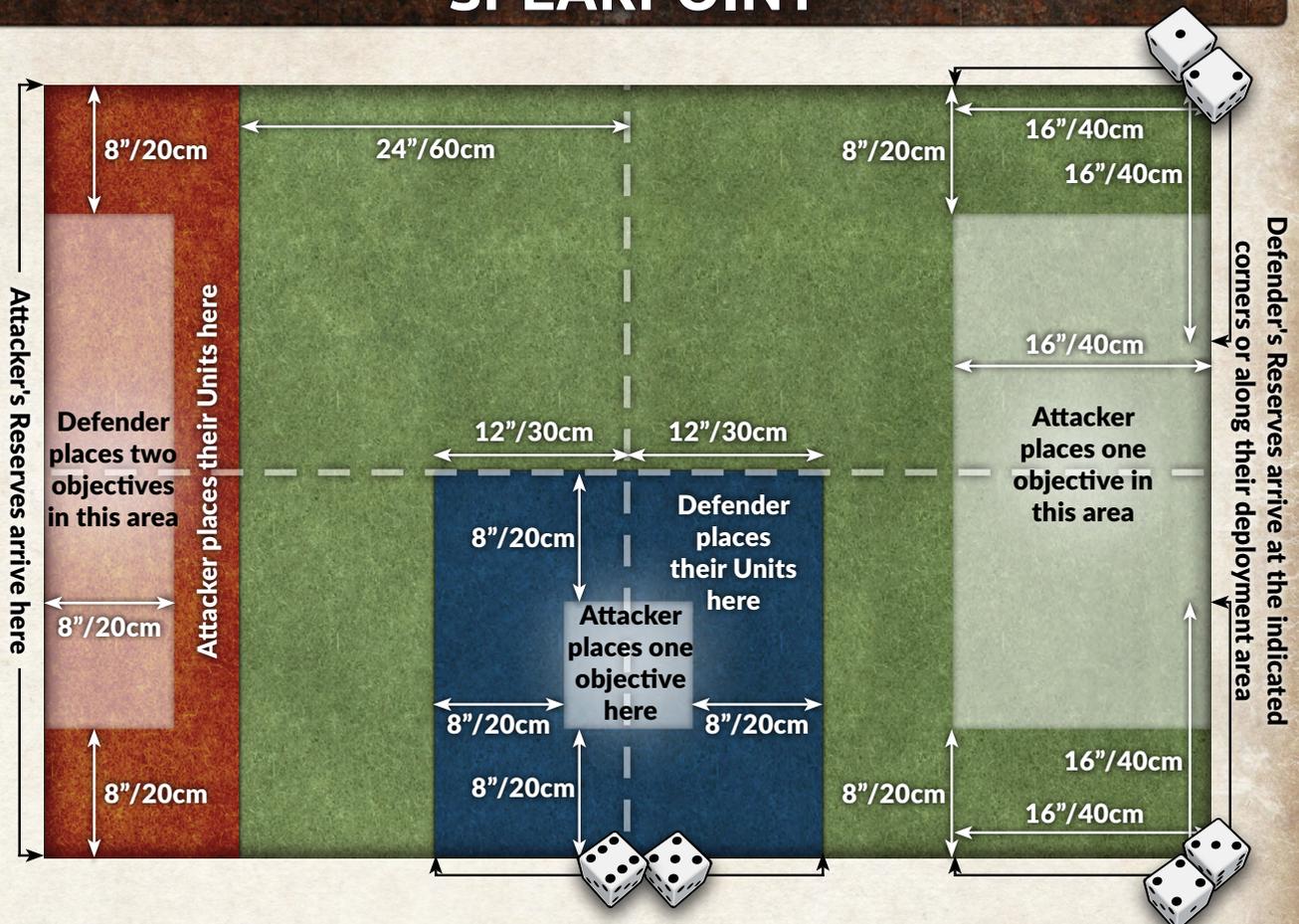
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

SPEARPOINT



SPECIAL RULES

- No Spearhead (Both Players)
- Immediate Reserves (Attacker)
- Random Time of Day (Attacker)
- Ambush (Defender)
- Meeting Engagement (Defender)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. Their Deployment Area is the area between their table edge and the centre of the table to a width of 12"/30cm on either side of the table centre.
2. The Attacker then chooses a short table edge to attack from.
3. The Defender places two Objectives up to 8"/20cm from the Attacker's table edge and more than 8"/20cm from the long table edges.
4. The Attacker then places one Objective in the Defender's Deployment area at least 8"/20cm from the edge of the Deployment Area.

