

WORLD WAR III

TEAM YANKEE



MISSIONS

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The army always has a plan, and your formation has a mission as part of that plan. While you can just stick your forces on the table and fight until one side is completely destroyed, missions and scenarios add a whole new level to the game as players struggle to take or defend specific objectives or achieve goals vital to their war effort.

SELECTING A MISSION

Your first mission should be Annihilation (see page 87) as it is a simple mission that pits one player against the other in a fight to the death. This mission is ideal for smaller forces.

Once you've played Annihilation a few times, try Free for All (page 87), which adds Objectives (page 84) to the mission to bring in new stratagems to defeat your opponent with. After that play Dust Up (page 88) to add Reserves (page 86) and a new battlefield layout to your games.

When you've got the hang of these missions, you and your opponent can either choose a mission, or one player can roll on the Random Mission Table to select one of the six easiest-to-play missions.

RANDOM MISSION TABLE

DIE ROLL	MISSION
1	Annihilation
2	Free for All
3	Dust Up
4	Encounter
5	Counterattack
6	Contact

MORE MISSIONS

Once you've gained some experience with the first six missions, there are four more: Breakthrough, No Retreat, Rearguard, and Bridgehead for you to try. These missions introduce new twists to your battles with ambushes, minefields, and strategic withdrawals. Battle Plans is a good way of selecting one of the full range of missions to play.

SCENARIOS

As well as playing free-form missions, you can play specific scenarios that are set up to provide interesting challenges for both players, either from our other books, our website: www.Team-Yankee.com, from your own imagination, or inspired by historical events in other wars. If one force is much stronger than the other, you can include some additional difficulty for the stronger force to make the game fun for both players. Linking your scenarios into a campaign extends the story across multiple games.

MORE WAYS TO PLAY

Be sure to visit the website: www.Team-Yankee.com for loads more exciting ways to play *Team Yankee*.

The website has downloads giving you more missions, scenarios and campaigns, along with different ways to choose the mission to play, expanded rules for fighting in the dark or at dusk, and much, much more.

You'll also find information on organising your own escalation campaigns, leagues, tournaments, and other forms of organised play, along with download packs to get you started.

On top of this, there's loads of information on the units, battles, and history of the period!

VICTORY POINTS TABLE

WINNER'S LOSSES	RESULT	WINNER'S VICTORY POINTS	LOSER'S VICTORY POINTS
0 or 1 Unit	Stunning Victory	8	1
2 Units	Major Victory	7	2
3 or more Units	Minor Victory	6	3

WHO ATTACKS

The Battle Plans (page 95) specify which player attacks, or instructs the players to roll to see who attacks. In this case, both players to roll a die. The highest-scoring player is the Attacker.

If you are not using Battle Plans, you can either roll to see who attacks (particularly suited to Meeting Engagements like Annihilation, Free for All, Encounter, and Dust Up), or have the player with more infantry formations defend. (useful for missions with a distinct attacker and defender like Hasty Attack, Counterattack, and No Retreat).

DEPLOYMENT

Each mission explains how both sides forces are deployed. Units can be held in Reserve, held in Ambush, or placed on the table.

PLACING UNITS IN COMMAND

You must place all of a Unit's Teams so that they are In Command (page 31).

ATTACHMENTS

A Transport or Infantry Unit Attachment deploys at the same time, but separately from its core Unit. They may be placed together or separately. The Passengers may be Mounted or Dismounted.

LEFT OUT OF BATTLE

At the start of the game you may elect to leave Units that you do not think will contribute, but do not want to lose, out of the battle. A Unit that is left out of battle takes no part in the game and is ignored for all purposes.

NO LEAVING THE TABLE

Once a Unit is placed on the table or arrives from Reserve, it cannot move off the table.

START IN FOXHOLES & GONE TO GROUND

All Infantry Teams start the game in Foxholes, giving them Concealment and Bulletproof Cover.

All Teams start the game Gone to Ground.

WHO HAS THE FIRST TURN

The Attacker has the first turn, except in Meeting Engagements where both players roll a die after setting up, with the higher rolling player having the first turn.

WINNING THE GAME

The goal in most missions is to take or hold Objectives. If a player has no Formations (other than Allied Formations) in Good Spirits (page 65), although they may have Support Units left, their force flees the battlefield and the enemy wins. In missions with Objectives, this leaves all of the Objectives in the hands of the enemy.

VICTORY POINTS

Refer to the Winning the Game section of the mission briefing to figure out who won. To determine the extent of the victory, count the number of Units from the Winner's Force that were 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.

Look up the number of Units from the Winner's Force that were Destroyed on the Victory Points Table to see how many Victory Points each side gains.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *Team Yankee*. If neither player won, both players look up the number of Surviving Units the enemy force has as though their opponent was the winner and use the Loser's Points column to determine their own Victory Points.

OBJECTIVES

Objectives are markers to indicate the importance of this point to the combatants. They are a standard large base (2½"/63mm wide by 2"/50mm deep), either marked with a symbol representing your or your opponent's army or with a small diorama modelled on it.

Objectives are not Terrain, regardless of what is modelled on the base, and do not hinder movement or provide Concealment or Bulletproof Cover, nor do they block Line of Sight.

