

# TEAM YANKEE

WORLD WAR III



**MORE MISSIONS**



# MISSIONS

"The 1<sup>st</sup> Brigade would be hard pressed to hold another attack," the S-3 informed Bannon in a workman like manner. "Intelligence indicates that the Soviet forces in front of 1<sup>st</sup> Brigade had lost heavily and are no longer able to attack. A second echelon division, the 28<sup>th</sup> Guards Tank Division, is moving up and is expected to be in position to attack not later than dawn tomorrow. The Air Force has been pounding the 28<sup>th</sup> Guards throughout the day, but hasn't slowed it. We have the mission of attacking into the flank of the 28<sup>th</sup> Guards Division as soon as they were fully committed in the attack. Task Force 3<sup>rd</sup> of the 78<sup>th</sup> will pull out of the line on order, moving north, and spearhead the attack. Team Yankee will be in the lead."

Here's three new missions for *Team Yankee*, with extended rules for different times of day, and a new way of selecting your missions if you want to try something different.

All nine missions, the three new ones and the six from the rulebook, are presented in a handy two-page format with the map and set up on one side and all of the mission-specific

rules on the other. If you print a mission double-sided, all the rules you need will be on one handy sheet of paper.

If you choose to use the mission selector, you and your opponent pick a plan, then compare the plans to find the mission you will play, and who will attack and who will defend.

## SELECTING YOUR MISSION

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

- You and your opponent can pick a mission that suits your forces and the terrain.
- You can roll a die to determine the mission type, and then roll again to select the mission, or
- You can pick battle plans and use the mission selector below to determine the mission type, and then roll again to select the mission.

### 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.

There are nine missions:

- Breakthrough
- Bridgehead
- Counterattack
- Dust Up
- Encounter
- Fighting Withdrawal
- Free for All
- Hasty Attack
- No Retreat

### RANDOM MISSION

If you want a quick way of picking a mission, roll up a random mission.

#### 1. ROLL A DIE

If you choose to roll dice to select a mission, first roll to determine the mission type.

MISSION TYPE	
DIE ROLL	MISSION TYPE
1 or 2	Meeting Engagement
3 or 4	Mobile Battle
5 or 6	Defensive Battle

#### 2. SELECT THE MISSION

Having determined the type of mission, roll a die and look up the appropriate mission type table to determine the actual mission to play.

MEETING ENGAGEMENTS	
DIE ROLL	MISSION
1 or 2	Dust Up
3 or 4	Encounter
5 or 6	Free for All

MOBILE BATTLES	
DIE ROLL	MISSION
1 or 2	Breakthrough
3 or 4	Counterattack
5 or 6	Hasty Attack

DEFENSIVE BATTLES	
DIE ROLL	MISSION
1 or 2	Bridgehead
3 or 4	Fighting Withdrawal
5 or 6	No Retreat

#### ALEX AND CHRIS SELECT A MISSION

Alex and Chris want to quickly select a mission. Alex rolls a die scoring a 2. Checking the Mission Type Table, he sees that the mission type is Meeting Engagement. Chris then rolls a die to see which mission they will play. A score of 2 cross referenced on the Meeting Engagement Table gives the *Dust Up* mission.



## BATTLE PLANS

For an additional challenge, you can use the Battle Plans mission selector to choose your mission.

### 1. PICK YOUR BATTLE PLANS

You and your opponent each pick battle plans appropriate to your force and style of play. Your battle plan can be:

- Prepared Attack,
- Hasty Attack, or
- Defend.

Then, look up the Battle Plans Table to determine the type of mission and who will attack.

### 2. SELECT THE MISSION

Having determined the type of mission, roll a die and look up the appropriate mission type table on the previous page to determine the actual mission to play.

#### BOB AND DYLAN SELECT A MISSION

Bob and Dylan have selected their forces and want to play a mission. Bob has an assault oriented force with heavy artillery support, so chooses *Prepared Attack* as his battle plan. Dylan is more comfortable with a fluid battle plan, so chooses *Hasty Attack*.

Bob cross references *Prepared Attack* with *Hasty Attack* on the Battle Plan Table to see that he will attack in a *Mobile Battle*.

Dylan then rolls a die to see which specific mission they will play. A score of 3 cross referenced on the Mobile Battle Table gives them the *Counterattack* mission.

## BATTLE PLANS

PLAYER'S PLAN	OPPONENT'S PLAN		
	Prepared Attack	Hasty Attack	Defend
Prepared Attack	Meeting Engagement	Attack in Mobile Battle	Attack in Defensive Battle
Hasty Attack	Defend in Mobile Battle	Meeting Engagement	Attack in Mobile Battle
Defend	Defend in Defensive Battle	Defend in Mobile Battle	Meeting Engagement

#### WHY SELECT PREPARED ATTACK

When you choose the Prepared 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 HASTY ATTACK

A Hasty Attack 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.







## TIME-OF-DAY

The rulebook only has two times of day, Day or Night. The following rules expand this to encompass four times of day: Dawn, Daylight, Dusk, and Darkness.

### DAWN

In a mission being played at Dawn, the game starts in Darkness, with the Night Fighting rules in effect.

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

- 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 mission being played in Daylight, the Night Fighting rules on page 66 are not used.

### DUSK

In a mission 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+.

