Move to Contact

SPECIAL RULES
Meeting Engagement (First Player)
Deep Immediate Reserves (Both Players)

SETTING UP
1. Both Players roll a die, the highest scoring player is the attacker.
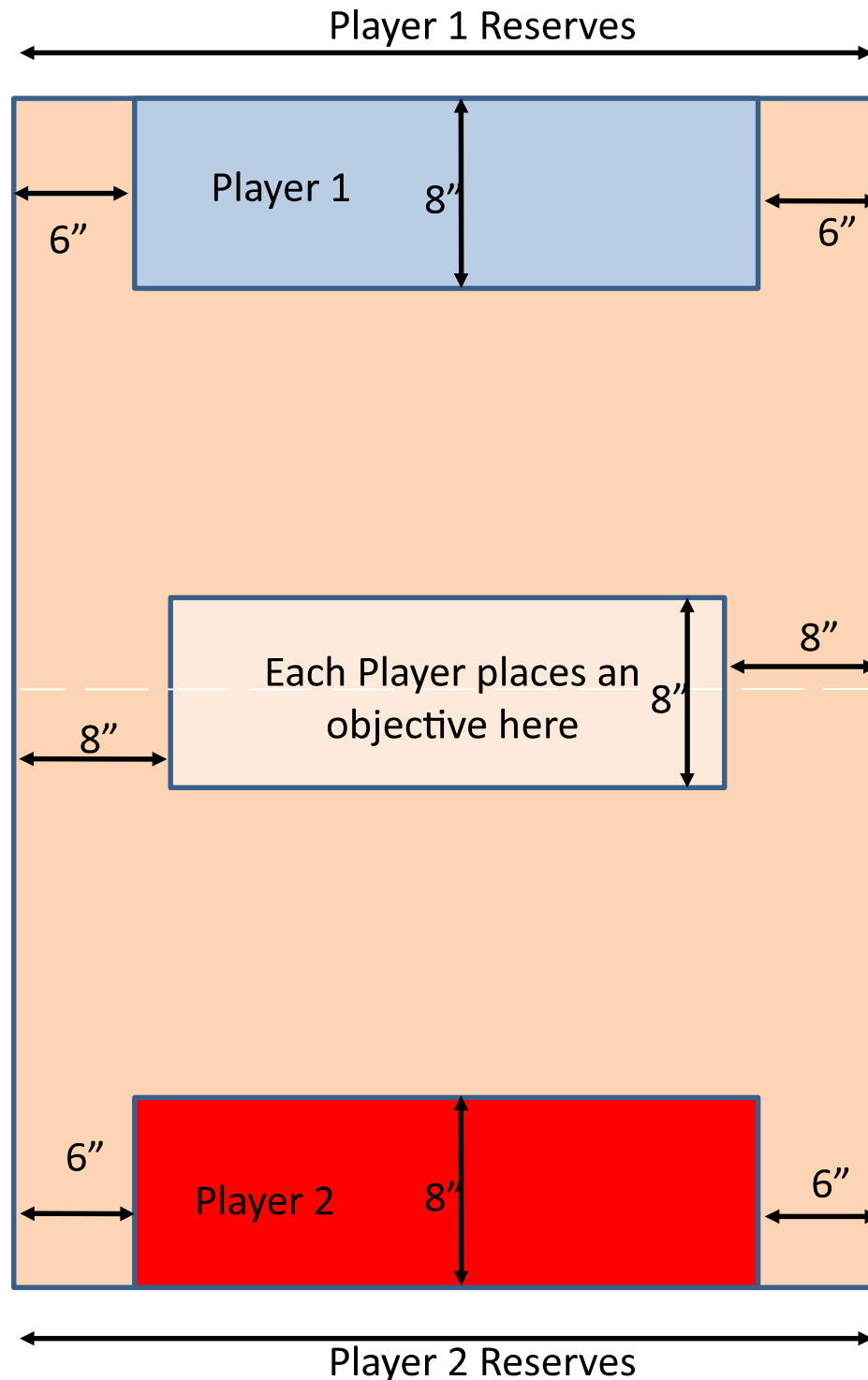
2 The attacker picks a board edge.

