



# ***MISSIONS PACK***

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# MISSIONS

The *Flames Of War* and *World War III* Missions pack is an optional expansion for tournaments and players looking for quick pick-up games. It contains new versions of the missions from the rulebook that use a different set of victory conditions and the optional Battle Plans mission selector.

The easy-to-use format means that when you print out the missions, each mission will have a larger version of the set up diagram and expanded instructions on the front side and all of the relevant mission special rules on the back.

These missions can be used for *Flames Of War* across all three periods (Early, Mid, or Late), as well as for *World War III: Team Yankee* and *World War III: Checkpoint Charlie*.

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## WHICH MISSION?

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

- You can roll a die to determine the mission, or
- You and your opponent can pick a mission that suits your forces and the terrain, or
- You can pick battle plans and use the mission selector on the next page to determine the mission.

## RANDOM MISSION

To quickly pick a mission, roll up a random mission. As the three defensive battles (Bridgehead, Rearguard, and No Retreat) are best suited to having an infantry-based force defending, we haven't included them in the random missions list to avoid disadvantaging a tank-based force. Roll on the following table to select your mission.

### RANDOM MISSIONS

1: Annihilation (rulebook)	4: Encounter
2: Free for All	5: Counterattack
3: Dust-Up	6: Contact

*Roll to see who Attacks*

## 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. With twenty missions to choose from, you have plenty of choices to try out.

## FLAMES OF WAR OR WORLD WAR III?

All missions can be played with either *Flames Of War*, or *World War III: Team Yankee* or *Checkpoint Charlie* (including *Nam* and *Fate of a Nation*). Mission with extra rules and steps for *World War III* are marked with "*World War III only*:"

## RESERVES

Some missions require you to hold part of your force in Reserve. You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. You may deploy less and hold more in Reserve if you wish.

RESERVES	
FORCE SIZE	ON TABLE
50 points	30 points
60 points	36 points
75 points	45 points
80 points	48 points
100 points	60 points
125 points	75 points
150 points	90 points
200 points	120 points

## DEEP RESERVES

No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

## HOLDING OBJECTIVES

You are Holding an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no enemy Tank, Infantry, or Gun 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, or any team that moved at Dash speed, prevent the enemy from Holding an Objective. Objectives can be Held or contested by Infantry that are Passengers in a Transport team.

Note: This means that you check for victory at the end of your own turn, and the game ends at that point if you have won.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams when determining if you have Repelled an Attack.

## NO MAN'S LAND

Some special rules refer to No Man's Land. This is the area that is neither in the attacker's nor the defender's deployment areas. It is normally shown as plain green.

## BATTLE PLANS

The Battle Plans mission selectors allow players to pick a plan that will influence the type of mission they will play. The combination of the two players' plans determines the type of mission. There are two Battle Plan mission selectors to choose from: the Battle Plans from the rulebook, and the Extended Battle Plans that adds extra missions into the mix.

Before the game, the Allied and Axis players each pick a battle plan (Attack, Manoeuvre, or Defend). They then compare their plans on the Battle Plans table in the rulebook or the expanded one below and roll a die to see what mission they will play.

<b>BATTLE PLANS</b>			
<b>ALLIED/NATO PLAYER'S PLAN</b>	<b>AXIS/WARSAW PACT PLAYER'S PLAN</b>		
	<b>ATTACK</b>	<b>MANOEUVRE</b>	<b>DEFEND</b>
<b>ATTACK</b>	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Free for All	<b>Allied Player Attacks Axis Player Defends</b> 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	<b>Allied Player Attacks Axis Player Defends</b> 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard
<b>MANOEUVRE</b>	<b>Axis Player Attacks Allied Player Defends</b> 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	<b>Allied Player Attacks Axis Player Defends</b> 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard
<b>DEFEND</b>	<b>Axis Player Attacks Allied Player Defends</b> 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard	<b>Axis Player Attacks Allied Player Defends</b> 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

## EXTENDED BATTLE PLANS

The Battle Plans mission selector allows players to control the type of mission they will play. Each player secretly selects a Battle Plan (Attack, Manoeuvre, or Defend), then both players reveal their plan at the same time. Cross-reference the choices on the table to find a list of six missions. Then roll a die to see which mission to play.

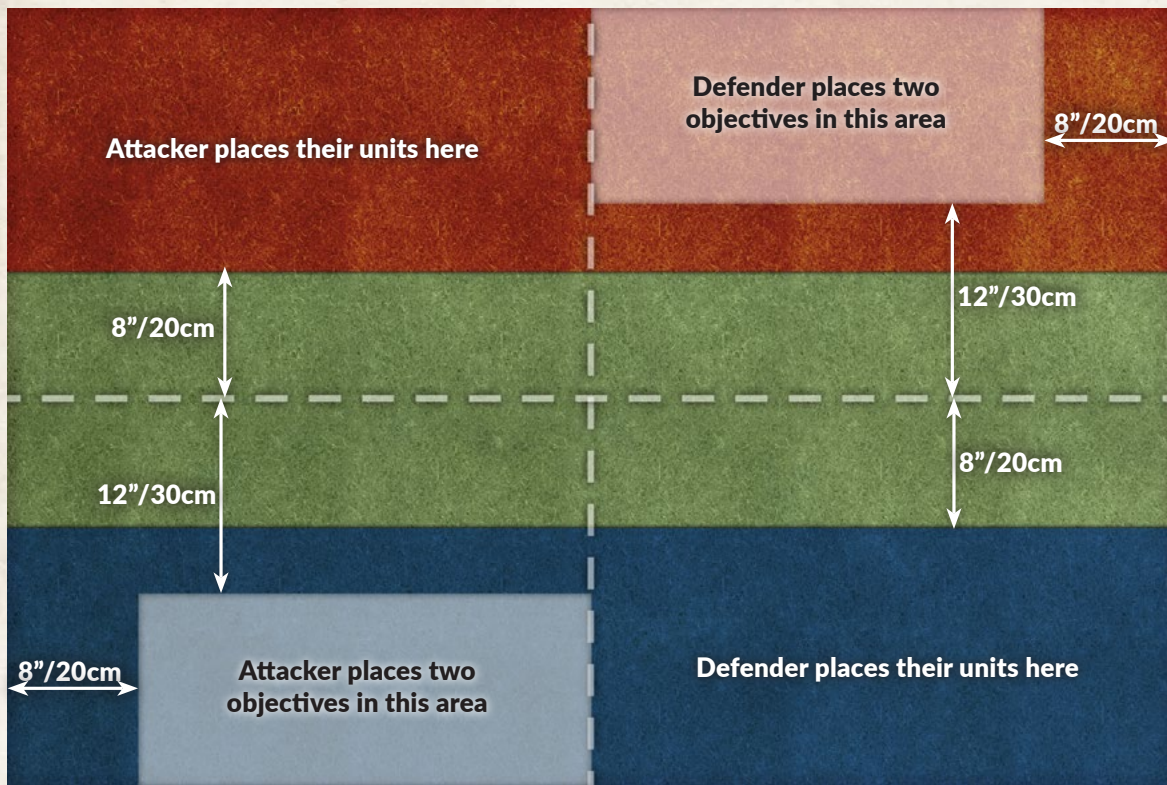
Choosing Attack will get you your whole force on the table at the start of the game starting right in the face of the enemy. You will have to assault the enemy off an objective to win, often needing to fight your way through minefields and strong defences. There won't be much manoeuvring or subtlety. It suits forces of assault infantry and heavy tanks backed by artillery and air power, willing to close rapidly with the enemy while pounding them into submission.

Choosing Manoeuvre will get you a dynamic game where you and your opponent must manoeuvre across No-Man's Land probing and feinting for weaknesses, then dashing in with rapier strikes to seize objectives. As your and your opponent's reserves arrive, they will change the balance of forces and the focus of the conflict. Speed, subtlety and biding your time to create an opening will pay dividends. It suits forces of light or medium tanks and mechanised infantry backed by spearheading reconnaissance, able to fight on a fast, mobile battlefield.

Choosing Defend will put your force on the objectives they need to hold at the start of the game, often protected by minefields. Your goal is simple - hold what you have until the end of the game. You will usually have part of your force in reserve, ready to race to the most threatened spot and drive back the enemy, securing the objective, and victory. It suits forces of infantry intermixed with anti-tank guns, backed by machine-guns, artillery, and with a hard-hitting reserve to counterattack enemy tanks and reinforce threatened objectives.