PLACING OBJECTIVES

You must place an Objective where it will sit flat (or relatively flat) on the table or a piece of terrain where it is accessible to the enemy. You may not lean it up against a hedge or a cliff for instance, nor place it in the middle of an Impassable lake.

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 prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

MODELLING OBJECTIVES

While you can use a spare large base as an objective marker, it is a lot more fun to do a little modelling and stick a broken-down tank or stack of supplies on the base and create a mini diorama like this abandoned M113 below.

Alternatively, you could pick up a set of *World War III: Team Yankee* Token and Objective that are themed to your army from our website, www.Team-Yankee.com.



OBJECTIVES

Teams Hold an Objective if they are within 4"/10cm at the start of their turn and there are no enemy Teams within 4"/10cm of it at the end of the turn.

Bailed Out Tanks cannot take or hold Objectives.

Teams can take or hold an Objective while Pinned Down.

Objective

4"/10cm

BATTLE PLANS

The Battle Plans mission selector has players pick a plan that will influence the type of mission they will play. Before the game, the NATO and Warsaw Pact players each secretly pick a battle plan (Attack, Manoeuvre, or Defend).

They then reveal and compare their plans on the Battle Plans table below and roll a die to see what mission to 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: Contact 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: Rearguard
MANOEUVRE	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Contact 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: Contact 4: No Retreat 5: No Retreat 6: Rearguard
DEFEND	Warsaw Pact Player Attacks NATO Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

WHY SELECT ATTACK

When you choose the Attack Battle Plan, you can be fairly sure that 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 with interlocking fields of fire covering selected killing zones without needing to worry about manoeuvring light troops across open ground. This suits infantry forces with a good anti-tank missile 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 chose 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, or to Attack in Daylight.

RANDOM TIME OF DAY

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

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

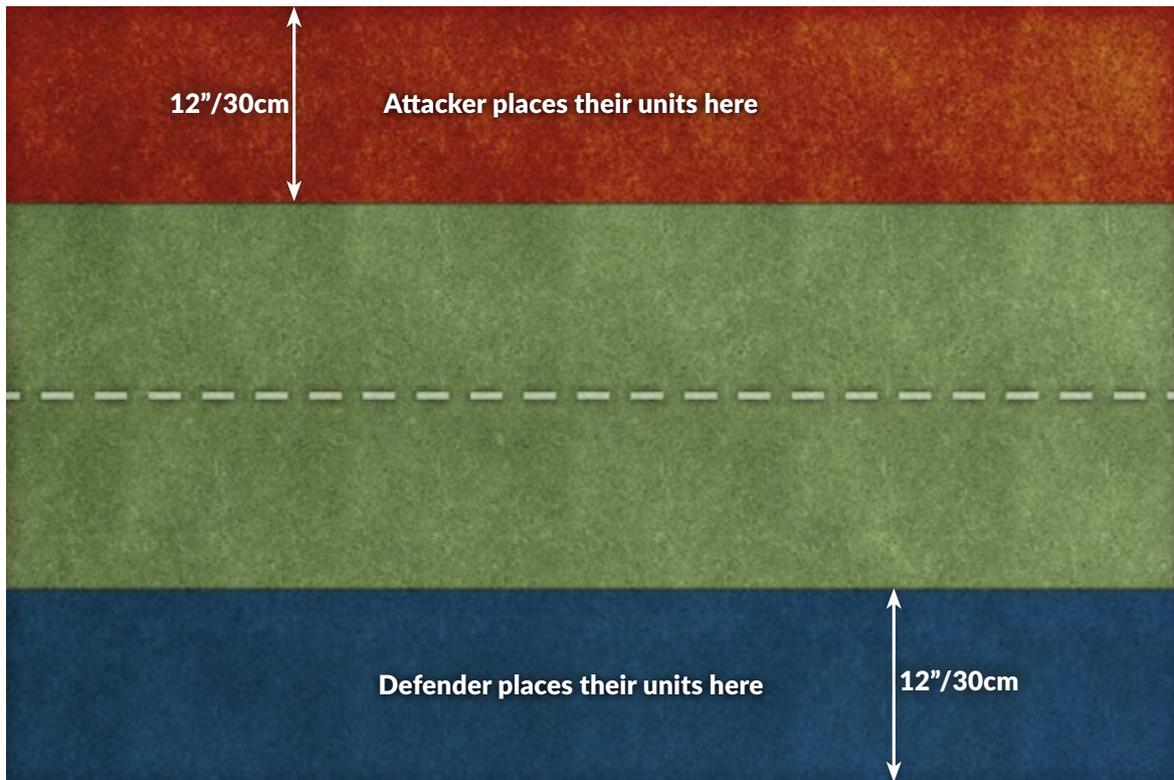
CROSSING MINEFIELDS



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.

ANNIHILATION



Total war means total victory and total annihilation.

SPECIAL RULES

- Meeting Engagement (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.
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.
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.