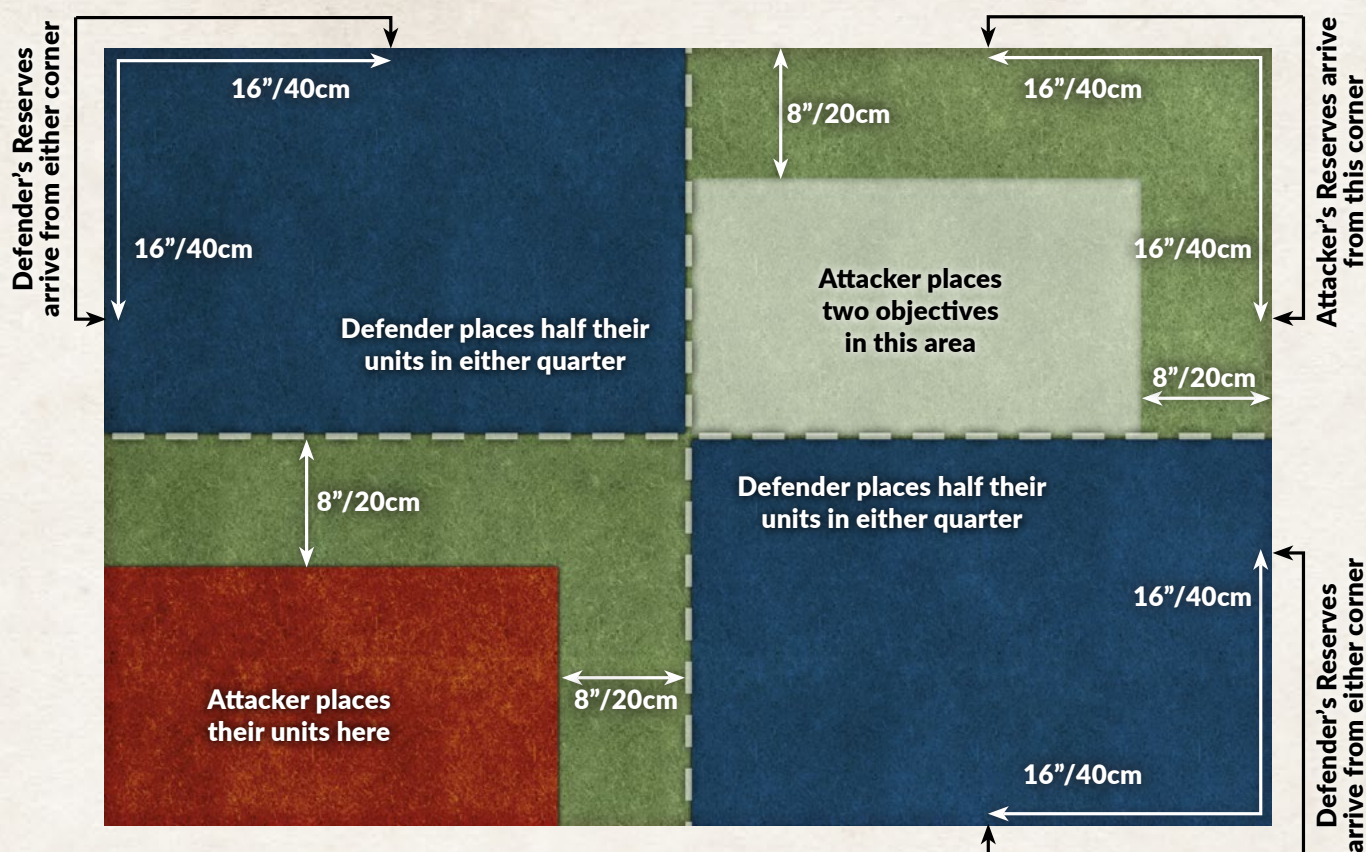
### DARKNESS

In a mission played in Darkness, the Night Fighting rules are used for the entire game.





# 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	Dusk
6	Darkness

## DEPLOYMENT

1. The Defender places at least half of their Units in Immediate Reserve. Their Reserves will arrive within 16"/40cm of either of their table corners.
2. The Defender may hold an additional Unit in Ambush.
3. The Defender then places their remaining Units in their table quarters, allocating them between the quarters as they wish.
4. The Attacker places at least one and up to half of their Units in Delayed Reserve. Their Reserves will arrive within 16"/40cm of the Objective table corner.
5. The Attacker then places their remaining 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 a turn on or after the sixth turn Holding one of the Objectives.
- The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 16"/40cm of an Objective.



## 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 Foxhole 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 must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

## 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 Attacker'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 and up to half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Attacker doesn't count HQ Units, Independent Teams, or Attachments. The Attacker may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