EXTENDED BATTLE PLANS			
ALLIED/NATO PLAYER'S PLAN	AXIS/WARSAW PACT PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	<p><i>Roll to see who Attacks</i></p> <p>1: Attack or Die 2: Bite and Hold 3: Crossed Lines 4: Head to Head 5: Knife Fight 6: Straighten the Lines</p>	<p><i>Allied Player Attacks Axis Player Defends</i></p> <p>1: Breakthrough 2: Bypass 3: Contact 4: Counterattack 5: Rearguard 6: Valley of Death</p>	<p><i>Allied Player Attacks Axis Player Defends</i></p> <p>1: Bridgehead     or Toehold 2: Dogfight 3: Hold the Pocket 4: Killing Ground 5: No Retreat 6: Rescue</p>
MANOEUVRE	<p><i>Axis Player Attacks Allied Player Defends</i></p> <p>1: Breakthrough 2: Bypass 3: Contact 4: Counterattack 5: Rearguard 6: Valley of Death</p>	<p><i>Roll to see who Attacks</i></p> <p>1: Collision 2: Confrontation 3: High Ground 4: King of the Hill 5: Locked Horns 6: Scouts Out</p>	<p><i>Allied Player Attacks Axis Player Defends</i></p> <p>1: Cornered 2: Escape 3: Outflanked 4: Rearguard 5: Roadblock 6: Toehold</p>
DEFEND	<p><i>Axis Player Attacks Allied Player Defends</i></p> <p>1: Bridgehead     or Toehold 2: Dogfight 3: Hold the Pocket 4: Killing Ground 5: No Retreat 6: Rescue</p>	<p><i>Axis Player Attacks Allied Player Defends</i></p> <p>1: Cornered 2: Escape 3: Outflanked 4: Rearguard 5: Roadblock 6: Toehold</p>	<p><i>Roll to see who Attacks</i></p> <p>1: Night Patrol 2: Night Patrol 3: No-Man's Land 4: No-Man's Land 5: Salient 6: Salient</p>

# ATTACK OR DIE

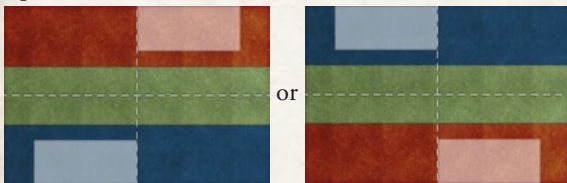


## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (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 Defender picks a table quarter in the Attacker's table half for their Objectives. The Attacker's Objectives are in the opposite table quarter.
5. Both players, starting with the Attacker, place two Objectives within their Objective table quarter, more than 12"/30cm from the long centre line and more than 8"/20cm from the short table edges. Depending on the quarter chosen, the table will look like:



6. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside their opponent's deployment area.

7. *World War III only:* 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 in their own table half more than 8"/20cm from the long centre line until all are deployed.
2. 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 Holding an Objective on the opponent's side of the table.

# ATTACK OR DIE

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

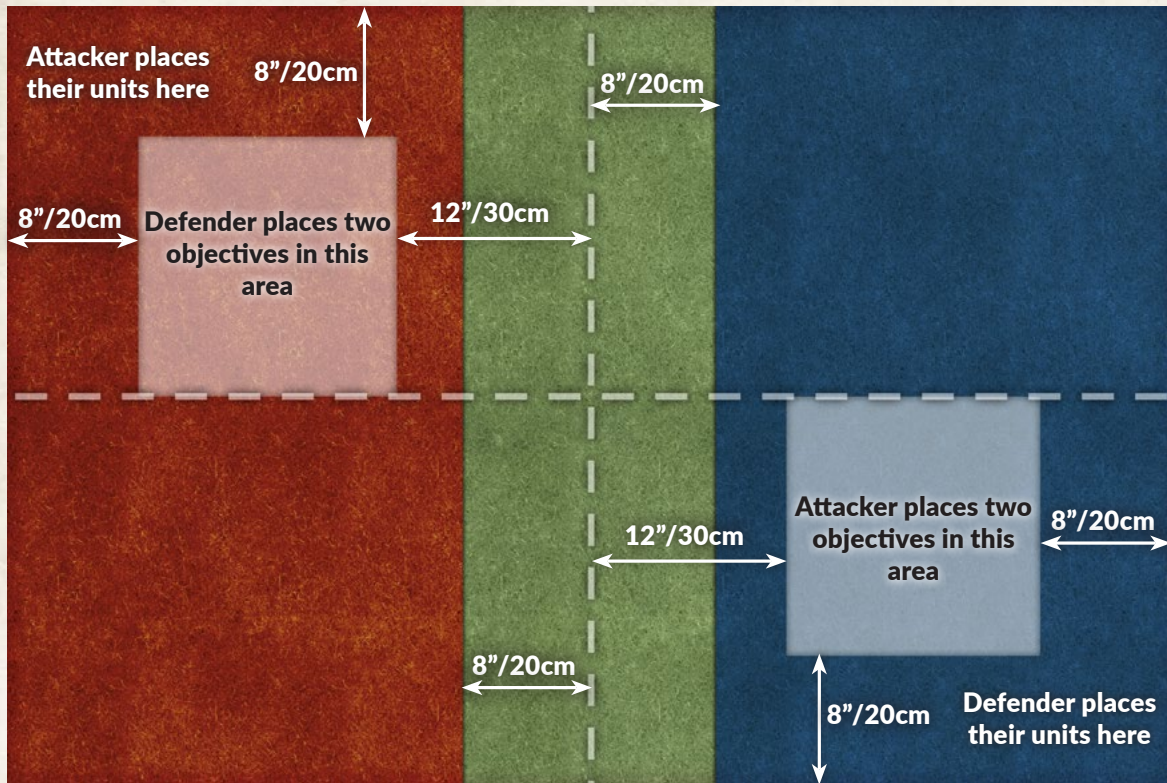
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# BITE AND HOLD



## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. The Defender picks a table quarter in the Attacker's table half for their Objectives. The Attacker's Objectives are in the opposite table quarter.
5. Both players, starting with the Attacker, place two Objectives within their Objective table quarter, more than 12"/30cm from the short centre line and more than 8"/20cm from all table edges. Depending on the quarter chosen, the table will look like:



6. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside their opponent's deployment area.

7. *World War III only*: 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 in their own table half more than 8"/20cm from the short centre line until all are deployed.
2. 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 Holding an Objective on the opponent's side of the table.

# BITE AND HOLD SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

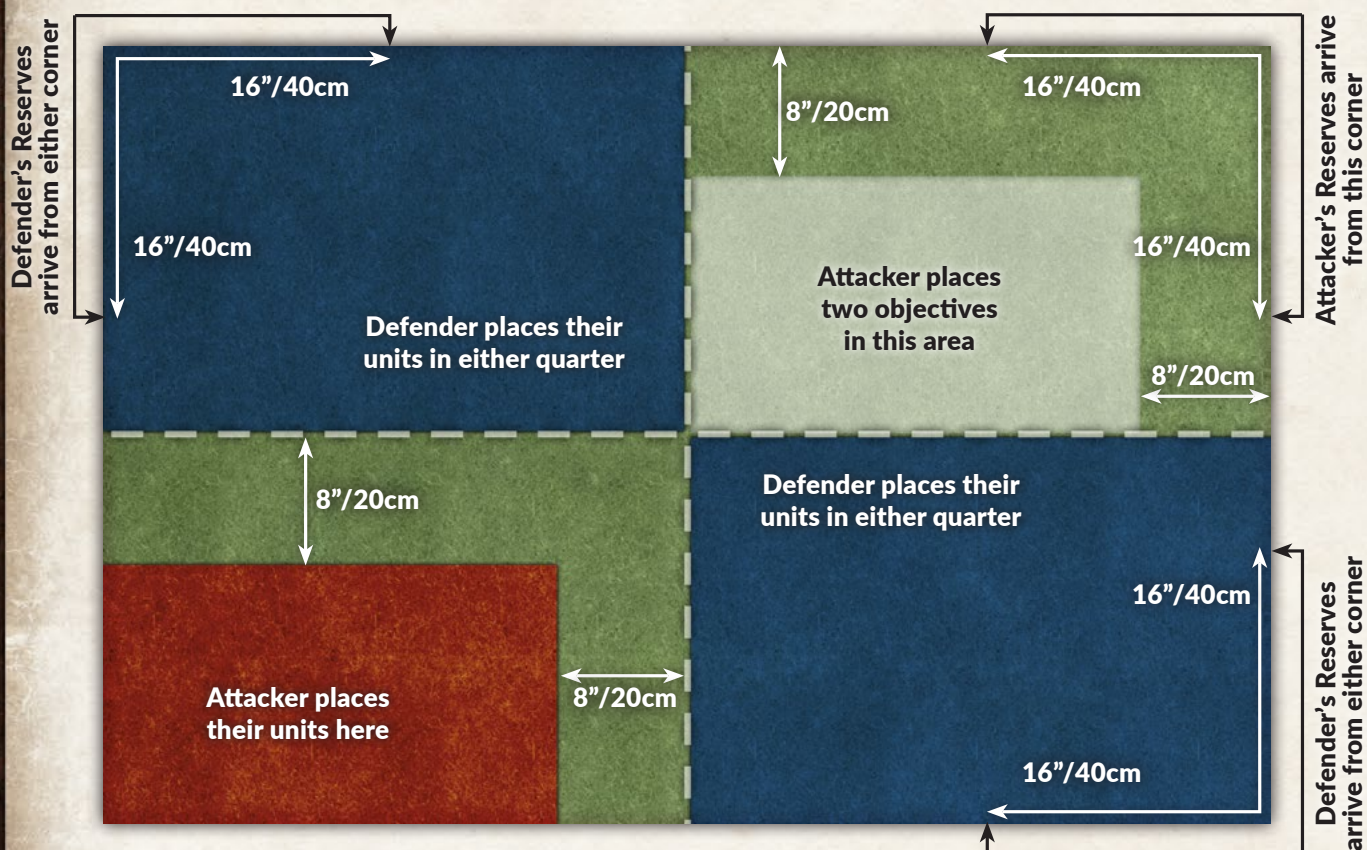
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# BREAKTHROUGH



## SPECIAL RULES

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

## 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 more than 8"/20cm from all table edges.
4. *World War III only:* 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 selects up to 60% of their force to deploy and holds the rest 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 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 deployed (including in Ambush) 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 more than 8"/20cm from both centre lines.
7. 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 on or after turn six Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

# BREAKTHROUGH 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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.