5. The Attacker then places another Objective up to 16"/40cm from the opposite short table edge at least 8"/20cm from the long table edges.
6. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Delayed Scattered Reserve. The Reserves arrive within 16"/40cm of the indicated corners or along the table edge of the Defender's Deployment Area depending on the die roll.
2. The Defender may hold one of their Units in Ambush.
3. The Defender places their remaining Units in their Deployment Area. They *may not use the Spearhead rule*.
4. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive along their short table edge.
5. The Attacker places their remaining Units in their table half at least 24"/60cm from the long centre line. They *may not use the Spearhead rule*.
6. All Infantry Teams start the game in Foxholes.

RANDOM TIME OF DAY

DIE ROLL	MISSION
1	Dawn
2 or 3	Daylight
4, 5 or 6	Dusk

WHO GOES FIRST

The Defender has the first turn. As the game is a Meeting Engagement, the Defender will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on the first turn.

WINNING THE GAME

- A player wins if they end their turn Holding an Objective that they placed.

SPEARPOINT SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move and are in Foxholes. They can remain where they are placed and unless placed on their first turn, shoot at their Halted ROF.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Attacker's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

NO SPEARHEAD (BOTH PLAYERS)

Neither player may use the Spearhead rule.

SCATTERED DELAYED RESERVES

(DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

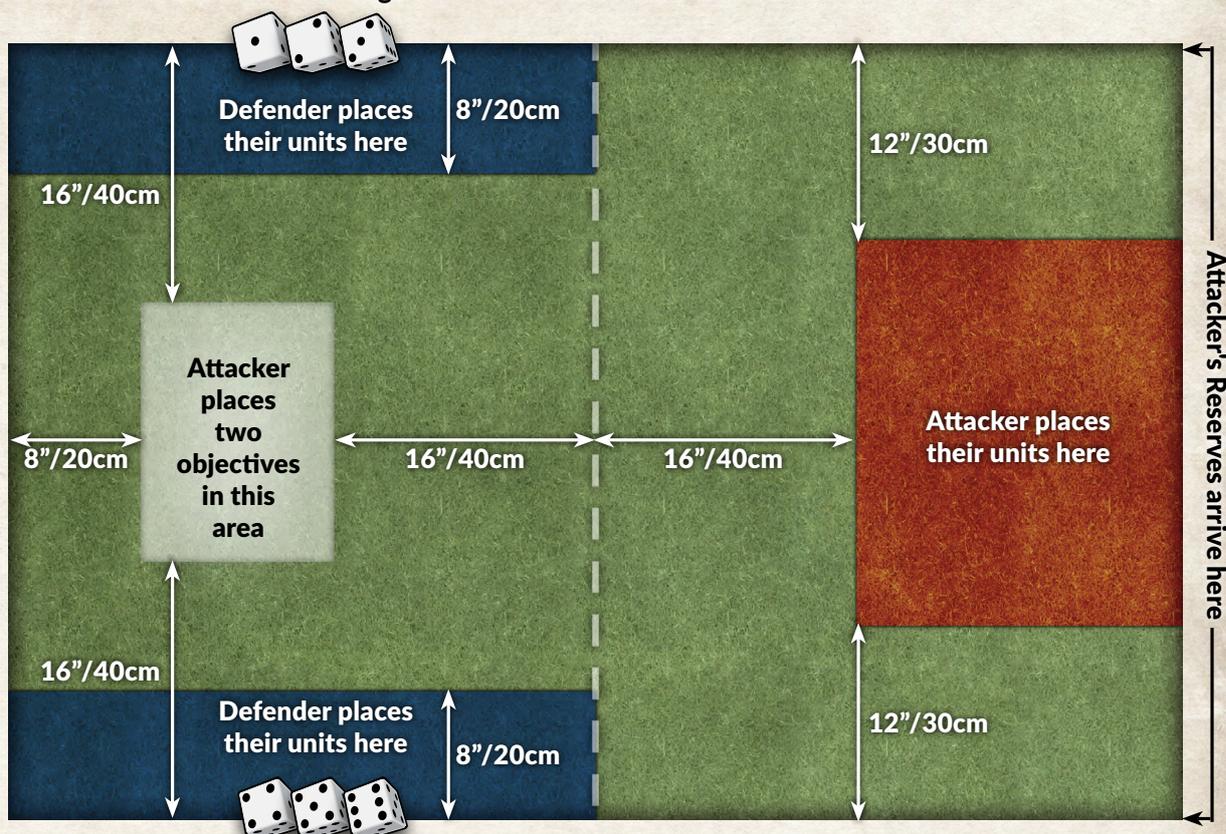
WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

An Attacking Unit arriving from a table edge, enters the table anywhere along that table edge. A Defending Unit arriving from a table edge must enter the table within 8"/20cm of the short centreline. If a Defending Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VALLEY OF DEATH

Defender rolls to see which edge their Reserves Arrive from



Defender rolls to see which edge their Reserves Arrive from

SPECIAL RULES

- Immediate Reserves (Attacker)
- Meeting Engagement (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be at least 16"/40cm from the long centre line and the long table edge, and at least 8"/20cm from the short table edges.
3. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1	Dawn
2 or 3	Daylight
4, 5 or 6	Dusk

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Delayed Scattered Reserve. The player will dice to see from which long table edge (within their table half) each Unit arrives.