## ROLL FOR RESERVES

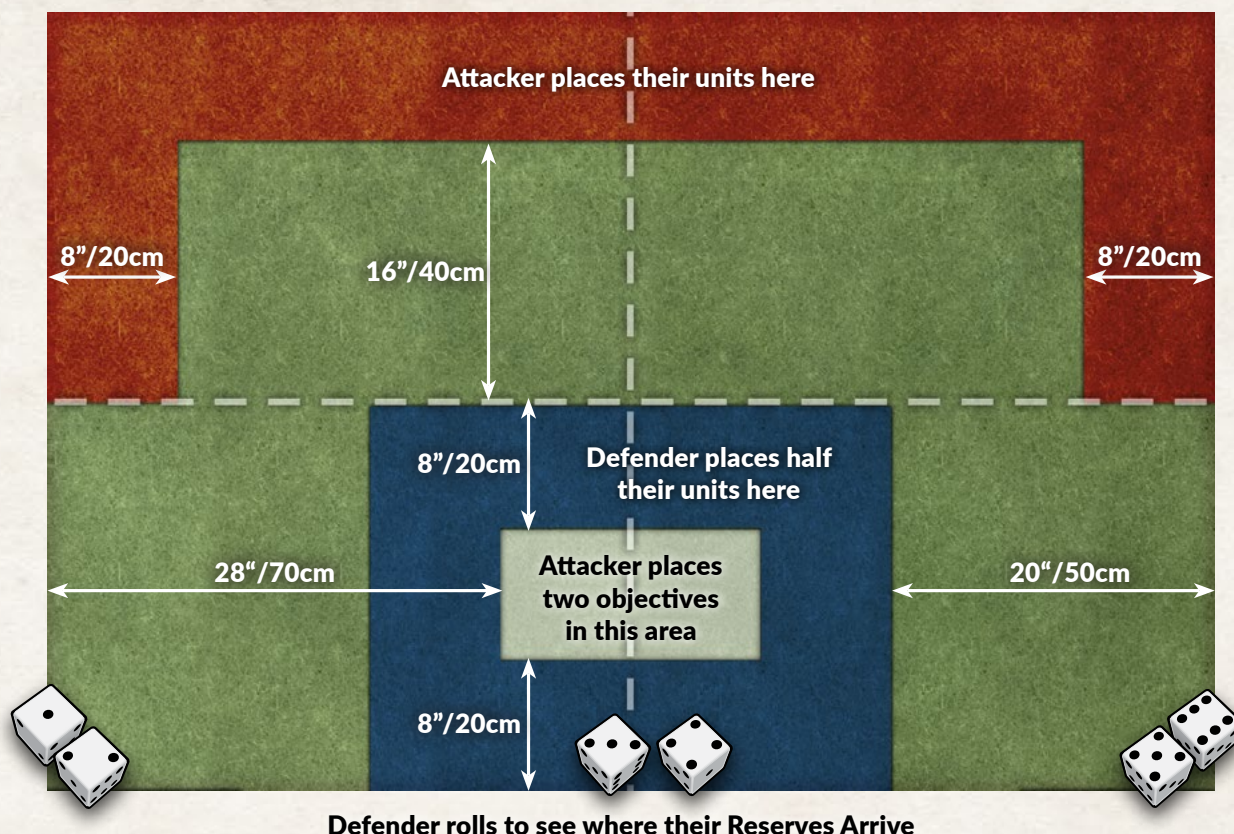
At the start of the Attacker's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner opposite the Attacker's deployment area at the start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



# BRIDGEHEAD



Defender rolls to see where their Reserves Arrive

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 in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Darkness, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender places at least half of their Units in Deep Scattered Immediate Reserve. The Defender will dice to see where these Units will arrive.
2. The Defender may hold an additional Unit in Ambush.
3. They then place their remaining Units in their table half at least 20"/50cm from the side table edges.
4. 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.
5. 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 a turn Holding one of the Objectives.
- The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 16"/40cm of an Objective.



## 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 Foxhole 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 must hold at least half of their Units in Reserve. No more than one Tank Unit with Front armour greater than 4 or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

## 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.

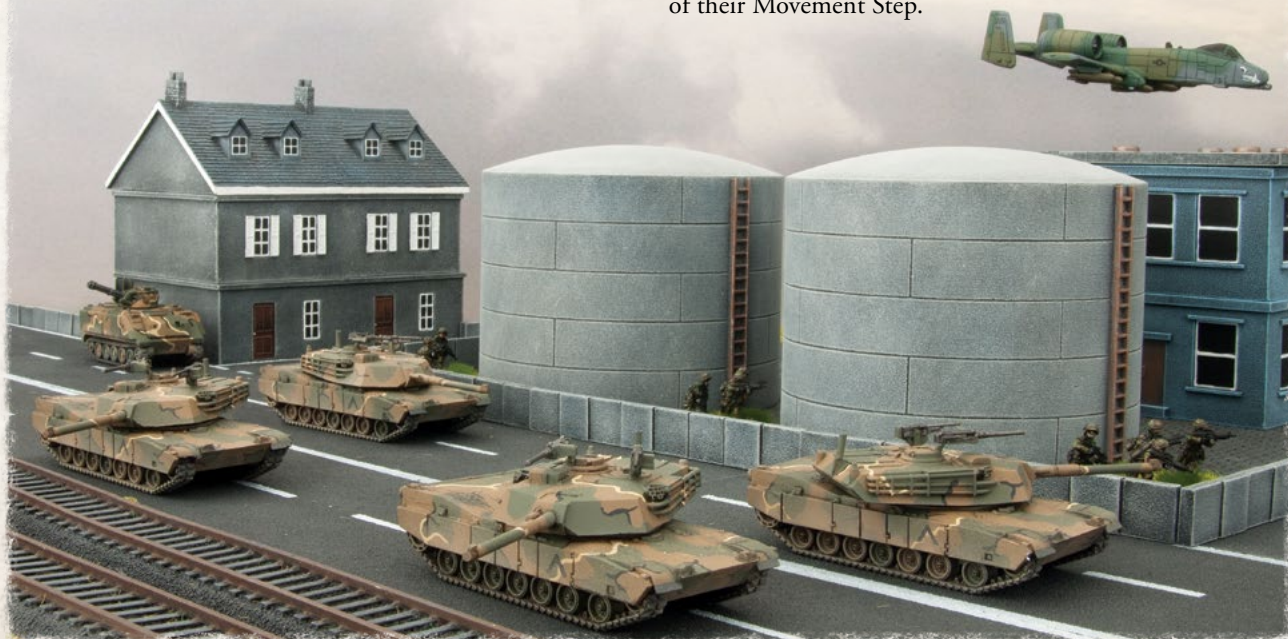
At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of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