## FLANKING DELAYED RESERVES

### (ATTACKER)

The Attacker must hold at least one Unit in Reserve.

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.

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.

The Reserves move on from the table edge within 16"/40cm of the table corner opposite the Attacker's deployment area at the start of their Movement Step. 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.

## IMMEDIATE RESERVES (DEFENDER)

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

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.

The Reserves move on from the table edge within 16"/40cm of the table corners in the Defender's deployment areas at the start of their Movement Step. 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.

## 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 0-1 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.

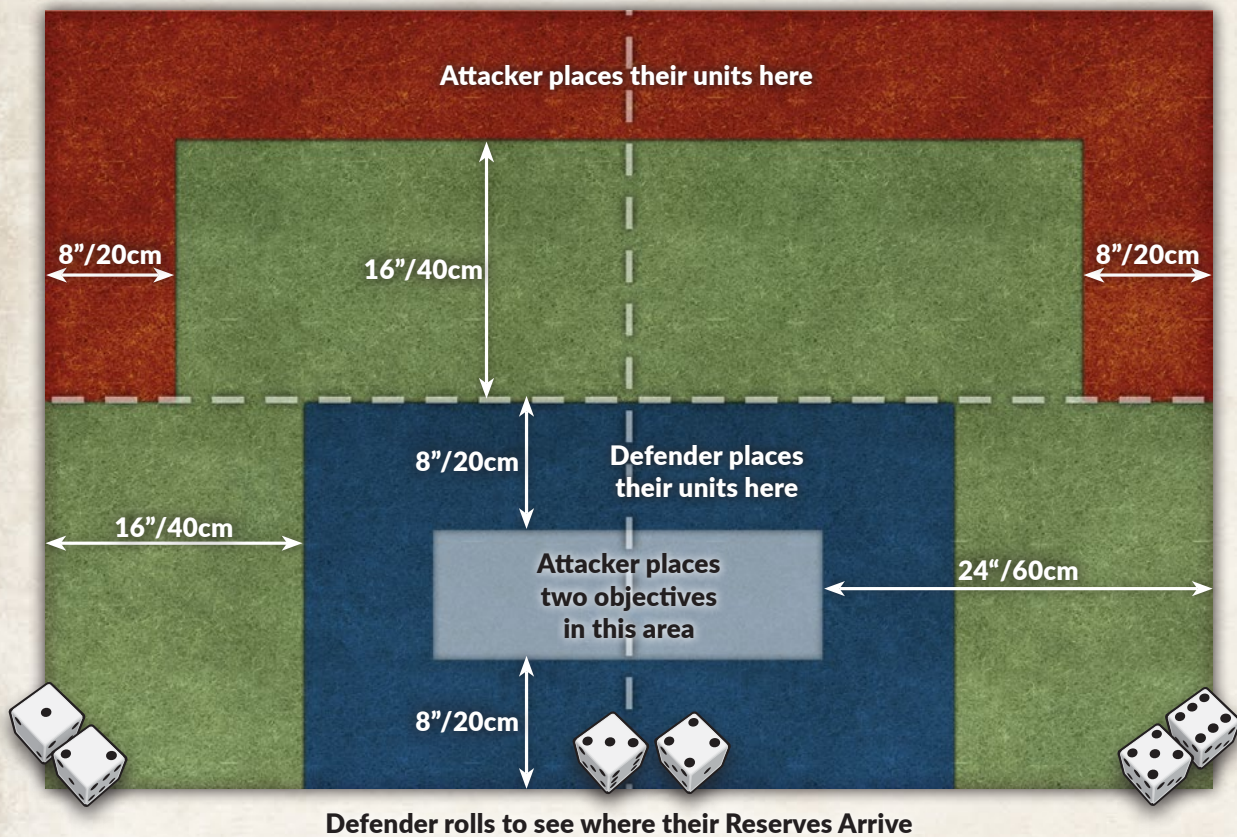
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# BRIDGEHEAD



## SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (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 more than 8"/20cm from the long centre line and the long table edge and more than 24"/60cm 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. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. The Defender may hold one of their deployed 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. They then place their deployed Units in their table half more than 16"/40cm from the short table edges.
5. The Attacker places all of their Units in their table half more than 16"/40cm from the long centre line or within 8"/20cm of the short 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# BRIDGEHEAD 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

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. 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.

## 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 0-1 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.

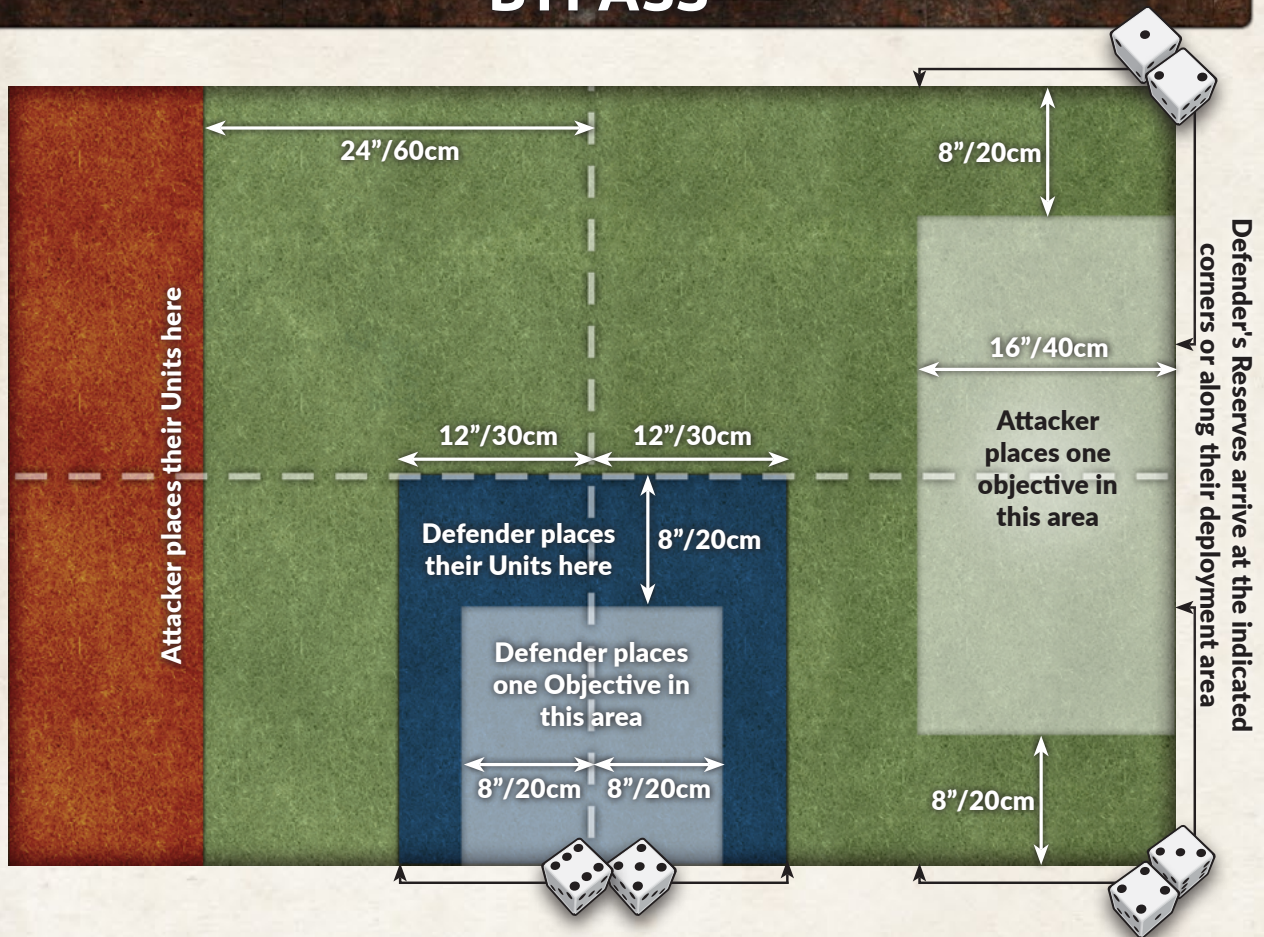
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# BYPASS



## SPECIAL RULES

- Meeting Engagement (Attacker)
- Ambush (Defender)
- Scattered Immediate Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a long table edge to defend from. Their Deployment Area is the area between their table edge and the centre of the table to a width of 12"/30cm on either side of the table centre.
2. The Attacker then chooses a short table edge to attack from.
3. The Attacker places one Objective up to 16"/40cm from the opposite short table edge more than 8"/20cm from the long table edges.
4. The Defender then places one Objective up to 8"/20cm from the short centre line and more than 8"/20cm from the long centre line.
5. *World War III only:* The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. The Reserves arrive within 16"/40cm of the indicated corners or along the table edge of the Defender's Deployment Area depending on the die roll.
2. The Defender may hold one of their Units in Ambush.
3. The Defender places their remaining Units in their Deployment Area.
4. The Attacker places their Units in their table half more than 24"/60cm from the long centre line.
5. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Attacker has the first turn. As the game is a Meeting Engagement, the Attacker will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on their first turn.