3 The Defender defends from the opposite board edge.

DEPLOYMENT

1 The Attacker selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive from their board edge.

2 The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive from their board edge.

3 Both players, starting with the Defender, take turns at placing a unit on their table half at least 16" from the centerline and 6" from either side.

Player 1 Reserves

6"

Player 1   8"

6"

Each Player places an objective here   8"

8"

8"

6"

Player 2   8"

6"

Player 2 Reserves

Move to Contact

DEPLOYMENT(cont.)

4 Both players alternate, starting with the attacker, placing 1 objective each within 4" of the center line of the table and at least 8" from either board edge, and at least 12" from the other objective.

5 All Infantry and Gun teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

A Player wins if they end a turn on or after the 6th turn Holding an objective.
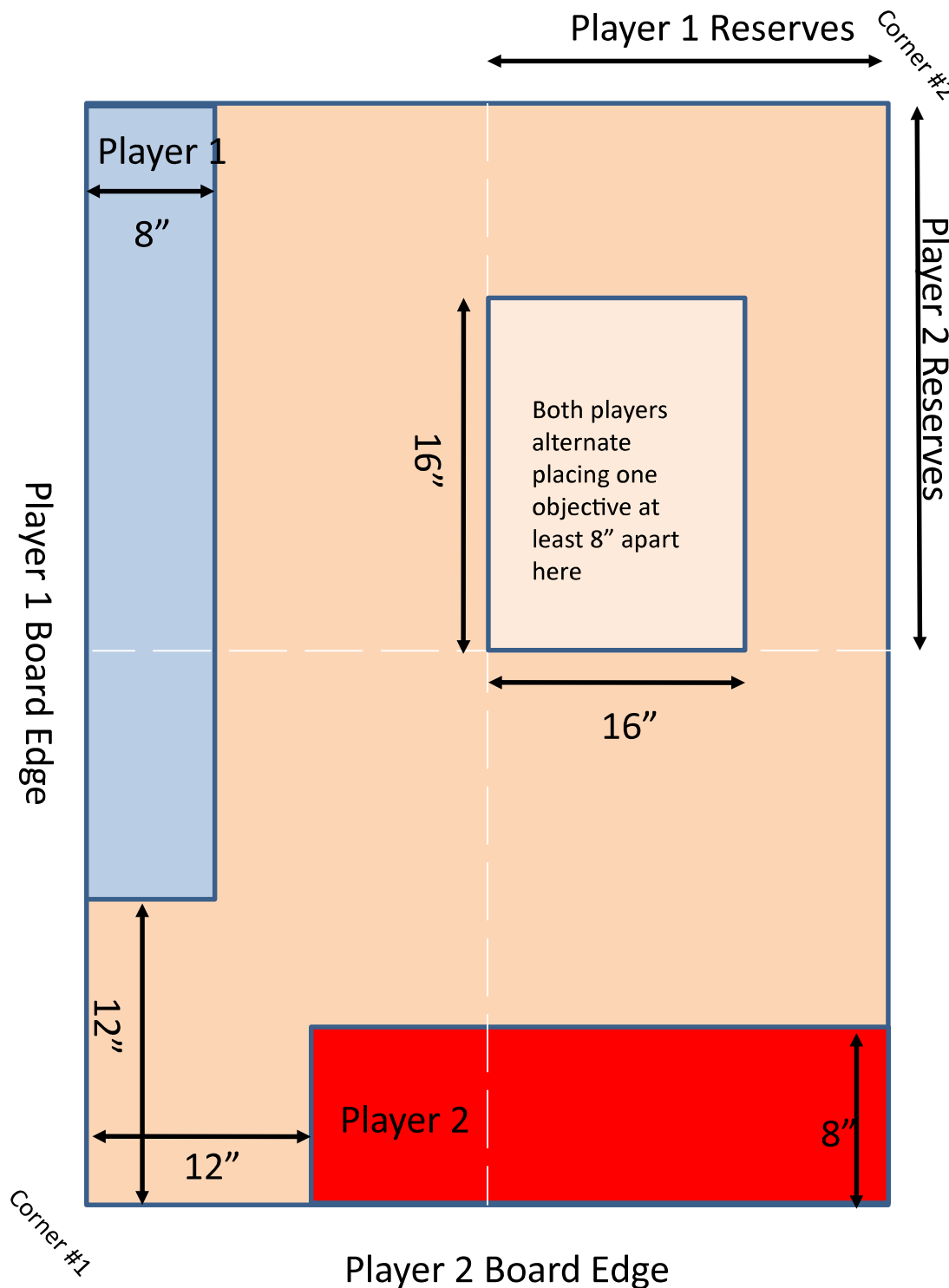
Seize the High Ground