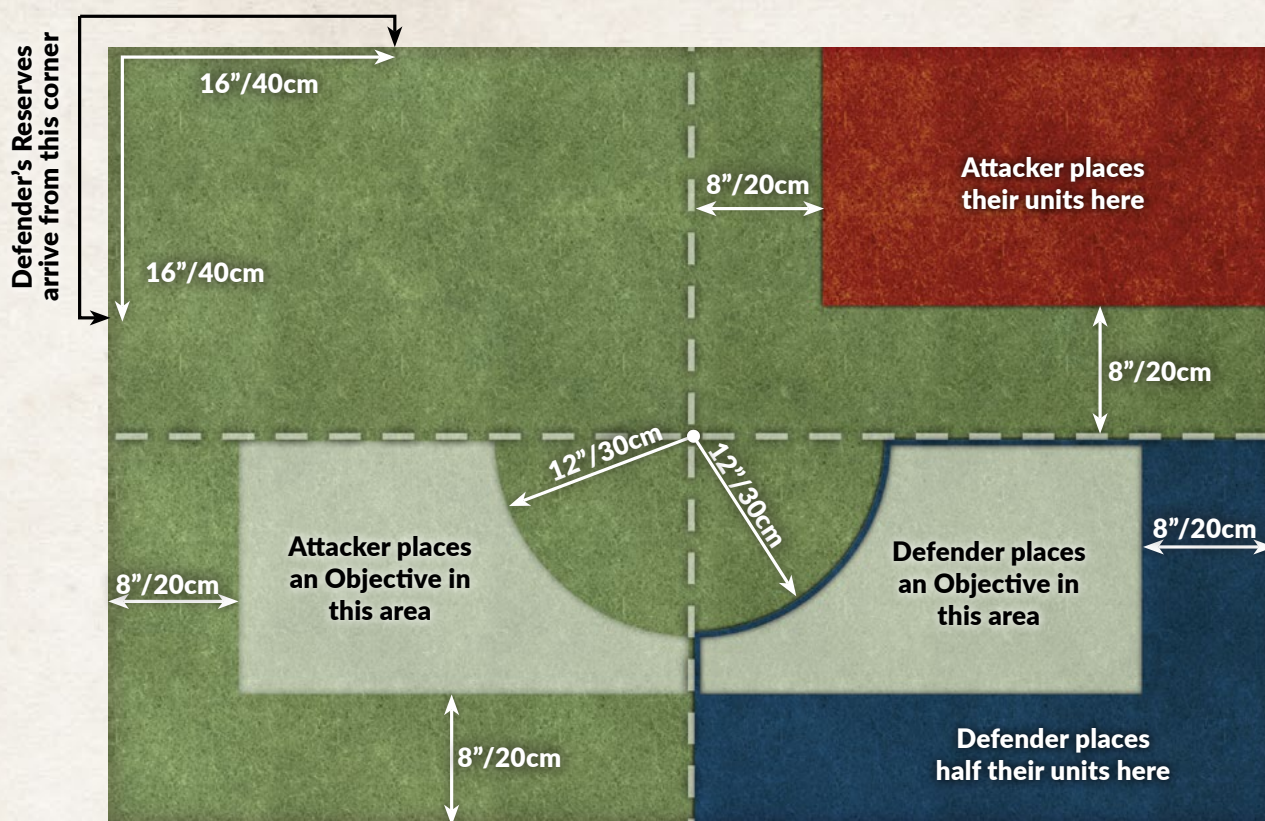
When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

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.





# 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. The Attacker picks an adjacent table quarter to attack from.
2. The Defender places one Objective in their table quarter.
3. The Attacker places one Objective in the quarter opposite to their own.
4. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.
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	Dawn
2, 3 or 4	Daylight
5	Dusk
6	Darkness

## DEPLOYMENT

1. The Defender places at least half of their Units in Immediate Reserve. Their Reserves will arrive within 16"/40cm of the opposite corner from their quarter.
2. The Defender may hold an additional Unit in Ambush.
3. They then place their remaining Units in their quarter at least 12"/30cm from the table centre.
4. The Attacker places all of their Units in their table quarter at least 8"/20cm from both centrelines.
5. 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 a turn on or after the sixth turn Holding one of the Objectives.
- The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 16"/40cm of an Objective.



## 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 Foxhole 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 must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