WINNING THE GAME

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

ANNIHILATION SPECIAL RULES

MEETING ENGAGEMENTS

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 Strike Aircraft cannot arrive and their Helicopters must Loiter Off Table (see page 29) 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 or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

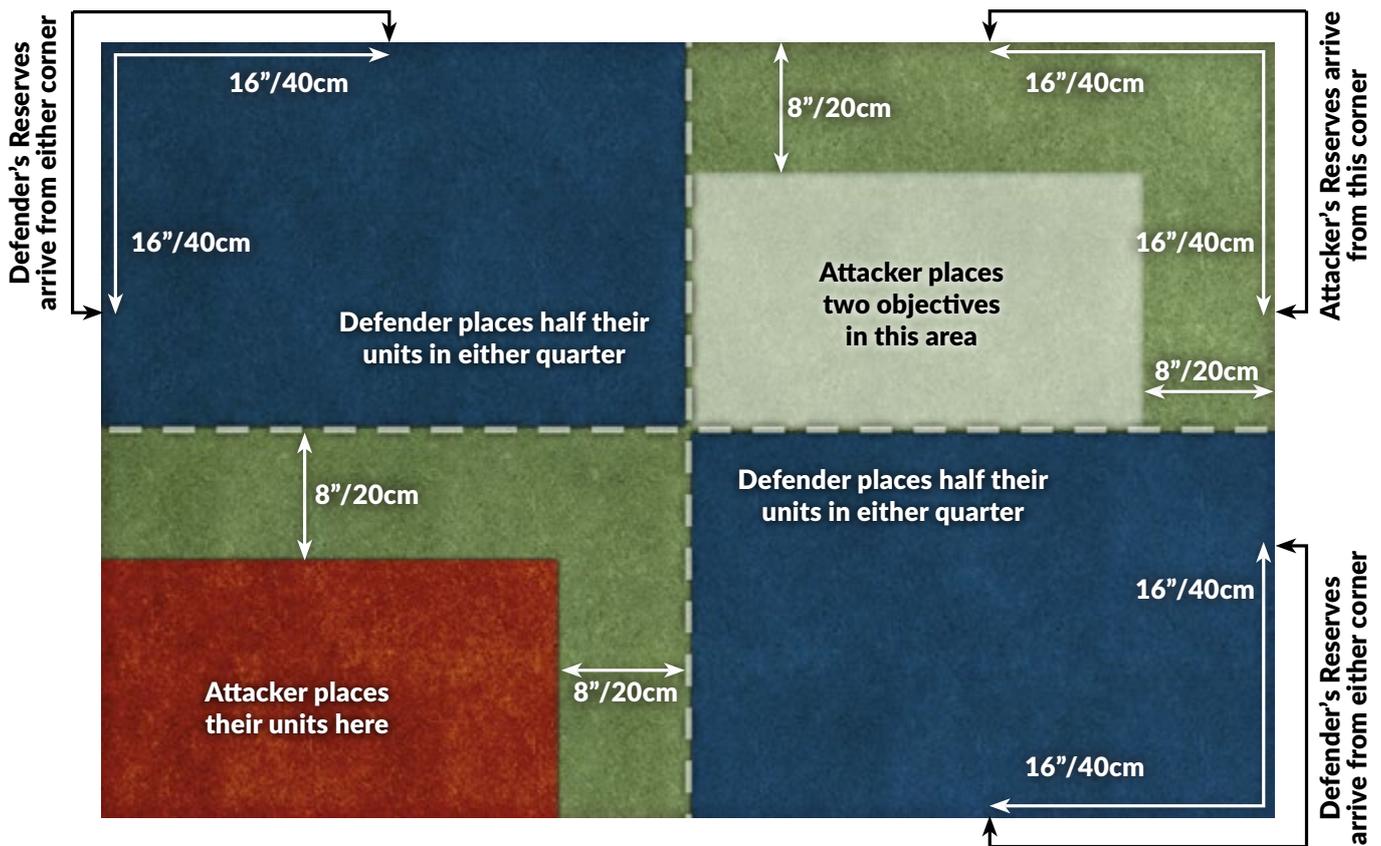
VICTORY POINTS

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 or 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



You have outflanked the enemy. Seize the objectives before they can redeploy to protect them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

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.

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

DEPLOYMENT

1. The Defender places the required part of their force (at least 40%) 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 Flanking 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 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 centrelines.
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 start their turn on or after the sixth turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Immediate Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

FLANKING DELAYED RESERVES

(ATTACKER)

In a mission with Flanking Reserves, you may have a smaller force in Reserve than usual. You must hold at least one Unit in Reserve, but may hold more in Reserve if you wish. These Reserves will arrive on the enemy flank.

For Delayed Reserves use the same rules as Immediate Reserves, except that you do not start rolling for your Reserves until turn three, and then get one die. This increases by one die per turn as normal, so that on turn four you roll two dice, on turn five you roll three dice, and so on.