SPECIAL RULES

Meeting Engagement (First Player)
Deep Delayed Reserves (Both Players)

SETTING UP

1. Both Players roll a die, the highest scoring player is the attacker.

2 The attacker picks a board edge.

3 The Defender chooses an adjacent board edge to defend from.

4 The corner touching both players chosen board edge is Corner #1, the opposite corner is Corner #2.

DEPLOYMENT

1 The Attacker selects up to 60% of their force to deploy and holds the rest in Deep Delayed Reserves. Their reserves will arrive within 24" of corner #2 on the side of the map that shares the short edge of their deployment zone

2 The Defender selects up to 60% of their force to deploy and holds the rest in Deep Delayed Reserves. Their reserves will arrive within 24" of corner #2 on the side of the map that shares the short edge of their deployment zone

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Player 1 Reserves

Corner #2

Player 1

8"

Player 2 Reserves

Player 1 Board Edge

16"

Both players alternate placing one objective at least 8" apart here

16"

12"

Player 2

12"

8"

Corner #1

Player 2 Board Edge

Seize the High Ground

DEPLOYMENT(cont.)

3 Both players, starting with the Defender, take turns at placing a unit on the table at least 16" from the center line and 12" from Corner #1

4 Both players alternate, starting with the attacker, putting one objective in the table quarter with no deployment zone, within 16 of the centerline and at least 8" from other objectives.

5. All Infantry and Gun teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

A Player wins if they end a turn on or after the 6th turn Holding an Objective.