### 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.

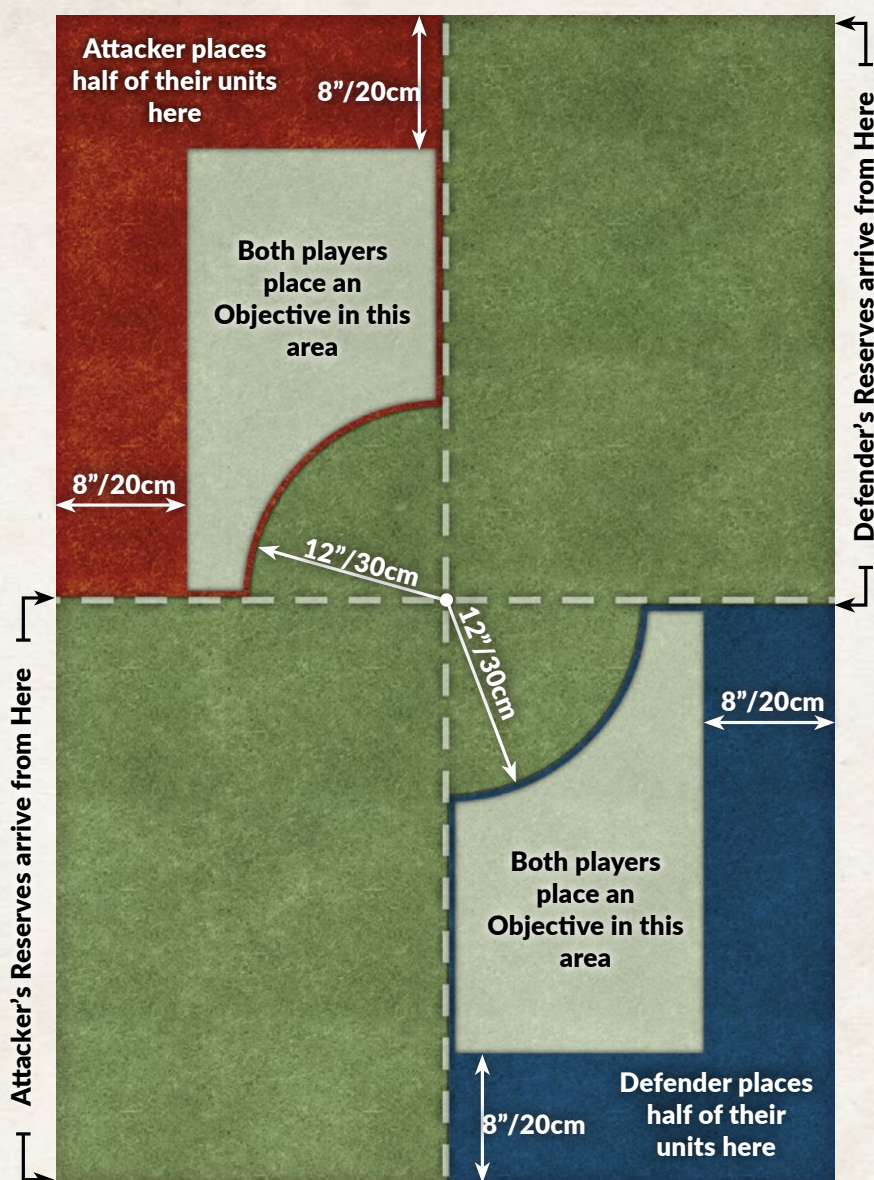
At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of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





# DUST-UP



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

## SPECIAL RULES

- Meeting Engagement (First Turn)
- 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, place at least half of their Units in Delayed Reserve. These Units 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 their remaining Units in their own quarters, at least 12"/30cm from the table centre.

## 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 a turn Holding one of the Objectives in the opponent's quarter.



## DUST UP SPECIAL RULES

### MEETING ENGAGEMENTS

In a Meeting Engagement, 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 must Loiter Off Table (see page 30 of the rulebook) 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.

#### RANDOM TIME OF DAY

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

### DELAYED RESERVES (BOTH PLAYERS)

Each player must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the player doesn't count HQ Units, Independent Teams, or Attachments. A player may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

#### 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.

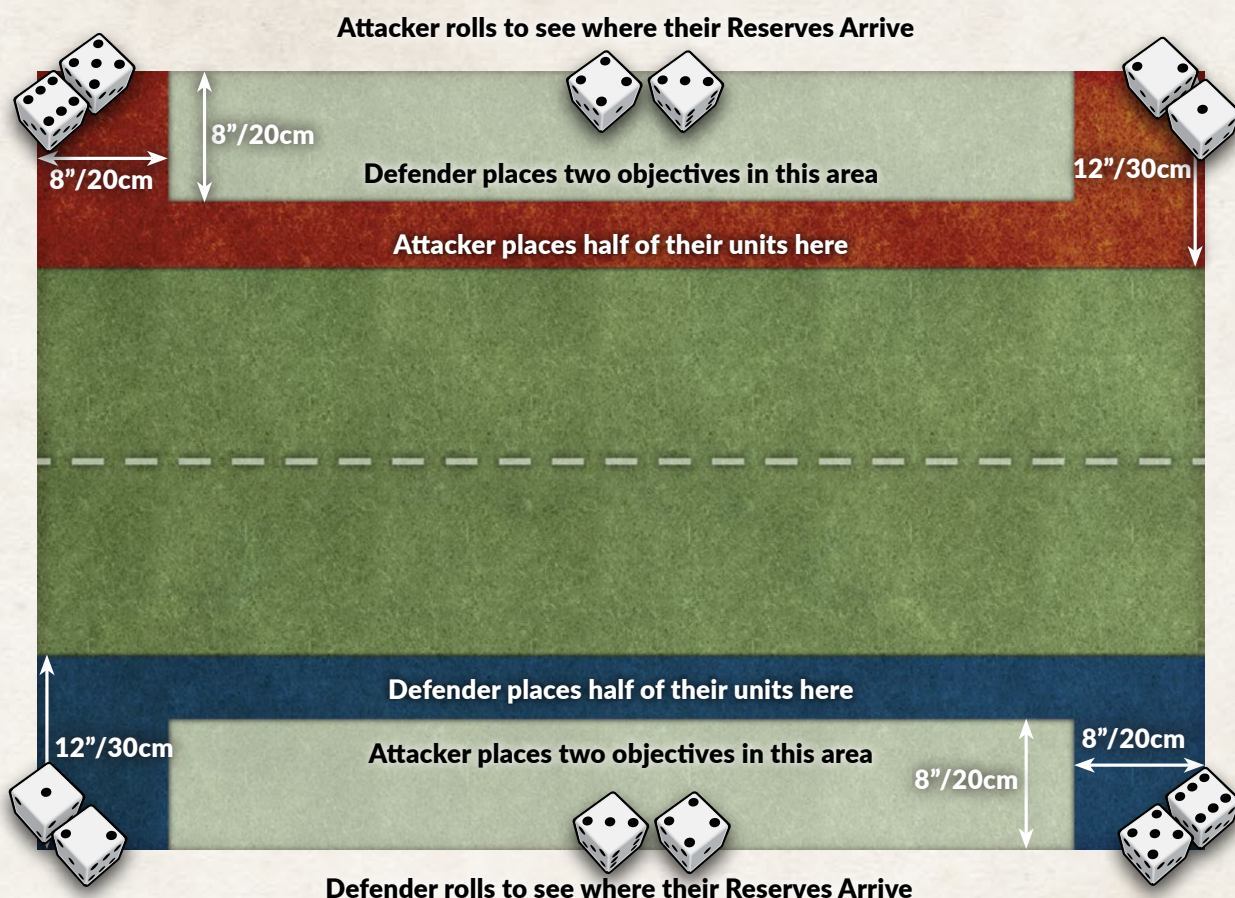
At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn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