## WINNING THE GAME

- The Attacking player wins if they end their turn on or after their sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

### RANDOM TIME OF DAY

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

# BYPASS SPECIAL RULES

## MEETING ENGAGEMENT (ATTACKER)

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 Attacker. They do not apply in the Defender's turn, nor in subsequent turns.

- The Attacker's Aircraft cannot arrive in their first turn.
- Treat all of the Attacker's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The Attacker's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The Attacker's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

## 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 and are in Foxholes. They can remain where they are placed and unless placed on their first turn, shoot at their Halted ROF.

## 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 IMMEDIATE RESERVES (DEFENDER)

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

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 in the Defender's deployment area. 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. 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.

## SPEARHEAD (BOTH PLAYERS)

Both players have the opportunity to use the Spearhead rules (see page 93 of the rulebook).

## 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 0-1 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.

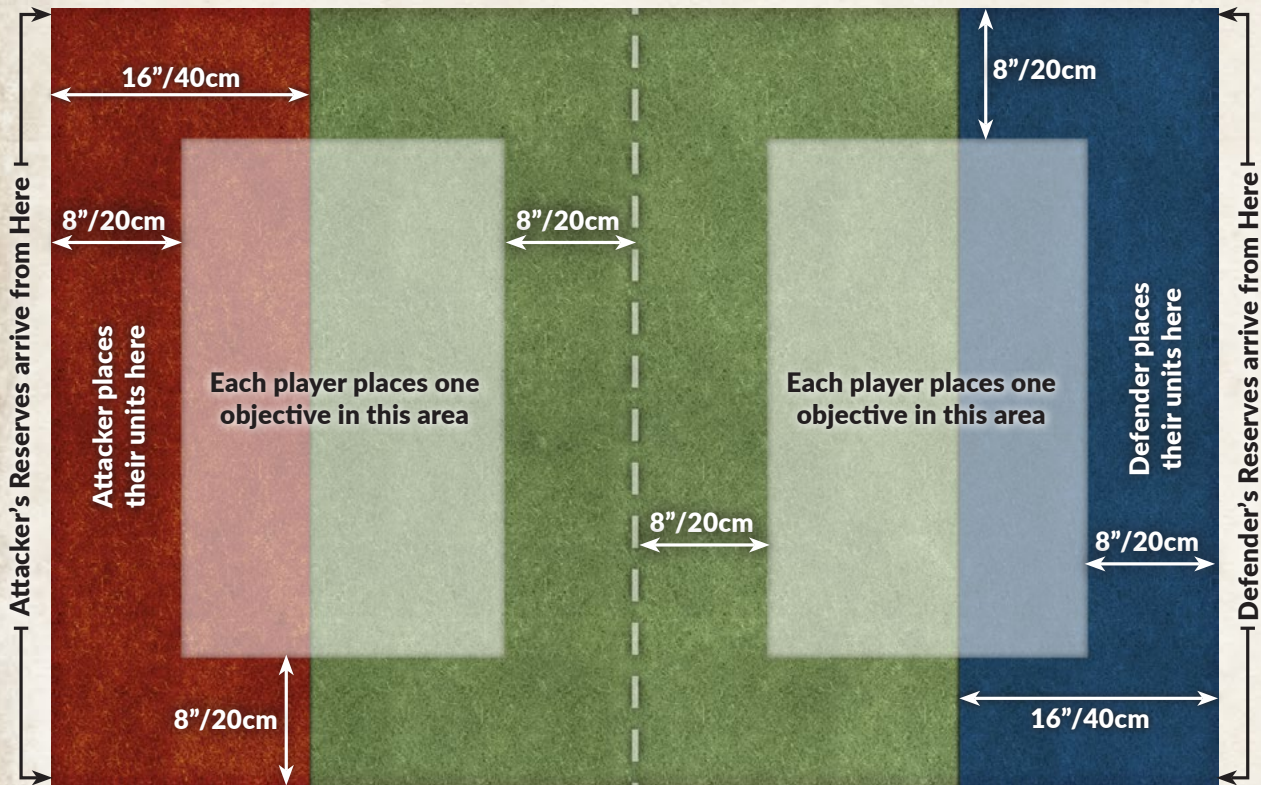
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# COLLISION



## SPECIAL RULES

- Meeting Engagement (First Player)
- Immediate Reserves (Both Players)
- Spearhead (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Starting with the Attacker, each player places one Objective within their own table half.
5. Starting with the Attacker, each player places one Objective in the opponent's table half.
6. All Objectives must be more than 8"/20cm from the short centre line and more than 8"/20cm from all table edges.
7. *World War III only:* The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Immediate Reserve. The Reserves will arrive from their player's short table edge.
2. Both players, starting with the Attacker, take turns at placing a Unit in their own table within 16"/40cm of the short table edge until all are deployed.
3. 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 turn six Holding an Objective on the opponent's side of the table.

### RANDOM TIME OF DAY

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

# COLLISION SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## ROLL FOR RESERVES

At the start of each Player'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.

The Reserves move on from the short table edge in the player's deployment area at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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.

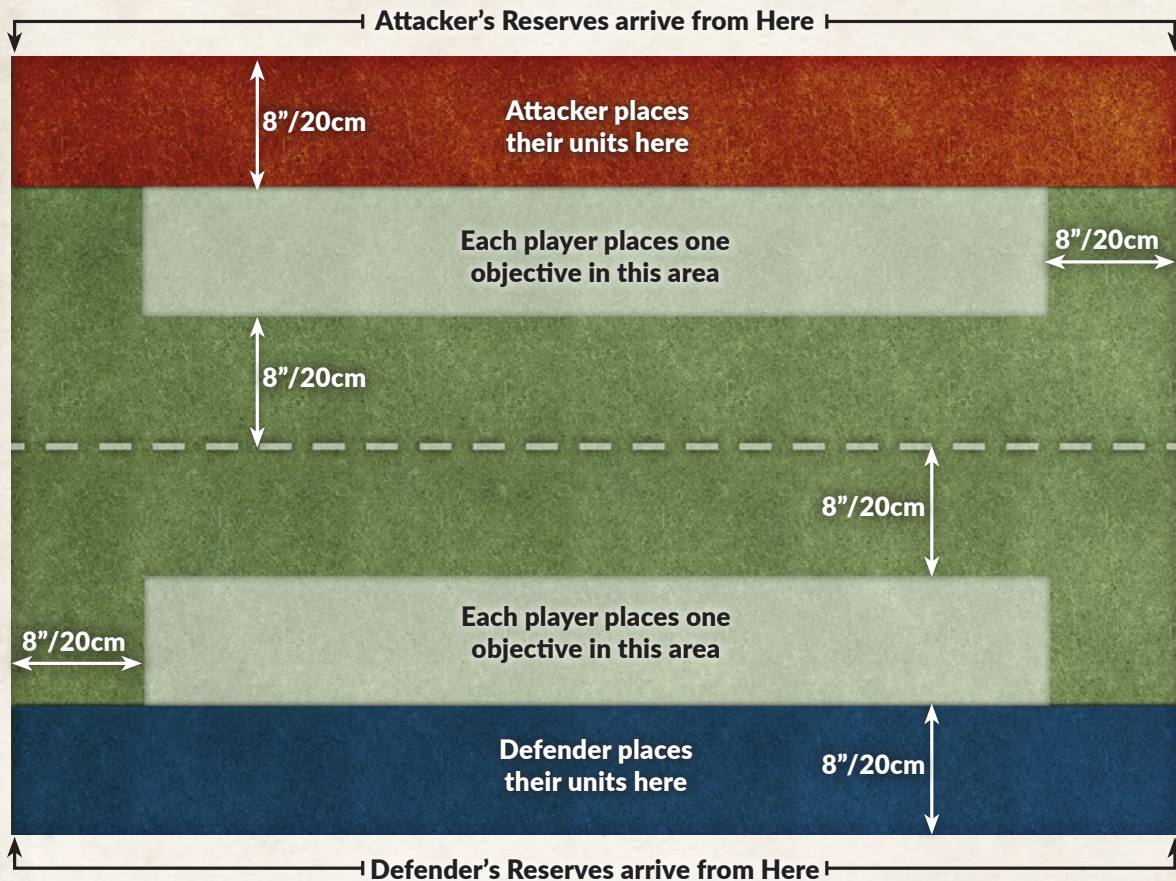
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# CONFRONTATION



## SPECIAL RULES

- Meeting Engagement (First Player)
- Immediate Reserves (Both Players)
- Spearhead (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. Starting with the Attacker, each player places one Objective within their own table half.
5. Starting with the Attacker, each player places one Objective in the opponent's table half.
6. All Objectives must be more than 8"/20cm from the long centre line and more than 8"/20cm from all table edges.
7. **World War III only:** The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Immediate Reserve. The Reserves will arrive from their player's long table edge.
2. Both players, starting with the Attacker, take turns at placing a Unit in their own table within 8"/20cm of the long table edge until all are deployed.
3. 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 turn six Holding an Objective on the opponent's side of the table.