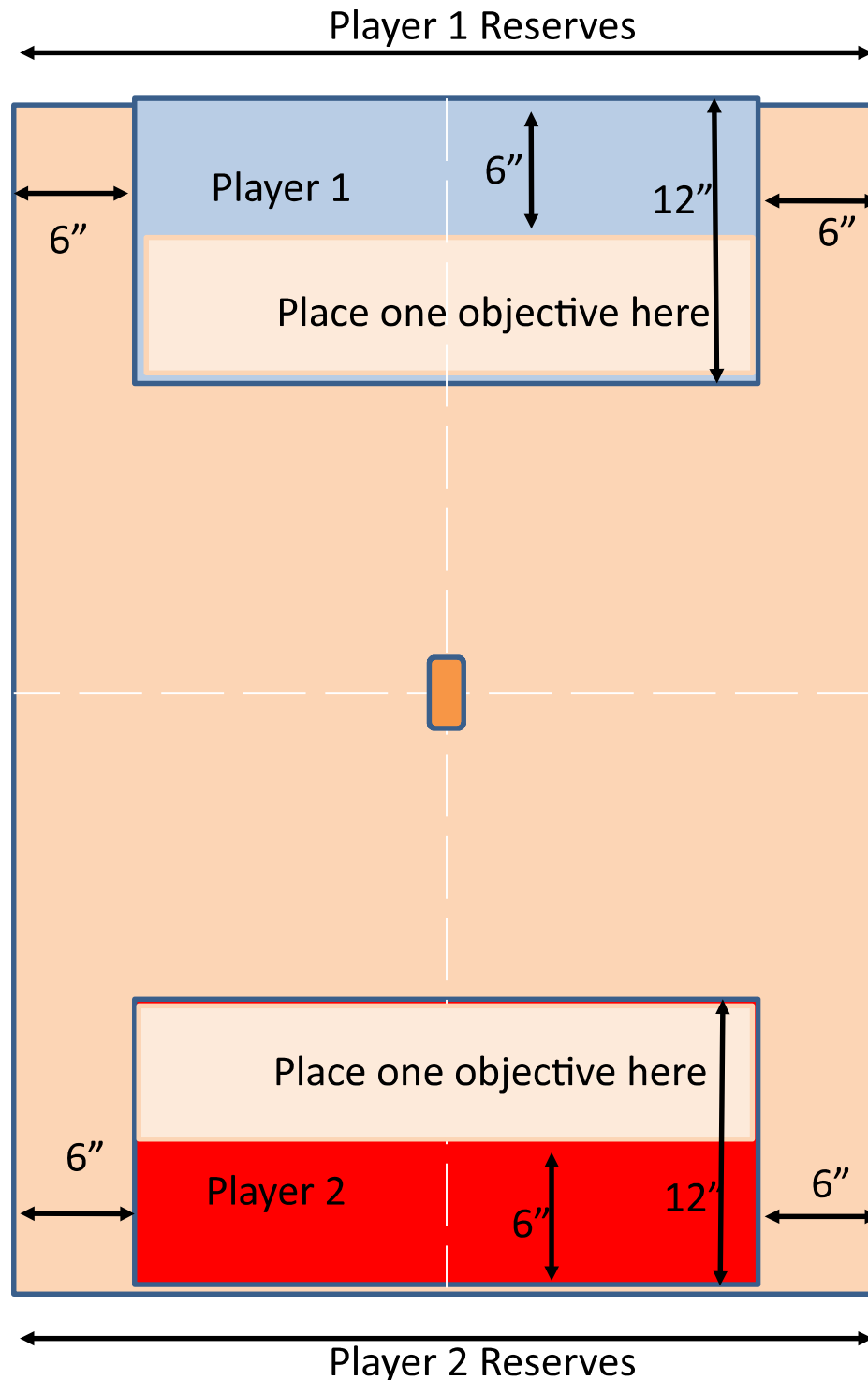# Counter Reconnaissance

SPECIAL RULES

Meeting Engagement (First Player)
Deep Immediate Reserves (Both Players)

SETTING UP

1 Place one objective in the Middle of the table.

2. Both Players roll a die, the highest scoring player is the attacker.

3 The attacker picks a board edge.

4 The Defender defends from the opposite board edge.

DEPLOYMENT

1 The Attacker selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive from their board edge.

2 The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive from their board edge.

Player 1 Reserves

6"

Player 1

6"

12"

6"

Place one objective here

Place one objective here

6"

Player 2

6"

12"

6"

Player 2 Reserves

Counter Reconnaissance

DEPLOYMENT(cont.)

3 Both players, starting with the Defender, take turns at placing a unit on their table half at least 12" from the centerline and 6" from either side.

4 Both players alternate, starting with the attacker, putting one objective in their opponent's deployment area at least 6" from any table edge.

5. All Infantry and Gun teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

A Player wins if they end a turn on or after the 6th turn Holding an objective outside of their deployment zone.

SPECIAL RULES

Meeting Engagement (First Player)
Deep Immediate Reserves (Both Players)

SETTING UP

1 Place one objective in the Middle of the table.

2. Both Players roll a die, the highest scoring player is the attacker.

3 The attacker picks a corner.

4 The Defender defends from the opposite corner.

DEPLOYMENT

1 The Attacker selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive within 24" of " of the non-deployment corners on one of his table edges.

2 The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserves. Their reserves will arrive within 24" of " of the non-deployment corners on one of his table edges.