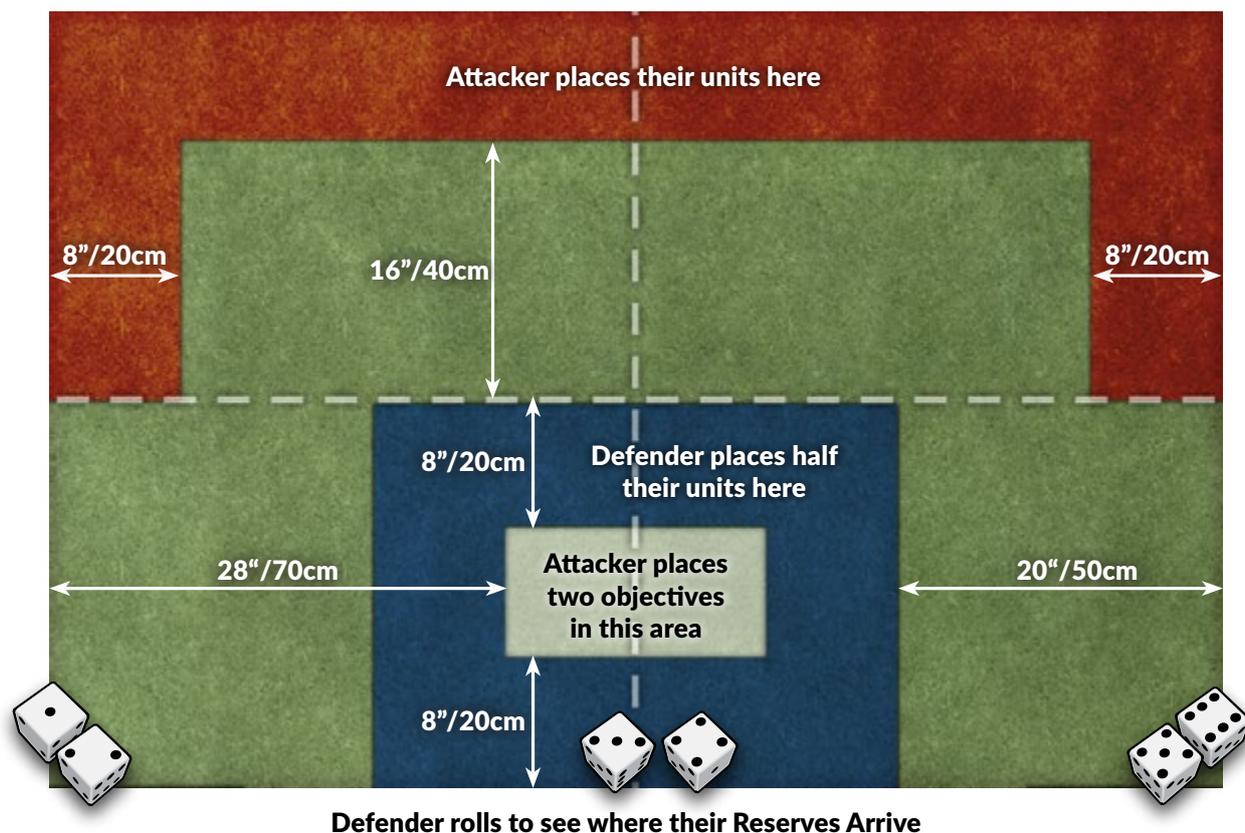
VICTORY POINTS

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 or 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 was the winner and gain Victory Points as the Loser.

BRIDGEHEAD



The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them before their reinforcements arrive.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (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 table 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 Attacker chooses the time of day: Daylight, Dawn, or Dusk.

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

DEPLOYMENT

1. The Defender places the required part of their force (at least 40%) in Deep Scattered Immediate Reserve. The Defender will dice to see where these Units will arrive.
2. Starting with the Defender, the players place Ranged In markers for all of their 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 table 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 start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

You may not deploy more than 60% of the agreed points total for the game on the table. Of these you may only place either one Tank Unit with front armour of 4 or more, or one Aircraft Unit on the table at the start of the game. All remaining Units of these types must be held in Reserve. The remainder must be held in Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

WHERE DO RESERVES ARRIVE

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

If a Unit arrives from Scattered Reserves on a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from Reserves on a corner, it must enter the table within 16"/40cm of the corner.