### RANDOM TIME OF DAY

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

# CONFRONTATION SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## ROLL FOR RESERVES

At the start of each Player'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.

The Reserves move on from the long table edge in the player's deployment area at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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 0-1 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

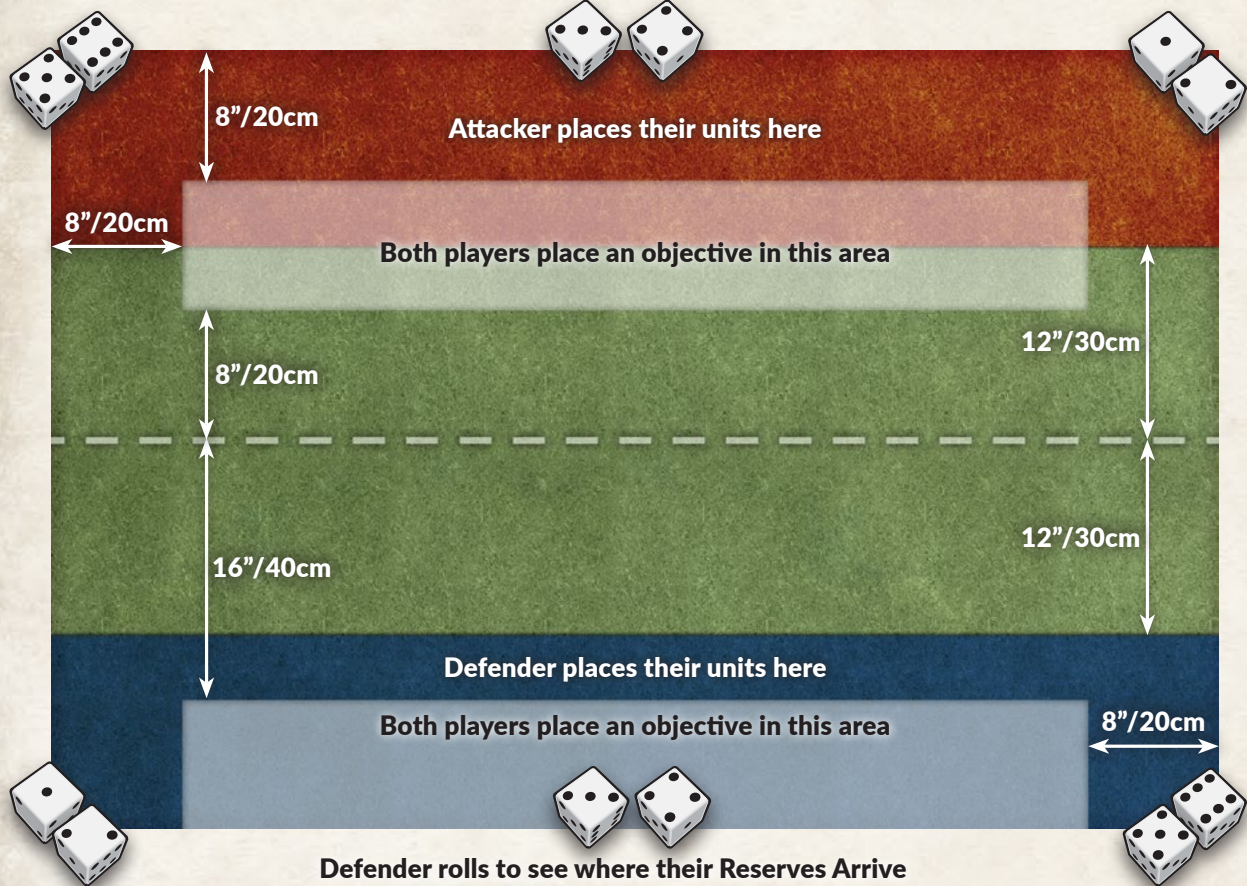
Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# CONTACT

Attacker rolls to see where their Reserves Arrive



## SPECIAL RULES

- Meeting Engagement (Attacker)
- Scattered Immediate Reserves (Attacker)
- Ambush (Defender)
- Scattered Delayed Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. Both players, starting with the Attacker, place one Objective in their own table half. Then, again starting with the Attacker, both players place one Objective in the opponent's table half.
3. Objectives in the Attacker's table half must be more than 8"/20cm from the long centre line and more than 8"/20cm from all table edges. Objectives in the Defender's table half must be more than 16"/40cm from the long centre line and more than 8"/20cm from the short table edges.
4. **World War III only:** The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. The Attacker selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. The player will dice to see where each Unit arrives.

## RANDOM TIME OF DAY

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

2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each Unit arrives.
3. The Defender may hold one of their deployed Units in Ambush.
4. Both players, starting with the Defender, then take turns at placing a deployed Unit in their own table half more than 12"/30cm from the long centre line.
5. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Attacker has the first turn. As the game is a Meeting Engagement, the Attacker will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on their first turn

## WINNING THE GAME

- A player wins if they end their turn Holding an Objective on the opponent's side of the table.

MODIFICATION OF  
RULEBOOK CONTACT.

# CONTACT SPECIAL RULES

## MEETING ENGAGEMENT (ATTACKER)

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 Attacker. They do not apply in the Defender's turn, nor in subsequent turns.

- The Attacker's Aircraft cannot arrive in their first turn.
- Treat all of the Attacker's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The Attacker's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The Attacker's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

## 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## ROLL FOR IMMEDIATE RESERVES (ATTACKER)

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.

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.

## ROLL FOR DELAYED RESERVES (DEFENDER)

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 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. 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.

## SPEARHEAD (BOTH PLAYERS)

Both players have the opportunity to use the Spearhead rules (see page 93 of the rulebook).

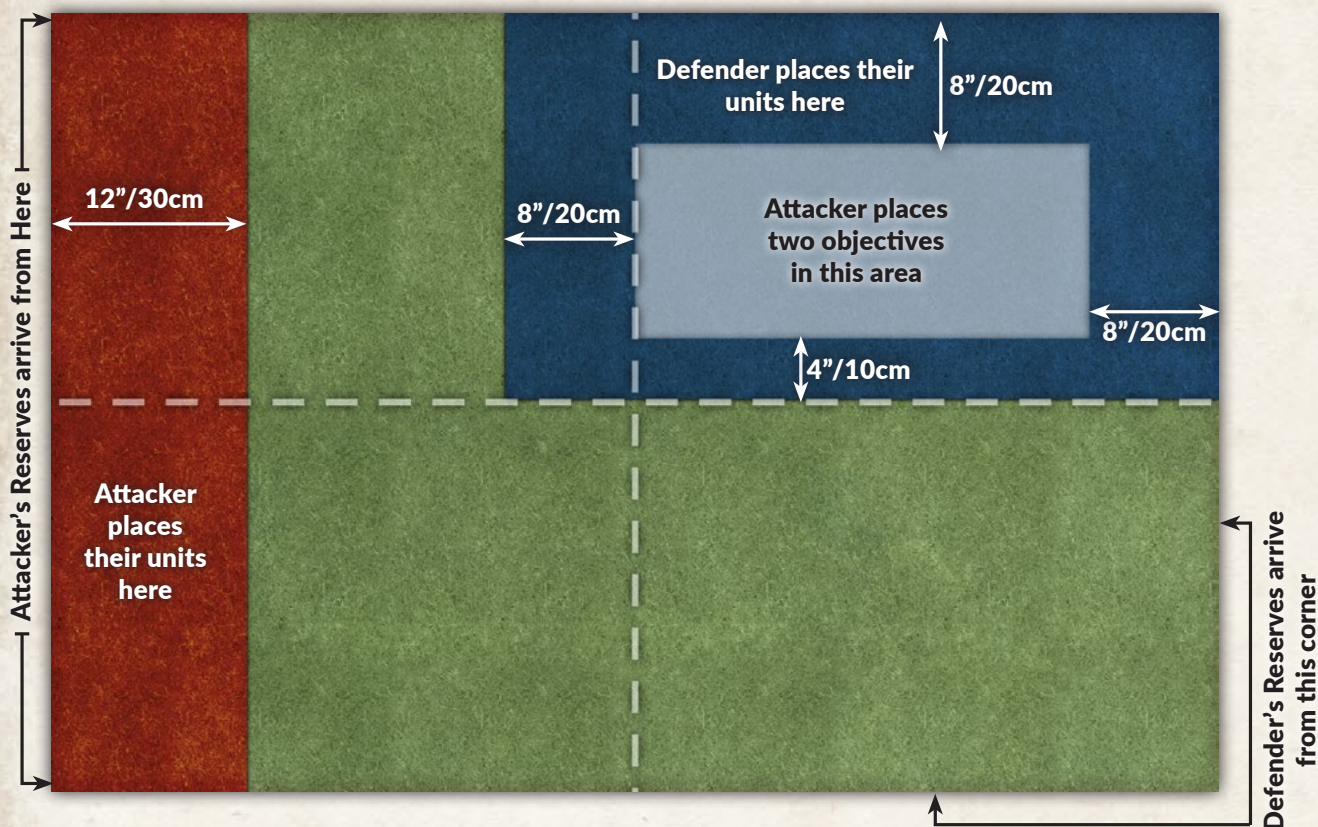
## VICTORY POINTS

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 0-1 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.

