

ROAD BLOCK



Your force, with the help of engineers, has set up a road block to slow the enemy and allow your reserves to arrive.

SPECIAL RULES

Ambush (Defender)

Deep Immediate Reserves (Defender)

SETTING UP

The Defender picks a short table edge to defend from. The Attacker attacks from the opposite side of the table.

The Attacking player places two Objectives in the Defender's table half. Objectives must be within 8"/20cm of the Defender's table edge and at least 8"/20cm from the table sides.

The Defender may place one Minefield for each 50 points in their force anywhere outside the Attacker's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy on table and holds the rest in Deep Immediate Reserve.
2. The Defender may hold one of their Units in Ambush.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender then places their remaining Units in their table half within 12"/30cm of the short table centre line.
5. The Attacker deploys their force within 12"/30cm of their table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

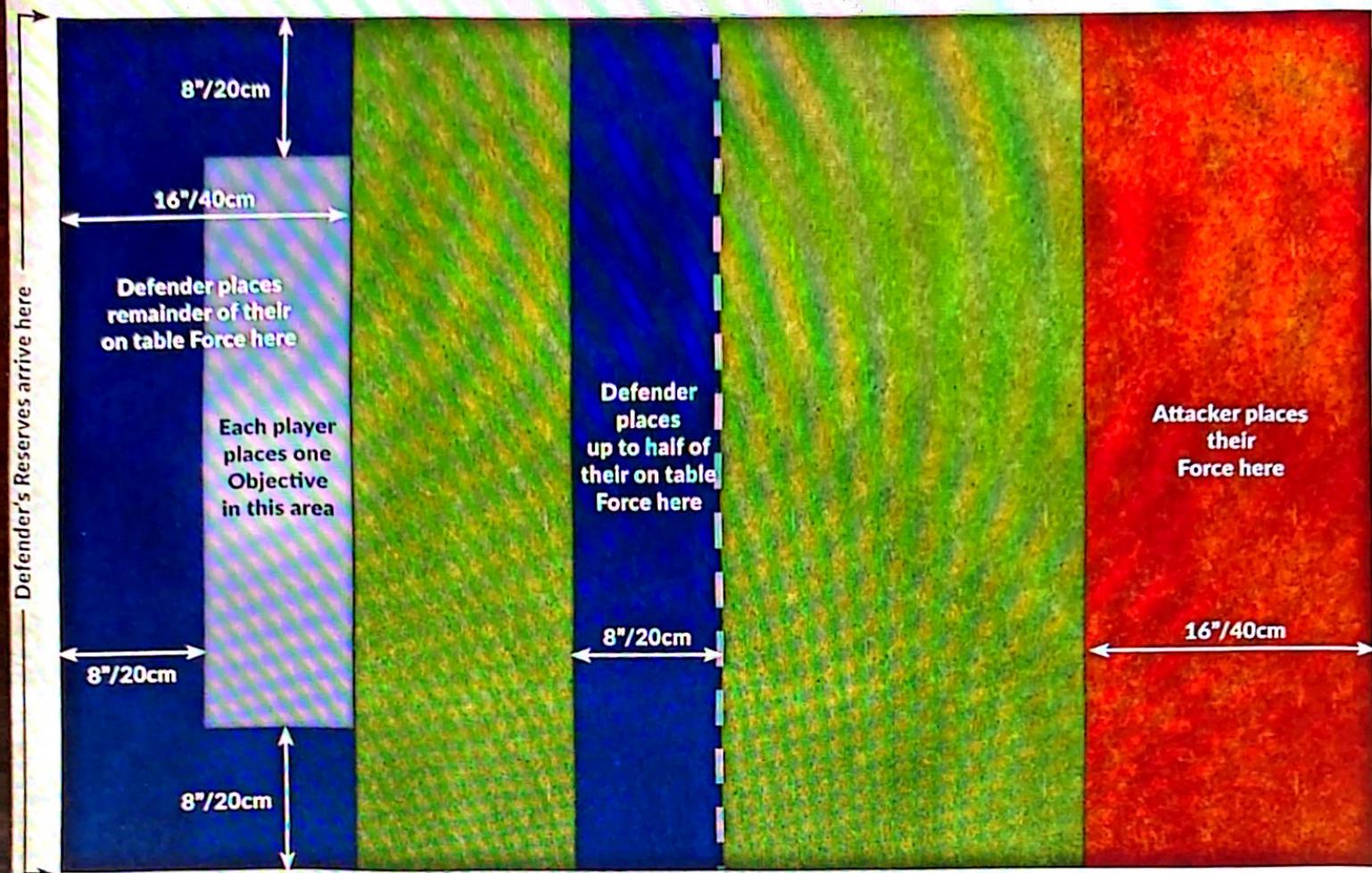
WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of an Objective.

ELASTIC DEFENCE



With your infantry up front to halt the enemy infantry, your tanks and guns will deal with the enemy tanks as they break through your infantry line.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- No Spearhead (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite side of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, between 8"/20cm and 16"/40cm of the Defender's table edge and at least 8"/20cm from the side table sides.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve.
2. The Defender may hold one of their Units in Ambush.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush)

4. The Defender then places up to half of their remaining Units in their table half within 8"/20cm of the short table centre line. They then place their remaining Units in their table half within 16"/40cm of their table edge.
5. The Attacker deploys their force within 16"/40cm of their table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of an Objective.

NO SPEARHEAD

The indicated player cannot use the Spearhead rule.