# 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 (First Turn)
- 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	Dawn
2, 3 or 4	Daylight
5	Dusk
6	Darkness

## DEPLOYMENT

1. Both players, starting with the Attacker, place at least half of their Units in Scattered Delayed Reserve. The players will dice to see where these Units arrive.
2. Both players, starting with the Attacker, then take turns at placing their remaining Units within 12"/30cm of their own table edge.

## 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 a turn Holding one of the Objectives that they placed on the opponent's side of the table.



## MEETING ENGAGEMENTS

In a Meeting Engagement, 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 must Loiter Off Table (see page 30 of the rulebook) 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)

Each player must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the player doesn't count HQ Units, Independent Teams, or Attachments. A player may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

## 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

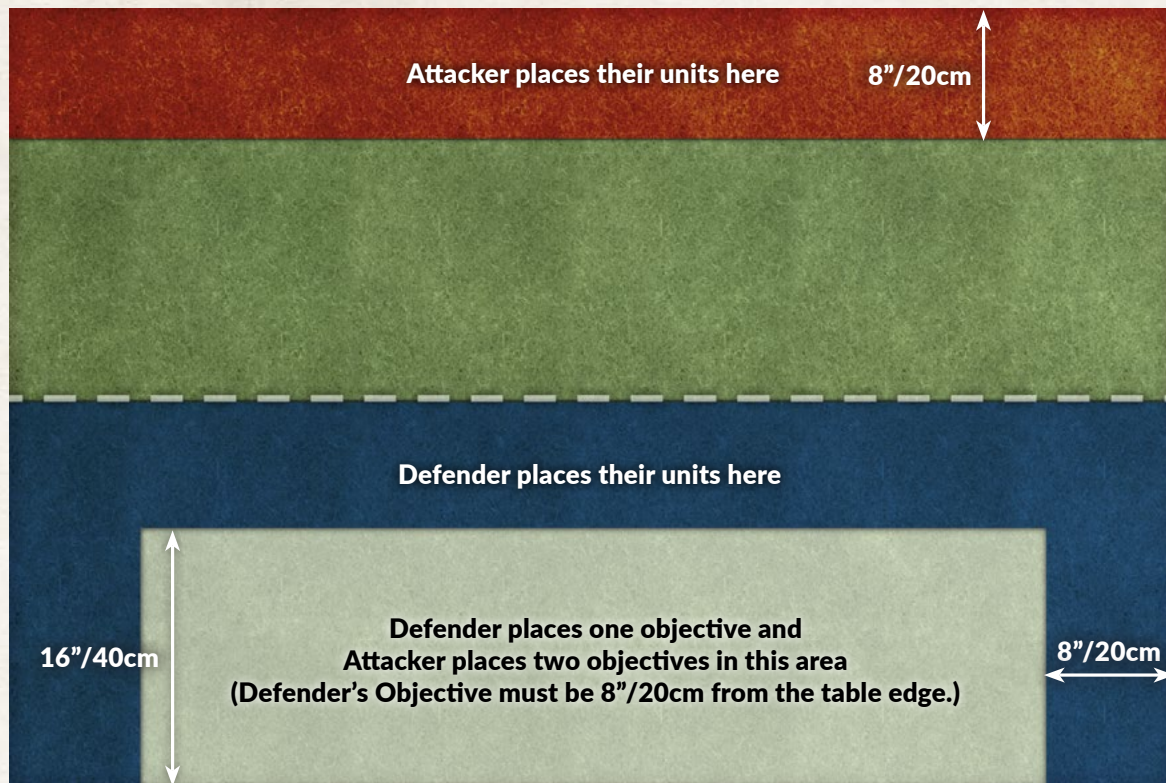
When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

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.





# FIGHTING WITHDRAWAL



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 Defender places an Objective at least 8"/20cm from their own edge.
3. The Attacker then places two Objectives within 16"/40cm of the Defender's edge.
4. All Objectives must be at least 8"/20cm from the side table edges.
5. The Defender places one Minefield for each 25 points in their force anywhere outside the opponent's deployment area.
6. The Attacker chooses the time of day: Daylight, Darkness, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender may hold a Unit in Ambush.
2. They place their remaining Units in their table half. Note: the Strategic Withdrawal rule will require the Defender to remove Units and Objectives as the game progresses.
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.

## WINNING THE GAME

- The Attacker wins if they start a turn Holding one of the Objectives.
- Otherwise, the Defender wins at the start of their eighth turn after checking Formation Morale.