# CORNERED

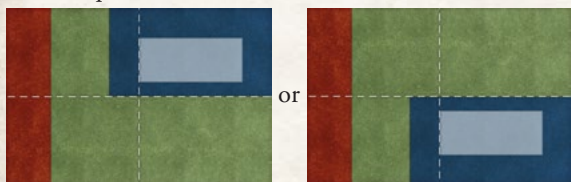


## SPECIAL RULES

- Immediate Reserves (Attacker)
- Ambush (Defender)
- Deep Delayed Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the opposite short table edge.
3. The Attacker places two Objectives in the Defender's table quarter more than 4"/10cm from the long centre line and more than 8"/20cm from all table edges. Depending on the quarter chosen, the table will look like:



4. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Delayed Reserve. Their Reserves will arrive within 16"/40cm of the No-Man's Land table corner.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. The Defender then places their deployed Units in their table quarter or up to 8"/20cm into the Attacker's table half in the adjacent quarter.
5. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive from their short table edge.
6. The Attacker then places their deployed Units in their table half within 12"/30cm of the short table edge.
7. 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# CORNERED 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 (ATTACKER)

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

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.

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.

The Reserves move on from the short table edge in the Attacker's deployment areas at the start of their Movement Step. 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.

## DEEP DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

The Reserves move on from the table edge within 16"/40cm of the table corner in No-Man's Land at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

Both players have the opportunity to use the Spearhead rules (see page 93 of the rulebook).

## 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 0-1 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.

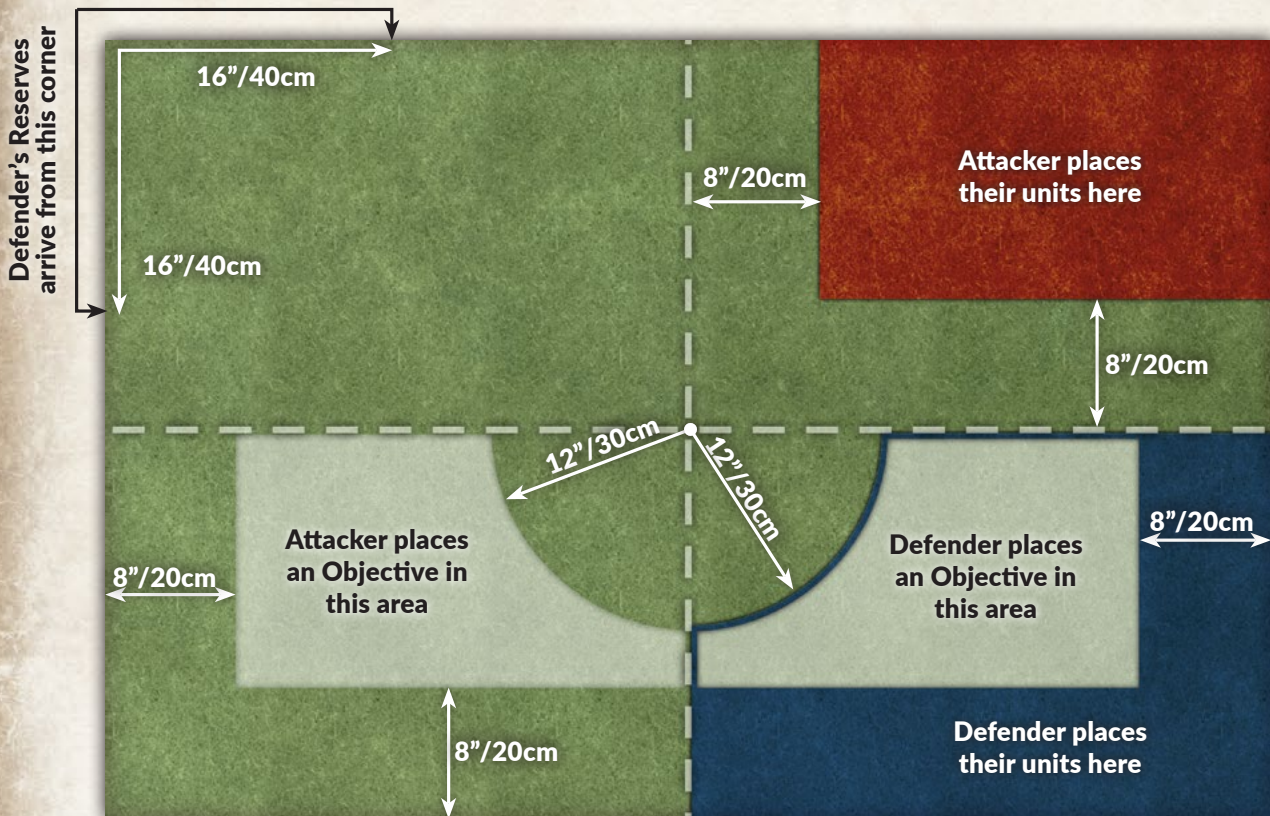
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# COUNTERATTACK

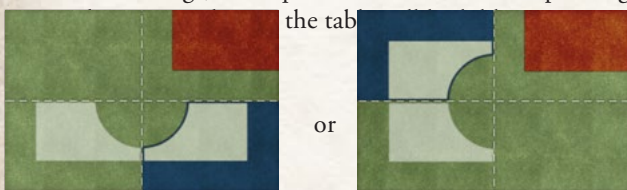


## SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Meeting Engagement (Attacker)
- Spearhead (Both Players)

## 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



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 more than 8''/20cm from all table edges and more than 12''/30cm from the table centre.
6. *World War III only:* The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

**MODIFICATION OF RULEBOOK COUNTERATTACK.**

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

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16''/40cm of the opposite corner from their quarter.
2. The Defender may hold one of their deployed Units in Ambush.
3. They then place their deployed Units in their quarter more than 12''/30cm from the table centre.
4. The Attacker places all of their Units in their table quarter more than 8''/20cm from both centre lines.
5. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Attacker has the first turn. As the game is a Meeting Engagement, the Attacker will Shoot as if they Moved and cannot use Artillery Bombardments or Aircraft on their first turn.

## WINNING THE GAME

- The Attacker wins if they end their turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

# COUNTERATTACK SPECIAL RULES

## MEETING ENGAGEMENT (ATTACKER)

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 Attacker. They do not apply in the Defender's turn, nor in subsequent turns.

- The Attackers Aircraft cannot arrive in their first turn.
- Treat all of the Attacker's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The Attacker's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The Attackers Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

## 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 (unless revealed on the first turn, in which case they are affected by the Meeting Engagement rule and fire at their Moving ROF). Units in Ambush are in Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

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.

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. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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 0-1 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.

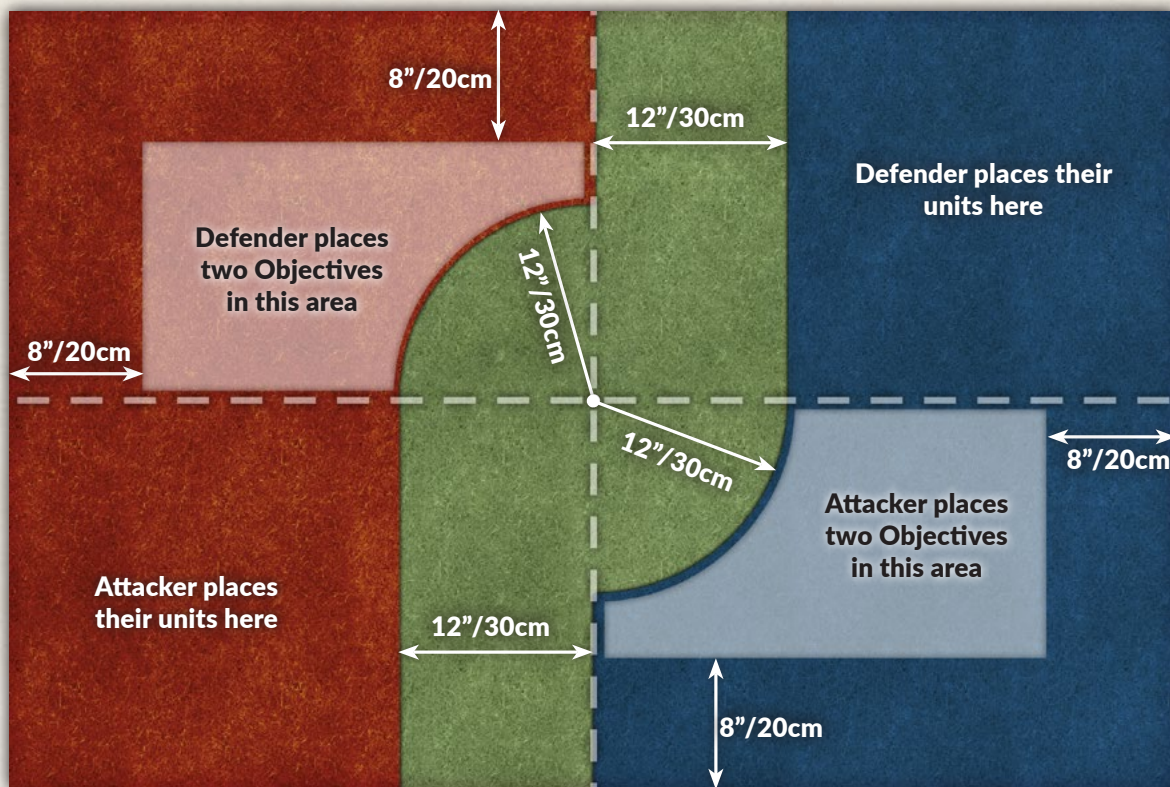
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# CROSSED LINES