Player 2

Player 2 Reserves

16"/40cm
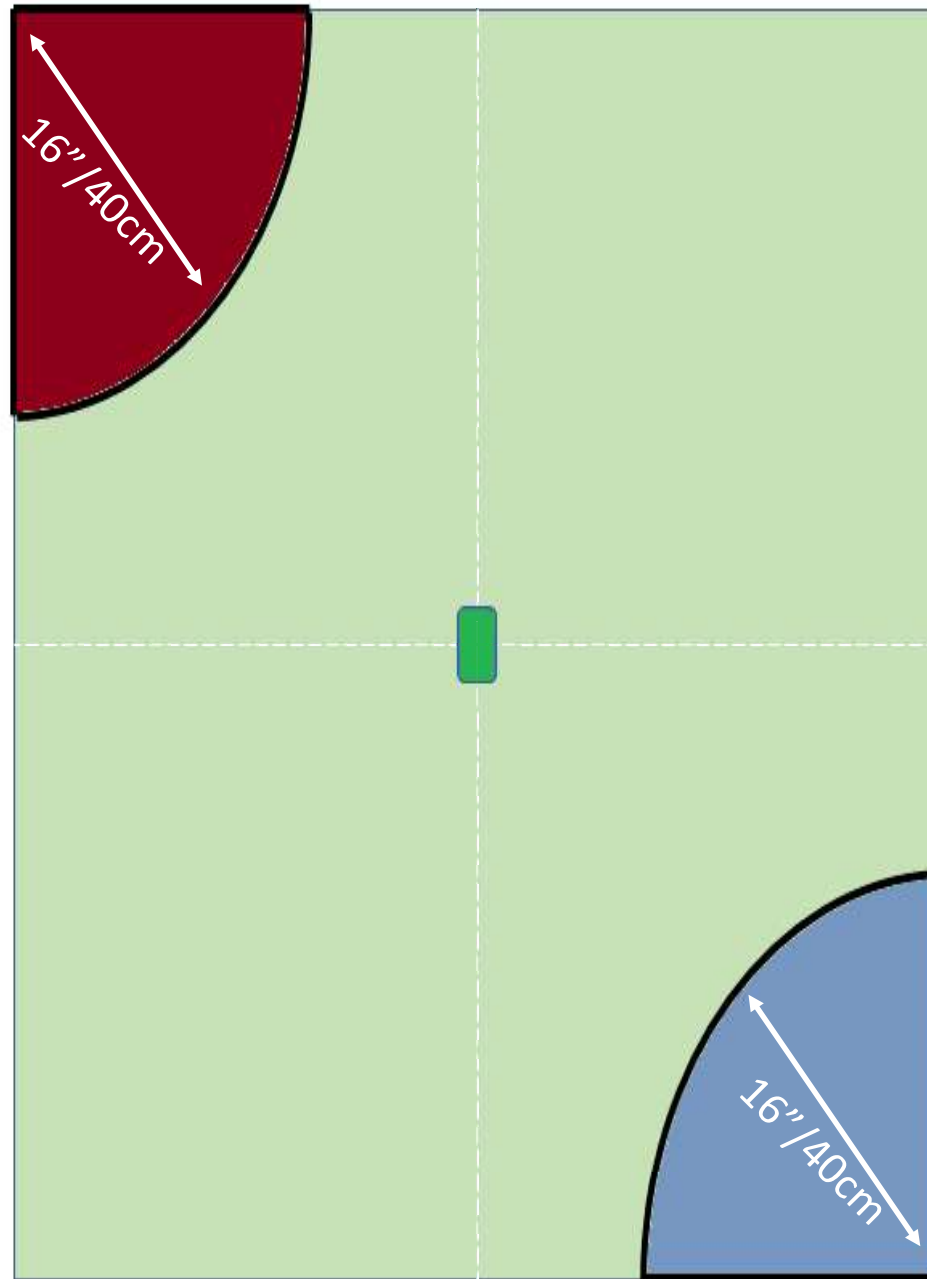
Player 1 Reserves

Player 2 Reserves

16"/40cm

Player 1

Player 1 Reserves

DEPLOYMENT(cont.)

3 Both players, starting with the Defender, take turns at placing a unit on the table within 16" of their corner

4. All Infantry and Gun teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

A Player wins if they end a turn on or after the 6th turn Holding the Objective

The Fog of War

SPECIAL RULES

Meeting Engagement (First Player)
Deep Scattered Delayed Reserves (Both Players)

For Scattered Reserves roll a die…
1-3 one corner, 4-6 the other corner. Player brings his reserves on within 16" of the randomly chosen corner.