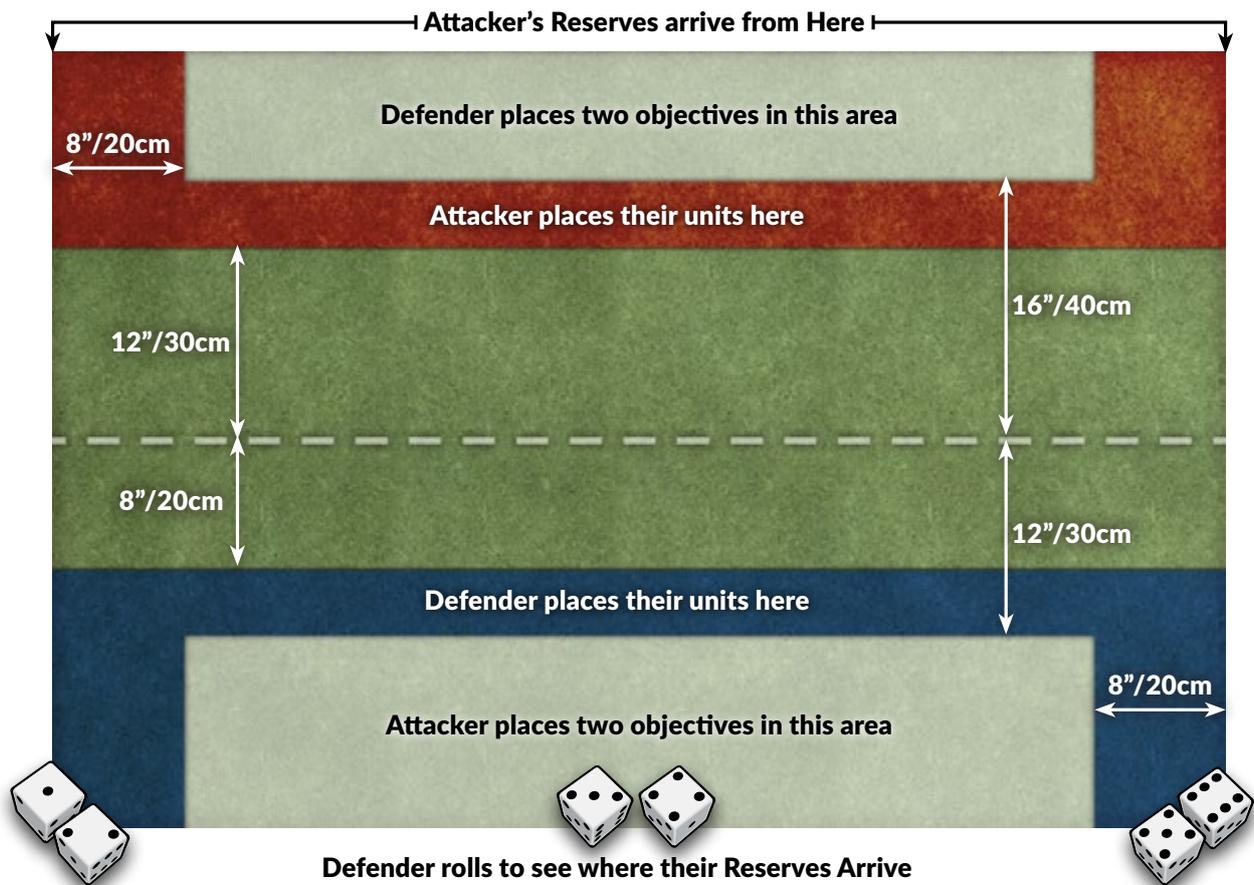
VICTORY POINTS

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 or 1 Units: Winner 8 VP, Loser 1 VP
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- 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 was the winner and gain Victory Points as the Loser.

CONTACT



Your advance has contacted the enemy before their defences are prepared. Attack now and destroy them before they can reinforce.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- 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 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 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 Defender places the required part of their force (at least 40%) in Scattered Delayed Reserve. The player will dice to see where these Units arrive.
2. The Attacker places the required part of their force (at least 40%) in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
3. Starting with the Defender, the players place Ranged In markers for all of their 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 centre line.
6. The Attacker then places their deployed Units in their table half at least 12"/30cm from the 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 start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Immediate Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

SCATTERED DELAYED RESERVES**(DEFENDER)**

Use the same rules as Immediate Reserves, except that you do not start rolling for your Reserves until turn three, and then get one die. This increases by one die per turn as normal, so that on turn four you roll two dice, on turn five you roll three dice, and so on.

WHERE DO RESERVES ARRIVE

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

If a Unit arrives from Scattered Reserves on a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from Reserves on a corner, it must enter the table within 16"/40cm of the corner.