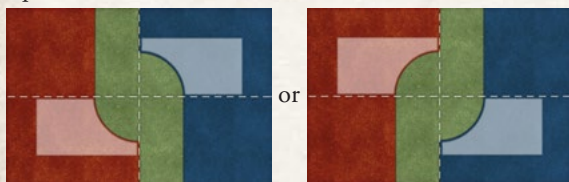


## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. The Defender picks a table quarter in the Attacker's table half for their Objectives. The Attacker's Objectives are in the opposite table quarter.
5. Both players, starting with the Attacker, place two Objectives within their Objective table quarter, more than 12"/30cm from the centre of the table and more than 8"/20cm from all table edges. Depending on the quarter chosen, the table will look like:



6. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside their opponent's deployment area.

7. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. Both players, starting with the Attacker, take turns at placing a Unit in their own table half more than 12"/30cm from the table centre and more than 12"/30cm from the your Objective table quarter until all are deployed.
2. 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 Holding an Objective on the opponent's side of the table.

# CROSSED LINES SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

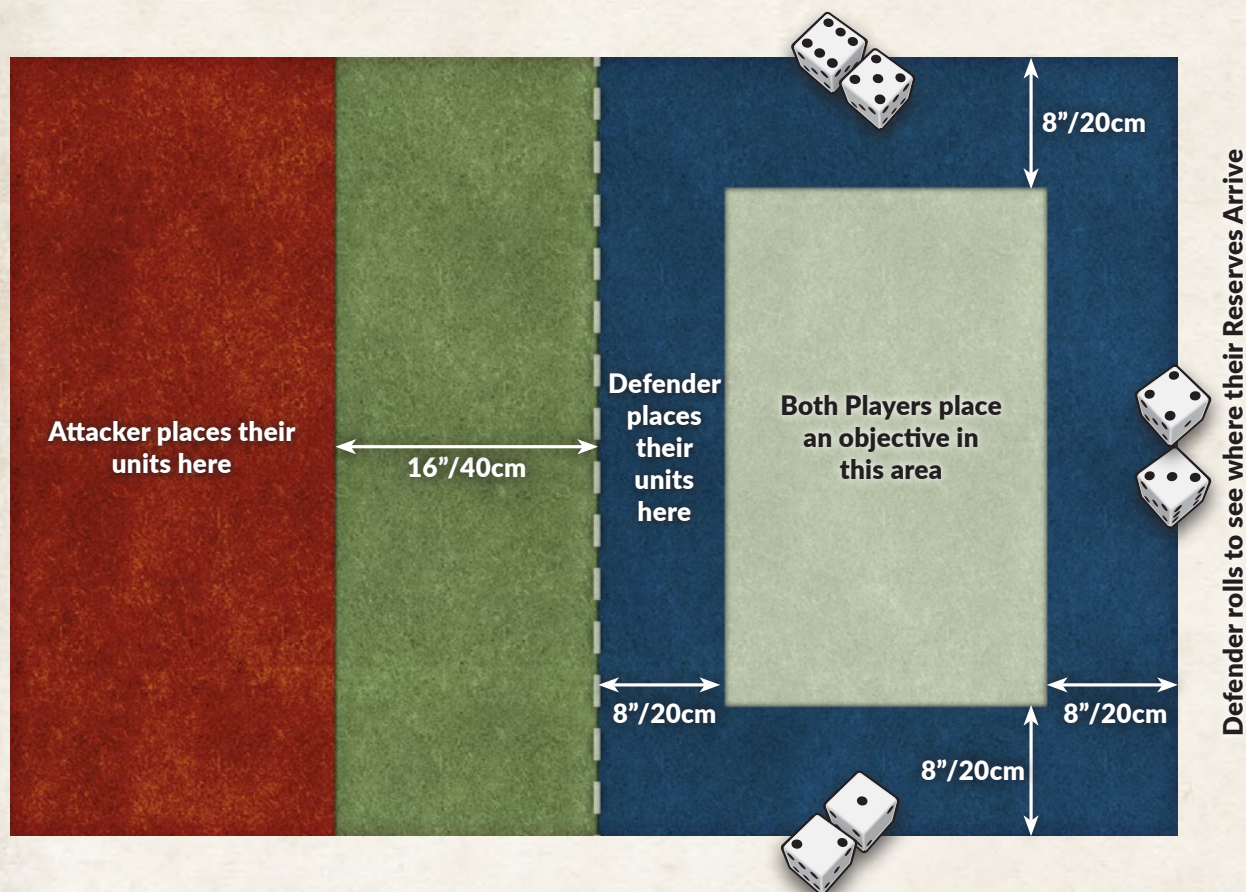
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# DOG FIGHT



## SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (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, more than 8"/20cm from the short 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. *World War III only:* The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. All of the Reserves will arrive from a table edge and must arrive in the Defender's table half.

3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their Units in their table half.
6. The Attacker places all of their Units in their table half more than 16"/40cm from the short centre line.
7. 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# DOGFIGHT 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

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

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge in the Defender's table half.

The Reserves move on from the table edge at the start of their Movement Step. 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.

## 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 0-1 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.

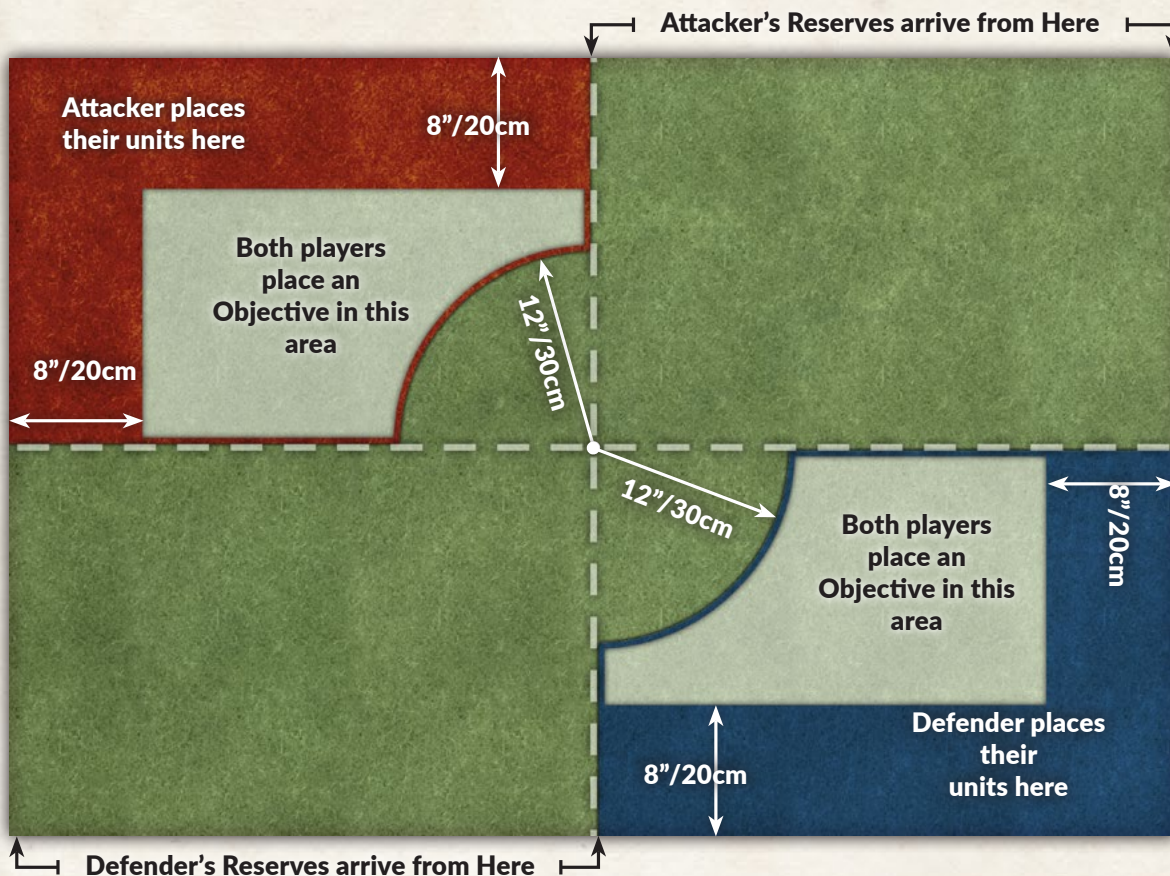
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# DUST-UP



## SPECIAL RULES

- Meeting Engagement (First Player)
- 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. *World War III only*: 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

8. Both players select up to 60% of their force to deploy and hold the rest in Delayed Reserve. The Reserves will arrive from the long table edge adjacent to the player's quarter.
9. 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 until all are deployed.
10. 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 Holding an Objective in the opponent's quarter.