SETTING UP

1 Both Players roll a die, the highest scoring player is the attacker.
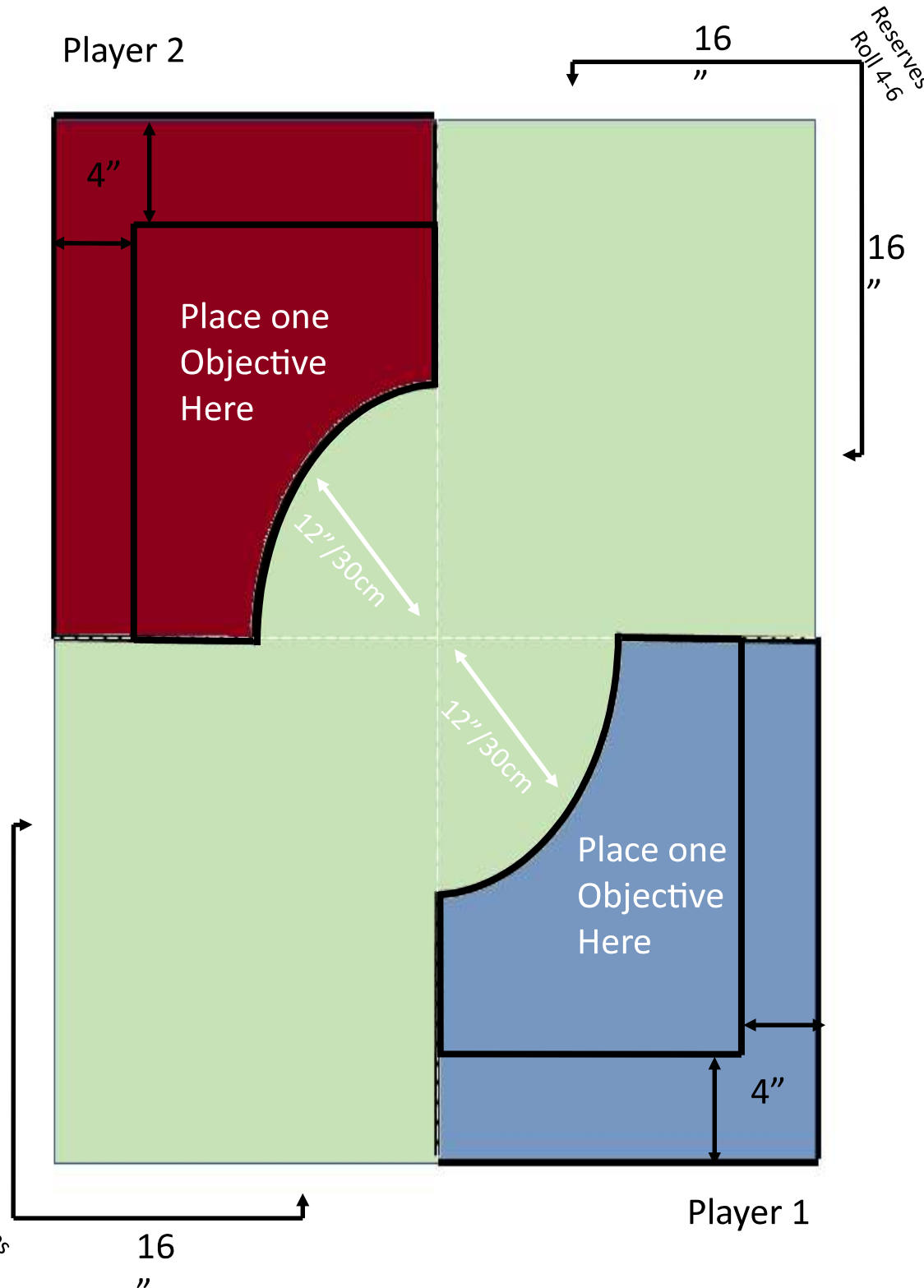
2 The attacker picks a table quarter.

3 The Defender defends from the opposite table quarter.

DEPLOYMENT

1 The Attacker selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserves. Their reserves will arrive within 16" of one of the non-deployment corners determined by a die roll.

2 The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserves. Their reserves will arrive within 16" of one of the non-deployment corners determined by a die roll.

The Fog of War

DEPLOYMENT(cont.)

3 Both players, starting with the Defender, take turns at placing a unit in their table quarter at least 12" from the center of the table.

4 Both players, starting with the attacker, place an objective in their opponents table quarter at least 12" from the center of the table, and at least 4" from the table edge.

5. All Infantry and Gun teams start the game in Foxholes.

WHO GOES FIRST

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

WINNING THE GAME

A Player wins if they end their turn on or after the 6th turn Holding the Objective they placed.

Player 2

16"

Reserves Roll 4-6

4"

16"

Place one Objective Here

12"/30cm

12"/30cm

Place one Objective Here

4"

16"

Reserves Roll 1-3

16"

Player 1