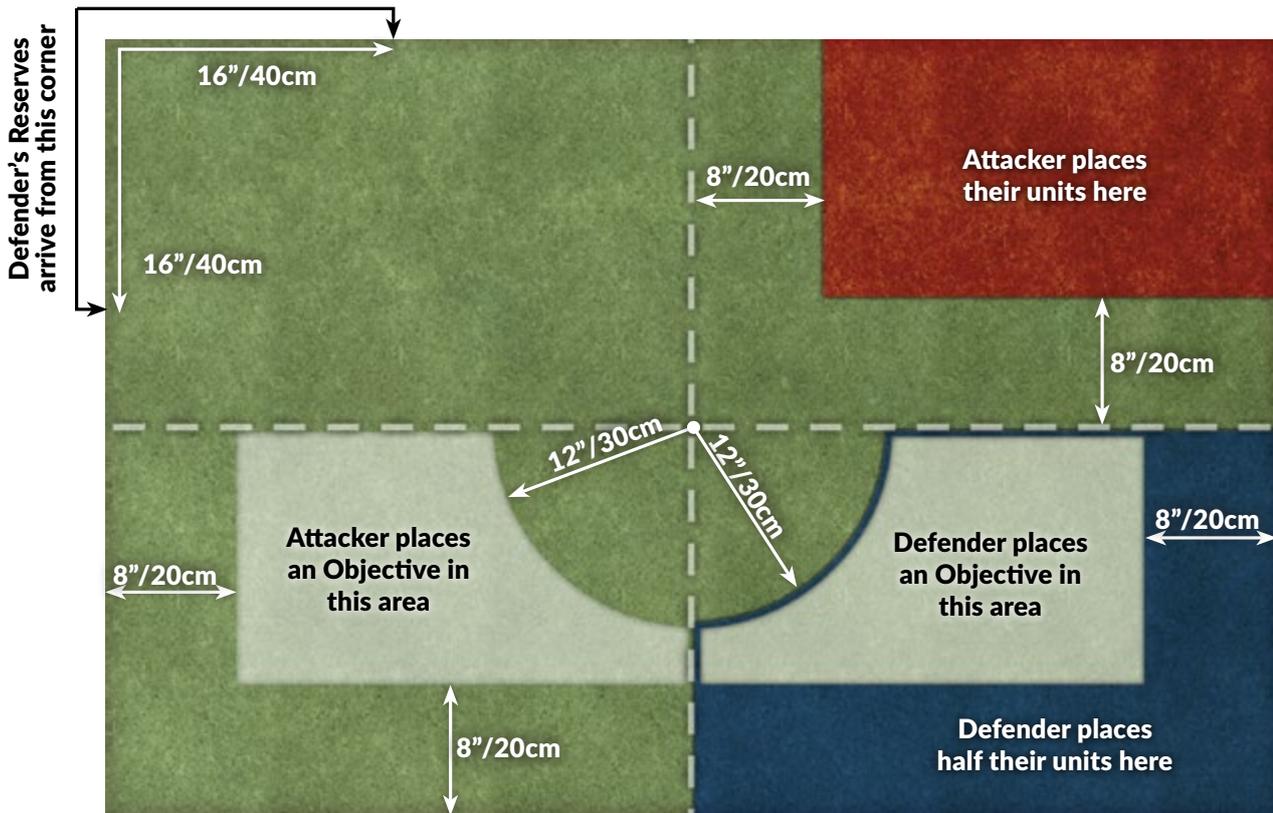
VICTORY POINTS

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 or 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 was the winner and gain Victory Points as the Loser.

COUNTERATTACK



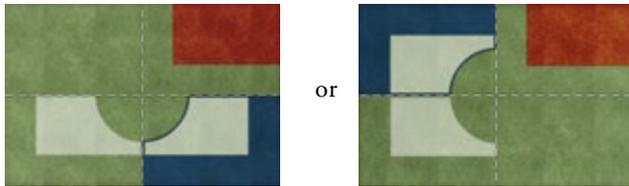
The enemy is cut off and surrounded. Destroy them before the relief force arrives.

SPECIAL RULES

- 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 places the required part of their force (at least 40%) 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 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 centrelines.
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 start their turn on or after the sixth turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

RANDOM TIME OF DAY

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

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Immediate Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

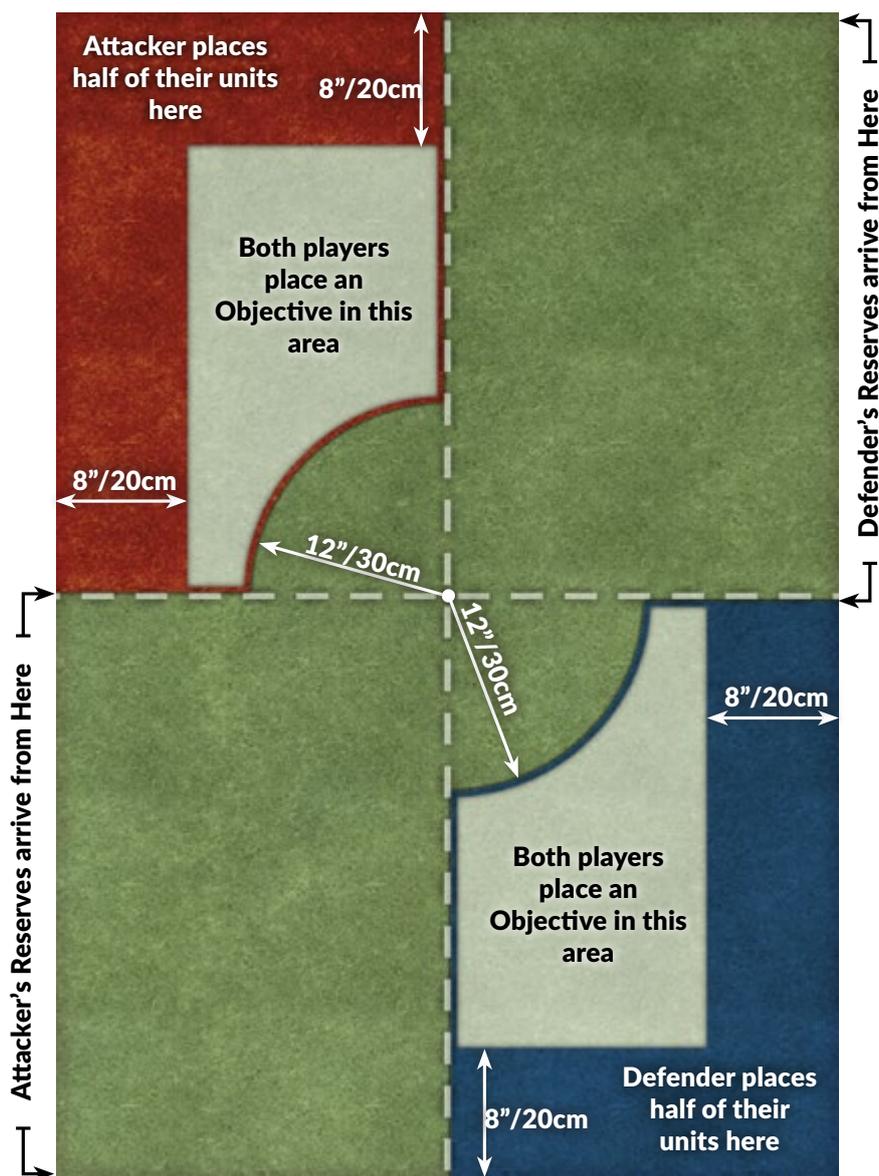
VICTORY POINTS

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 or 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.

