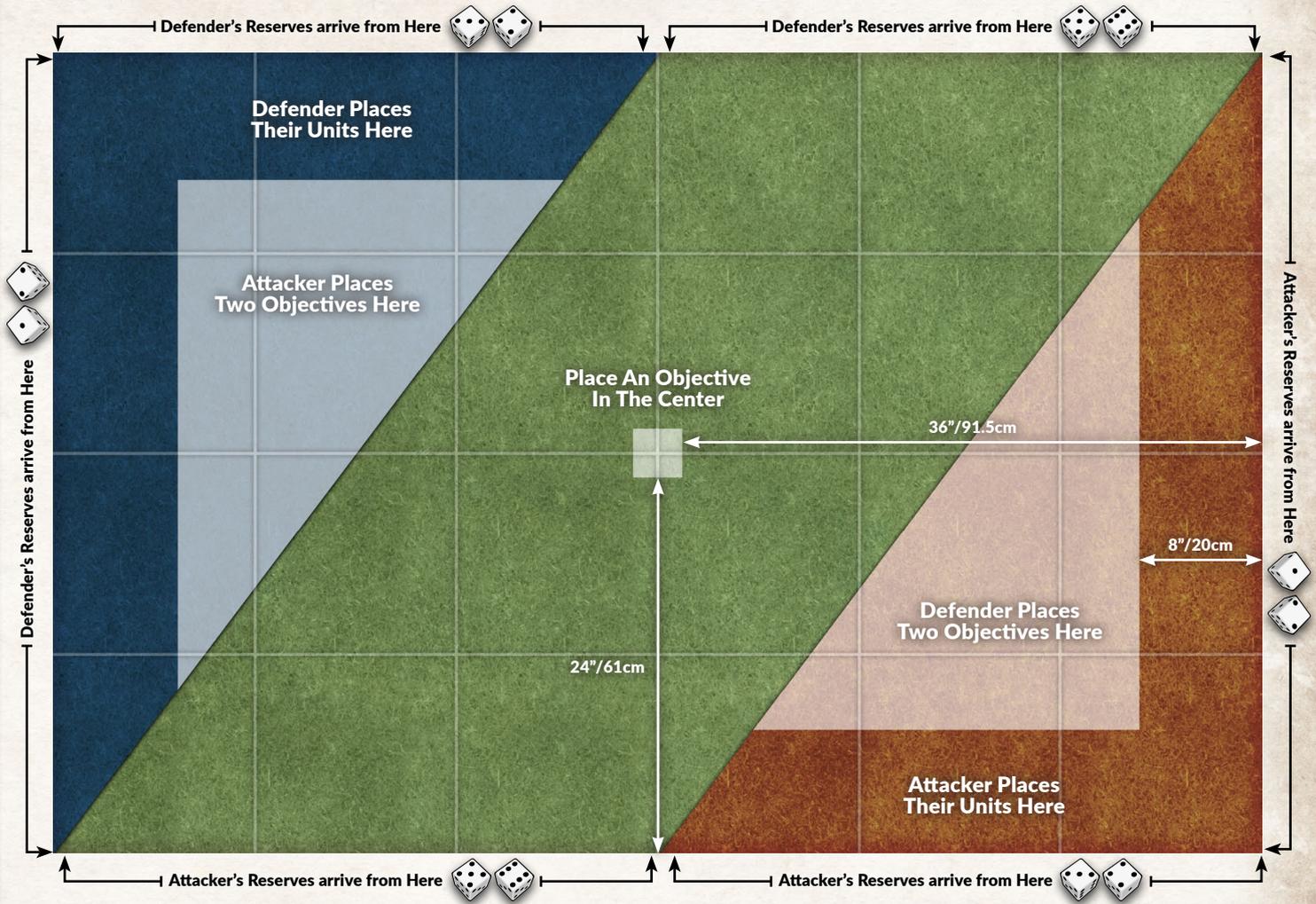


BLACK HAWK DOWN RESCUE



SITUATION

A helicopter with high ranking members and vital intelligence has gone down, we must retrieve it before it falls into enemy hands.

SPECIAL RULES

- Quick Reaction Force – Follow the rules for Meeting Engagement but aircraft can arrive on the first turn
- Immediate Scattered Reserves

SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a table corner to attack from
3. The Defender defends from the opposite table corner
4. Both players, starting with the Attacker, place two objectives in their opponents deployment zone, at least 8"/20cm from the side of the table edges.

DEPLOYMENT

1. The attacker selects up to 60% of their force to deploy and holds the rest in Immediate Scattered Reserve.
2. The defender selects up to 60% of their force to deploy and holds the rest in Immediate Scattered Reserve
3. Starting with the Attacker, players alternate deploying units within their deployment zones.

WHO GOES FIRST

Players each roll a die. The highest scoring player has the first turn.

WINNING THE GAME

A player wins if they start their turn on or after the third turn with a tank or infantry team within 4"/10cm of an objective on their opponent's side of the table or the central Objective and with no opposing Tank, Infantry or Gun teams within 4"/10cm of that Objective.