2. The Defender then places their deployed Units in their table half within 8"/20cm of either long table edge. They may split their force between the two sides of the table as they wish.
3. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from their short table edge.
4. The Attacker deploys the rest of their force in their own table half at least 12"/30cm from the long table edges and 16"/40cm from the short centre line.
5. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn. As this is a Meeting Engagement, they Shoot as if they Moved (whether they Moved or not), cannot use Artillery Bombardments, and have no Aircraft on their first turn.

WINNING THE GAME

- The Attacker wins if they end a turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

VALLEY OF DEATH SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the short table edge in the Attacker's deployment area at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If the Attacker rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

SCATTERED DELAYED RESERVES

(DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender rolls a die to determine from which table edge it will arrive using the mission map as reference. When a Unit arrives, it may enter the table anywhere along that table edge in the Defender's table half. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

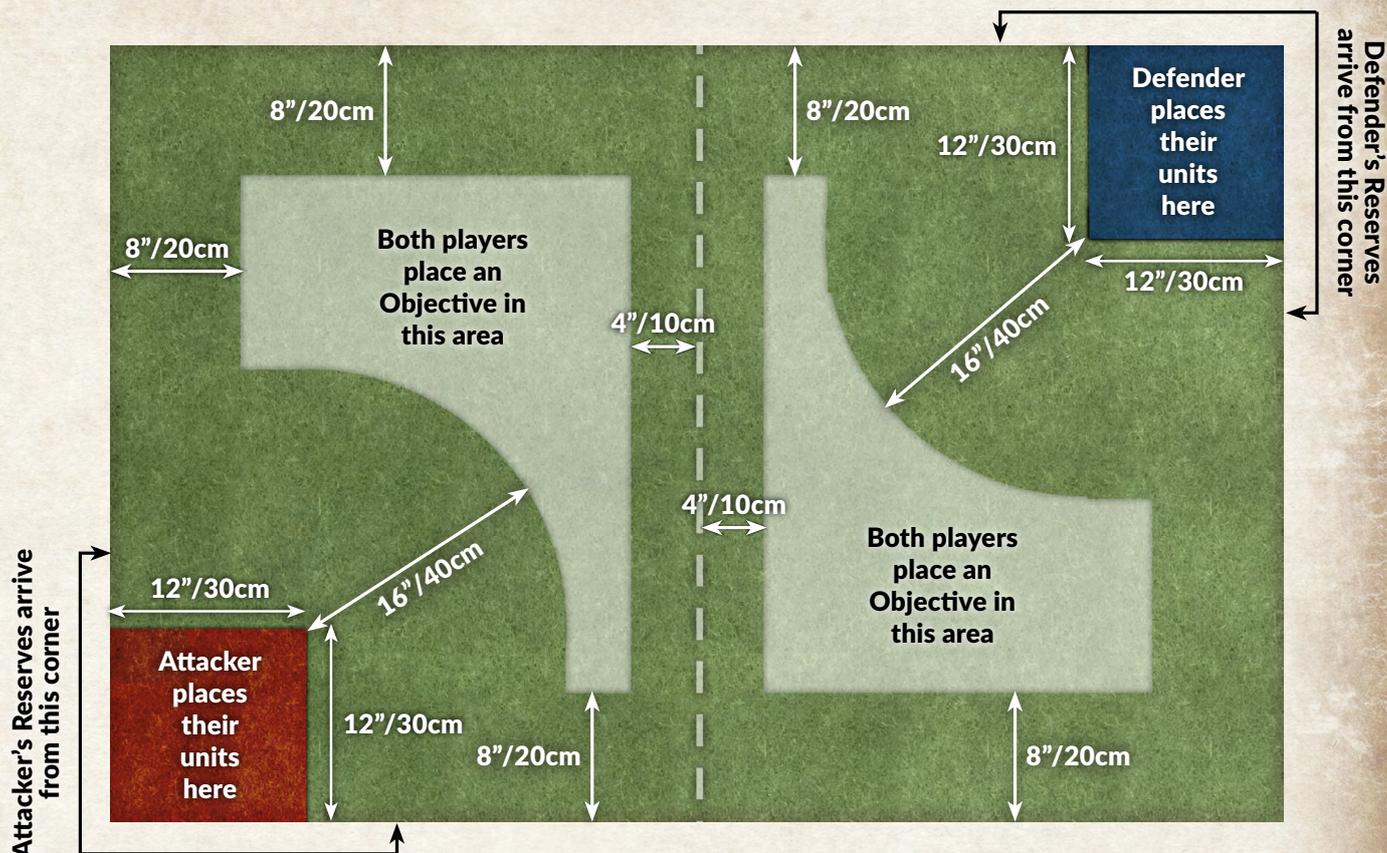
HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank or Infantry team within 4"/10cm of it, and end it with no opposing Tank or Infantry teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank or Infantry teams within 8"/20cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