DUST UP



The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

- Meeting Engagement (Both Players)
- Delayed Reserves (Both Players)

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.

DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players place the required part of their force (at least 40%) in Delayed Reserve. These Units will arrive from the long table edge adjacent to the player's quarter.
3. 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.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective in the opponent's quarter, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENTS

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 Strike Aircraft cannot arrive and their Helicopters must Loiter Off Table (see page 29) 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 or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

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

DELAYED RESERVES (BOTH PLAYERS)

You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Delayed Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your *third* turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your *fourth* turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your *fourth* turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn *five* you roll three dice, at the start of turn *six* you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

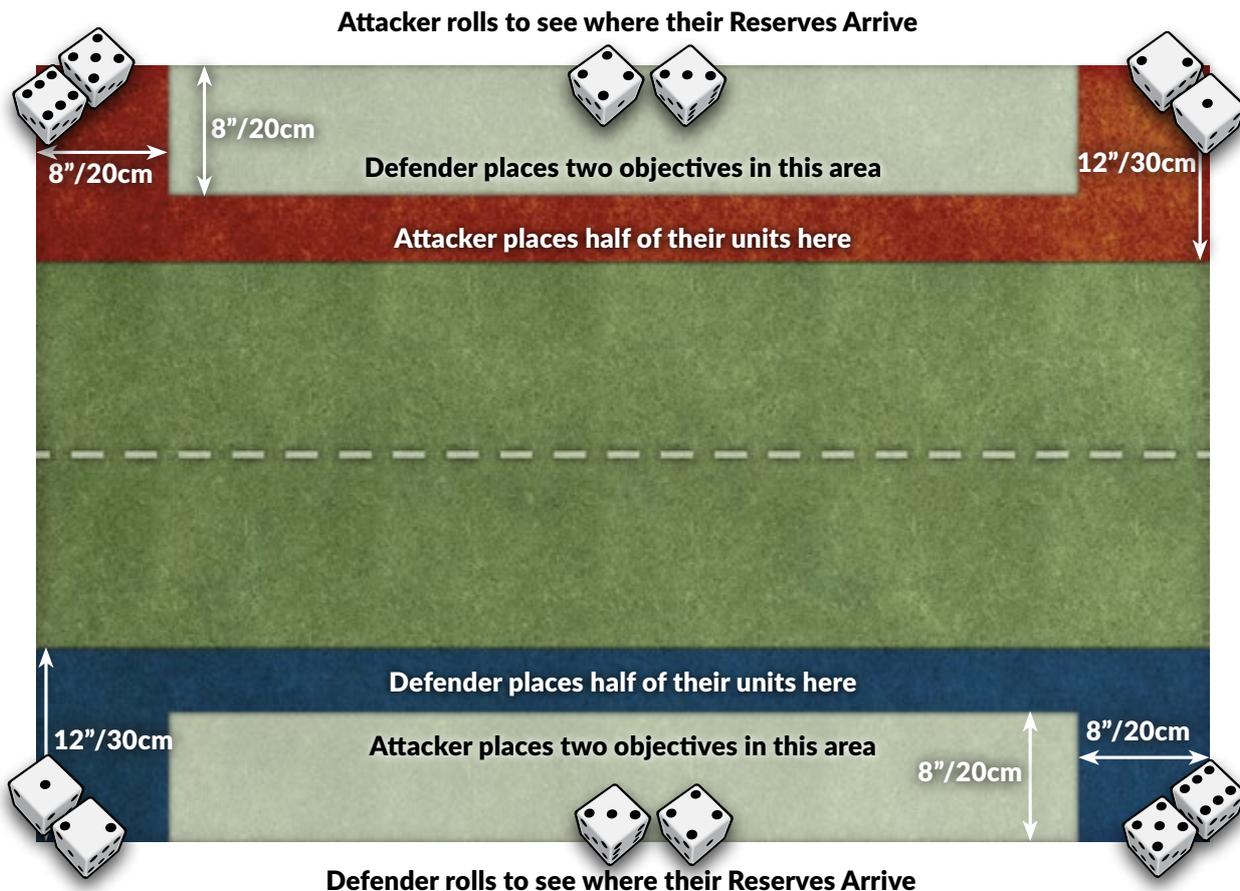
VICTORY POINTS

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 or 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.

ENCOUNTER



Your forces have been scattered in heavy fighting. Gather your forces and defeat the enemy before they do the same.