## 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 Foxhole 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)

At the start of each turn from turn three onwards, 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 5 or more, they must Withdraw one Unit and remove any Delay Counters.
- If they have less than 5 Units and Delay Counters, they gain a Delay Counter instead.

The Defender starts the game with no Delay Counters.

### 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 (see page 64) and has a Team within 8"/20cm of an enemy Team, roll a die before removing the Unit.

- If the score is at least equal to the Unit's Skill number, they successfully Withdraw.
- Otherwise, they Withdraw, but the whole Unit is Destroyed.

### WITHDRAWING OBJECTIVES

At the start of their turns six and seven the Defender removes one of the Objectives placed by the Attacker. Since this happens in the Defender's turn, the Objectives won't be there in the Attacker's turn when it comes time to check whether they have won. This makes it possible to steal victory out from the enemy's grasp, so the Attacker needs to be aware of the timing of the Objective removal.

### STRATEGIC WITHDRAWAL SUMMARY

TURN	EVENT (DEFENDER'S TURN)
3	Withdraw a Unit if 5+ platoons, otherwise gain a Delay Counter.
4	Withdraw a Unit and remove all Counters if 5+ Units and Counters, otherwise gain Delay Counter.
5	Repeat withdrawal.
6	Remove Objective. Repeat withdrawal.
7	Remove Objective. Repeat withdrawal.
8	Check Force Morale if necessary. Game over.



# FREE-FOR-ALL



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

## SPECIAL RULES

- Meeting Engagement (First Turn)

## SETTING UP

- Both players roll a die. The highest-scoring player is the Attacker.
- The Attacker picks a long table edge to attack from.
- The Defender defends from the opposite table edge.
- 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.
- 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	Dusk
6	Darkness

## DEPLOYMENT

- Both players, starting with the Attacker, then take turns at placing their Units within 12"/30cm of their own table edge.

## 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 a turn Holding one of the Objectives that they placed on the opponent's side of the table.



## FREE-FOR-ALL SPECIAL RULES

### MEETING ENGAGEMENTS

In a Meeting Engagement, 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.

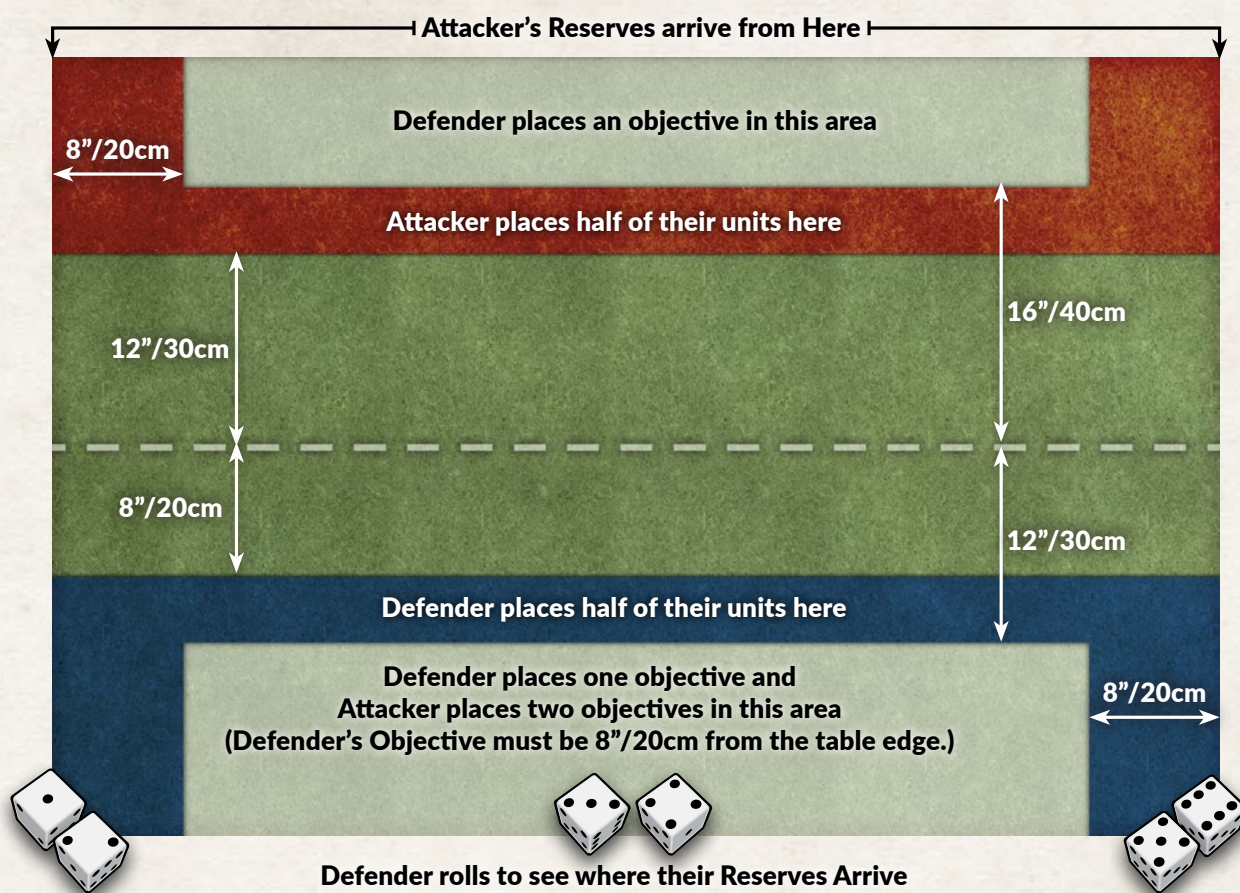
- The first player's Aircraft must Loiter Off Table (see page 30 of the rulebook) in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments 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.