VANGUARD

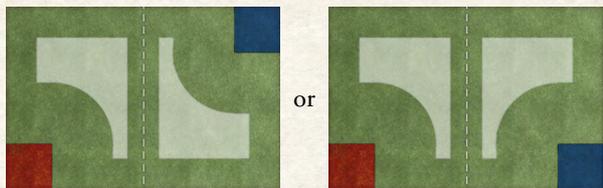


SPECIAL RULES

- Cumulative Victory Points (Both Players)
- Main Force (Both Players)
- Meeting Engagement (First Player)
- Random Time of Day (Attacker)
- Scouting Force (Both Players)
- Vanguard Force (Both Players)

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a corner to attack from. The Defender chooses a corner on the opposite short table edge to attack from. Their Deployment Area is a square 12"/30cm on a side in their corner. Depending on the quarter chosen, the table will look like:



3. Both players, starting with the Attacker, place one Objective in their own table half, at least 16"/40cm from their Deployment Area, at least 4"/10cm from the short center line, and at least 8"/20cm from all table edges.
4. Both players, again starting with the Attacker, place one Objective in their opponent's table half with the same constraints.
5. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

DEPLOYMENT

1. Both players select up to 15% of their force to deploy as their Scouting Force using the rules on the next page.
2. Both players select their Vanguard Force using the rules on the next page so that their Scouting and Vanguard Forces are no more than 50% of their force. The Vanguard Force will arrive within 16"/40cm of the player's corner.
3. The rest of each player's force is their Main Force. The Main Force will arrive within 16"/40cm of their corner.
4. Both players, starting with the Attacker, take turns at placing Units from their Scouting Force in their Deployment Area until all are deployed.
5. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. As the game is a Meeting Engagement, the player who has the first turn will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on that turn.

Note the players' Vanguard Forces arrive on their third turns, and their Main Forces arrive on their fifth turns.

WINNING THE GAME

Players score Victory Points by having Teams (not Gone to Ground or Dashing) within 4"/10cm of Objectives in the opponent's table half at the end of their turn. The game ends when a player reaches eight Victory Points, or the combined total of both players' Victory Points reaches nine or more.

- The player with the most Victory Points wins.

VANGUARD SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

MAIN FORCE (BOTH PLAYERS)

A player may not have more than 50% of the agreed points total for the game in their Scouting and Vanguard Forces. The remainder must be held in the Main Force.

The Main Force will arrive from Reserve on turn 5.

SCOUTING FORCE (BOTH PLAYERS)

A player may not deploy more than 15% of the agreed points total for the game on the table.

This force may only include Battle Tank Units if there are only Battle Tank or Aircraft Units left in the rest of the force. If their only Units that are not Battle Tank or Aircraft Units cost more than 15% of the agreed points, they may include any type of Units in their Scouting Force.

A Battle Tank Unit is one with Front Armour of 4 or more. Regardless of their armour, Observer Teams are never Battle Tank Units.

VANGUARD FORCE (BOTH PLAYERS)

A player may not have more than 50% of the agreed points total for the game in their Scouting Force and Vanguard Force combined.

The Vanguard Force will arrive from Reserve on turn 3.

RESERVES ARRIVE

Reserves move on from a table edge within 16"/40cm of the player's corner at the start of their Movement Step. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

RANDOM TIME OF DAY

At the start of the game, the Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

RANDOM TIME OF DAY	
DIE ROLL	MISSION
1 or 2	Dawn
3 or 4	Daylight
5 or 6	Dusk

CUMULATIVE VICTORY POINTS

The normal rules for taking and holding Objectives do not apply in this mission.

A player gains a Victory Point for each Objective in the opponent's table half that has one or more of their Teams within 4"/10cm at the end of each of their own turns. **It does not matter if there are enemy Teams within 4"/10cm of the Objective, you still score the Victory Point.**

Ignore any Teams that are Gone to Ground or moved at Dash Speed, Bailed Out Tank teams, Aircraft, Transports, and Independent Teams when determining Victory Points.

The game continues until either:

- a player reaches eight Victory Points, or
- the combined total of both players' Victory Points reaches nine or more.

At the end of the game, the player with the most Victory Points wins.

If a player has no Formation in Good Spirits (other than an Allied Formation) they lose the game. Their opponent gains enough Victory Points to bring the combined total of both players Victory Points to nine, to a maximum of eight Victory Points for the winning player.