SPECIAL RULES

- Meeting Engagement (Both Players)
- 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, starting with the Attacker, take turns at placing Ranged In markers for all of their Artillery Units.
2. Both players place the required part of their force (at least 40%) in Scattered Delayed Reserve. The players will dice to see where these Units arrive.
3. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 12"/30cm of their own table edge.
4. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENTS

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 Strike Aircraft cannot arrive and their Helicopters must Loiter Off Table (see page 29) 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 or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

SCATTERED DELAYED RESERVES

(BOTH PLAYERS)

You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Delayed Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your *third* turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your *fourth* turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your *fourth* turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn *five* you roll three dice, at the start of turn *six* you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

WHERE DO RESERVES ARRIVE

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

If a Unit arrives from Scattered Reserves on a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from Reserves on a corner, it must enter the table within 16"/40cm of the corner.

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 or 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 was the winner and gain Victory Points as the Loser.

FREE-FOR-ALL



The breakthrough was successful and the situation is fluid. Find and destroy the enemy.

SPECIAL RULES

- Meeting Engagement (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.
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.

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.
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.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

FREE-FOR-ALL SPECIAL RULES

MEETING ENGAGEMENTS

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 Strike Aircraft cannot arrive and their Helicopters must Loiter Off Table (see page 29) 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 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 or 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 was the winner and gain Victory Points as the Loser.

NO RETREAT



The enemy are on the defensive, smash them before their reserves can arrive and save them.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (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 table 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.

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

DEPLOYMENT

1. The Defender places the required part of their force (at least 40%) 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 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 table 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 start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

You may not deploy more than 60% of the agreed points total for the game on the table. Of these you may only place either one Tank Unit with front armour of 4 or more, or one Aircraft Unit on the table at the start of the game. All remaining Units of these types must be held in Reserve. The remainder must be held in Reserve.

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. 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 your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserves. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

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

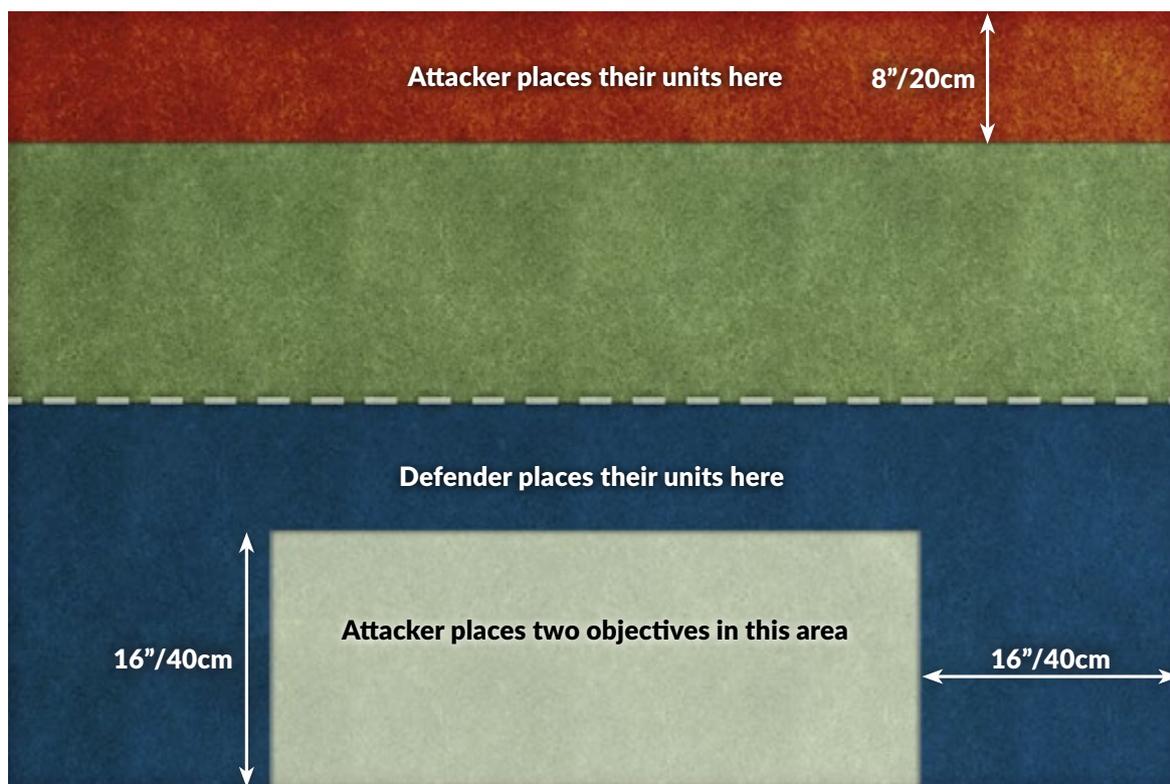
VICTORY POINTS

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 or 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.

REARGUARD



You have the enemy on the run. Don't let them get away.

SPECIAL RULES

- Ambush (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. The Attacker chooses the time of day: Daylight, Dawn, or Dusk.
5. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.

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

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 will remove Units from their force as the game progresses using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective, and end it with no Defending Tank or Infantry teams within 4"/10cm of that Objective.
- Otherwise, the Defender wins at the start of their ninth turn after checking Formation Morale.

AMBUSH (DEFENDER)

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) 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.

Infantry Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (page 29).

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

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

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 battleplans 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