# HASTY ATTACK



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

## SPECIAL RULES

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

## 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 an Objective in their own table half, at least 12"/30cm from the centre line and at least 8"/20cm from the table edges.
3. The Defender then places an Objective in the Attacker's table half, at least 16"/40cm from the centre line and at least 8"/20cm from the short table edges.
4. 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.
5. The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. The Attacker places at least half of their Units in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge.
2. The Defender places at least half of their Units in Scattered Delayed Reserve. The player will dice to see where these Units arrive.

3. The Defender may hold an additional Unit in Ambush.
4. They then place their remaining Units in their table half at least 8"/20cm from the centre line.
5. The Attacker then places their remaining Units in their table half at least 12"/30cm from the centre line.
6. Lastly, the Attacker removes one of the Objectives they placed.
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 a turn Holding one of the Objectives on the opponent's side of the table.
- Otherwise, if neither player is Holding one of the Objectives on the opponent's side of the table at the end of the game, the Defender wins.

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



## HASTY ATTACK 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 Foxhole 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 DELAYED RESERVES

#### (DEFENDER)

The Defender must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

#### 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.

### IMMEDIATE RESERVES (ATTACKER)

The Attacker must hold at least half of their Units in Reserve. When counting the number of Units on table and in Reserve, the Attacker doesn't count HQ Units, Independent Teams, or Attachments. The Attacker may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

#### ROLL FOR RESERVES

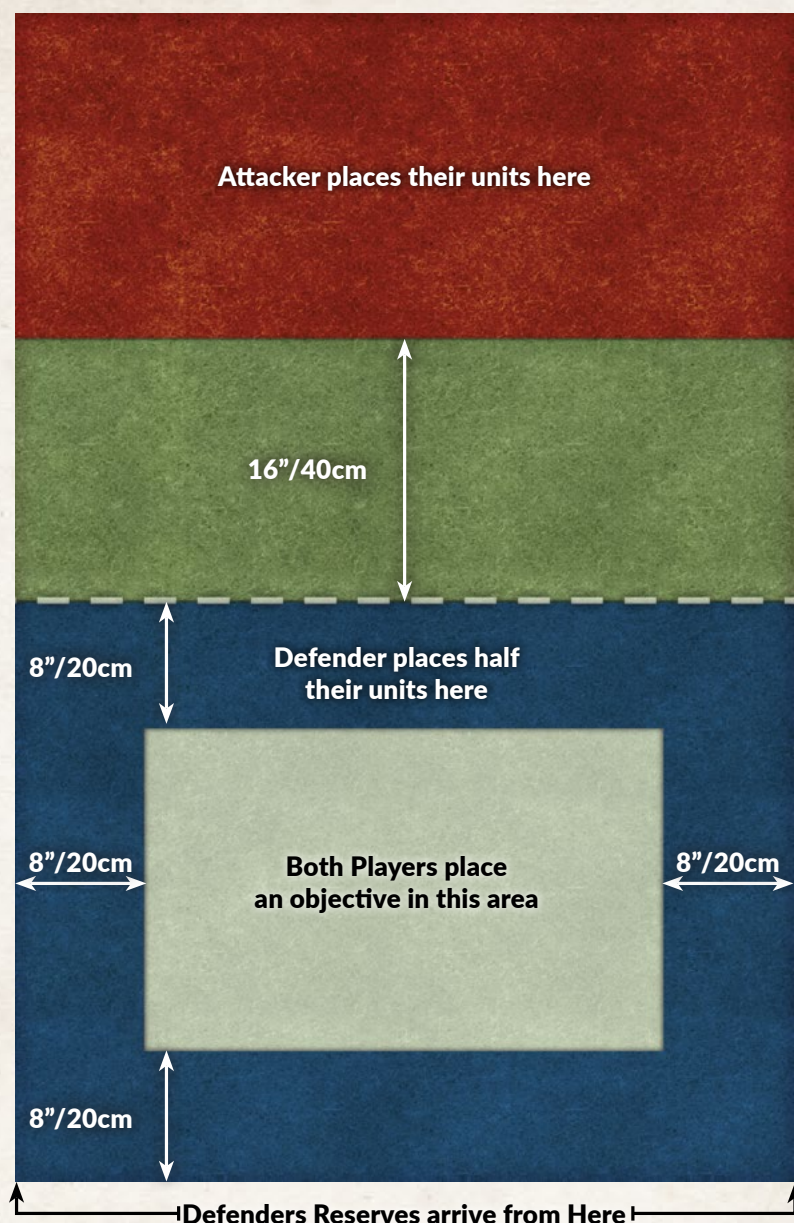
At the start of the Attacker's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step.

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.



# 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 in their force anywhere outside the opponent's deployment area.
4. The Attacker chooses the time of day: Daylight, Darkness, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender places at least half of their Units in Deep Immediate Reserve. These will arrive from the Defender's short table edge.
2. The Defender may hold an additional Unit in Ambush.
3. The Defender then places their remaining Units in their table half.
4. The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line.
5. 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 a turn Holding one of the Objectives.
- The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units in their table half.



## 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 Foxhole 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 must hold at least half of their Units in Reserve. No more than one Tank Unit with Front armour greater than 4 or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

When counting the number of Units on table and in Reserve, the Defender doesn't count HQ Units, Independent Teams, or Attachments. The Defender may choose whether to hold an HQ Unit or Independent Team in Reserve or place it on table. Attachments always start the game with their core Unit, and arrive with the core Unit if it is in Reserve.

### 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.