# DUST-UP SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## DELAYED RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. 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 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.

## 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.

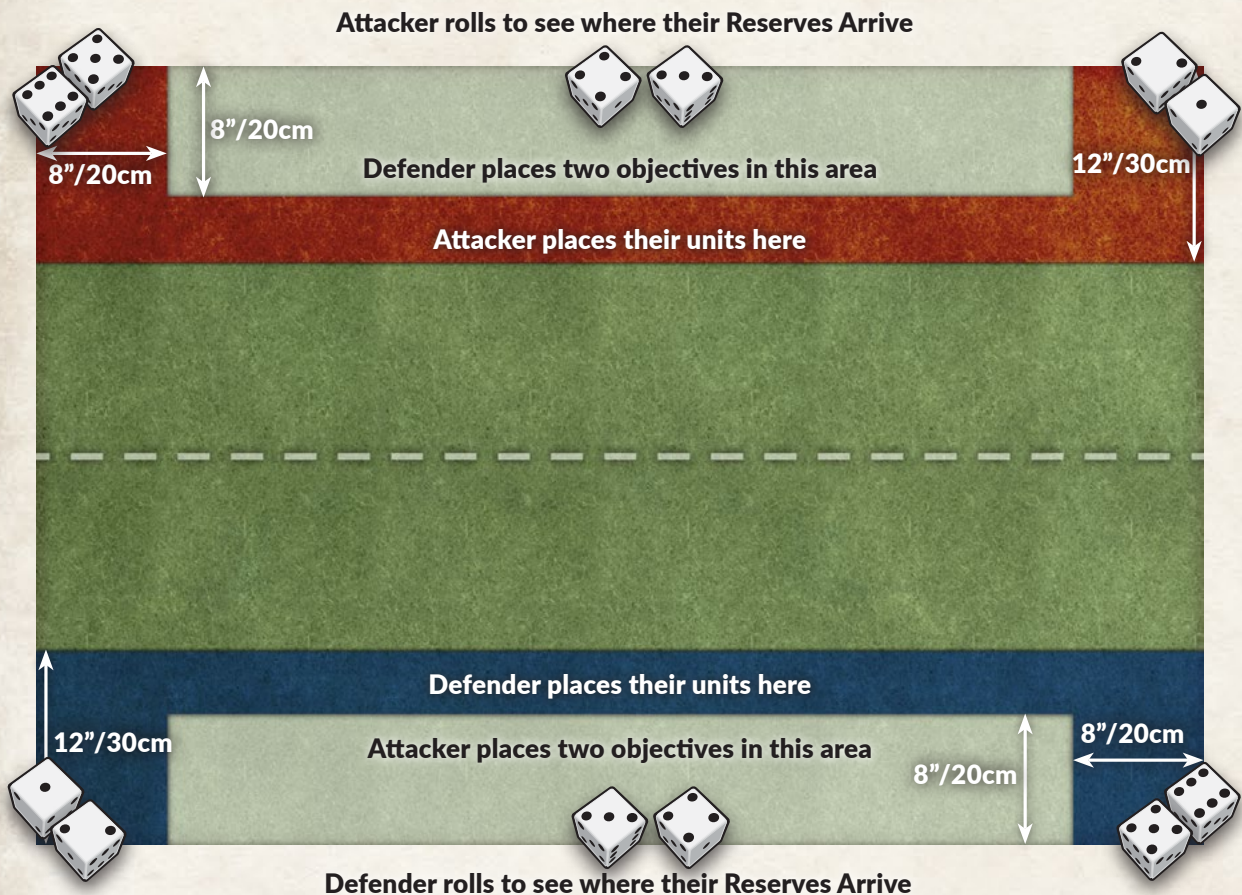
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# ENCOUNTER



## SPECIAL RULES

- Meeting Engagement (First Player)
- 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. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

5. Both players select up to 60% of their force to deploy and hold the rest in Scattered Delayed Reserve. The players will dice to see where each Unit arrives.
6. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 12"/30cm of their own table edge until all are deployed.
7. 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 Holding an Objective on the opponent's side of the table.

# ENCOUNTER SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. 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 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.

## 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.

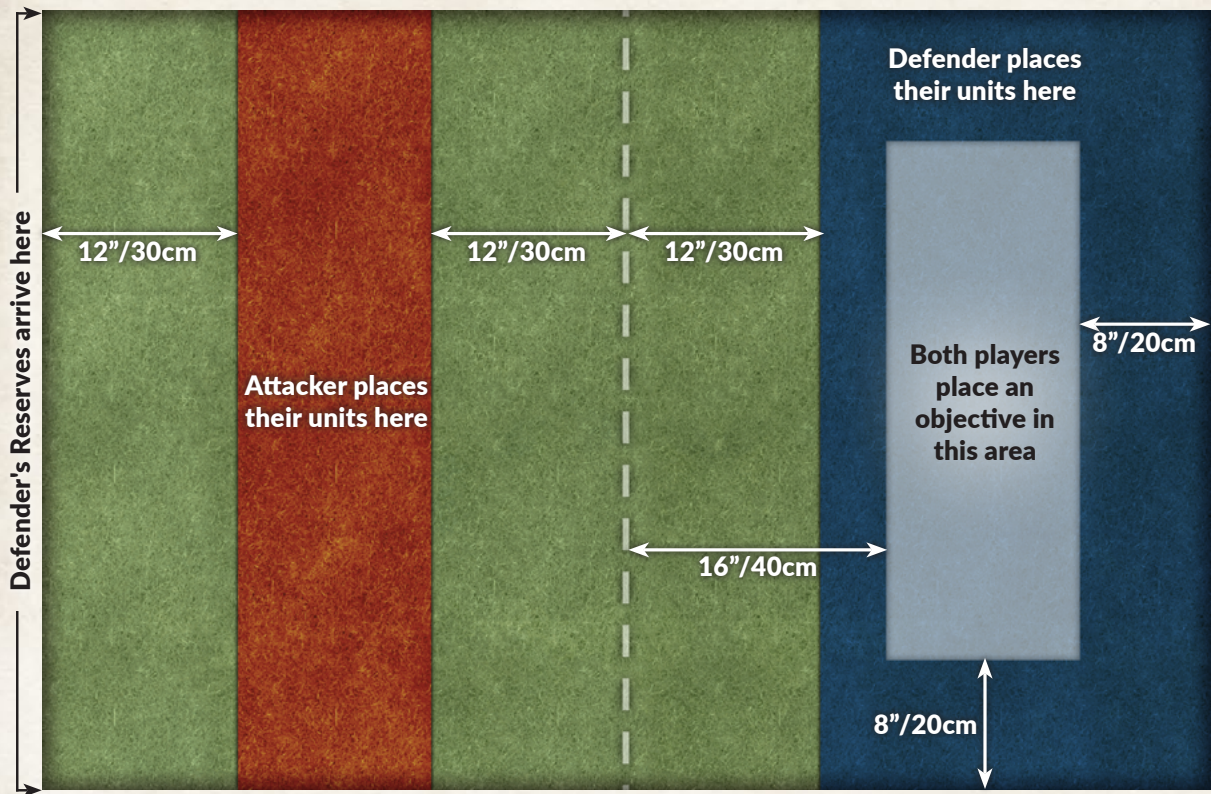
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# ESCAPE



## SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, more than 16"/40cm from the short centre line and more than 8"/20cm from all table edges.
3. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. Their Reserves arrive from the Attacking player's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their remaining Units in their table half more than 12"/30cm from the short centre line.
5. The Attacker places all of their Units in their table half more than 12"/30cm from the short centre line and more than 12"/30cm from their short 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# ESCAPE 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

The Reserves move on from the short table edge in the *Attacker's* table half at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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 0-1 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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# FREE FOR ALL



## SPECIAL RULES

- Meeting Engagement (First Player)

## 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. *World War III only*: 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

6. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge until all are deployed.
7. 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 Holding an Objective on the opponent's side of the table.

# FREE FOR ALL SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

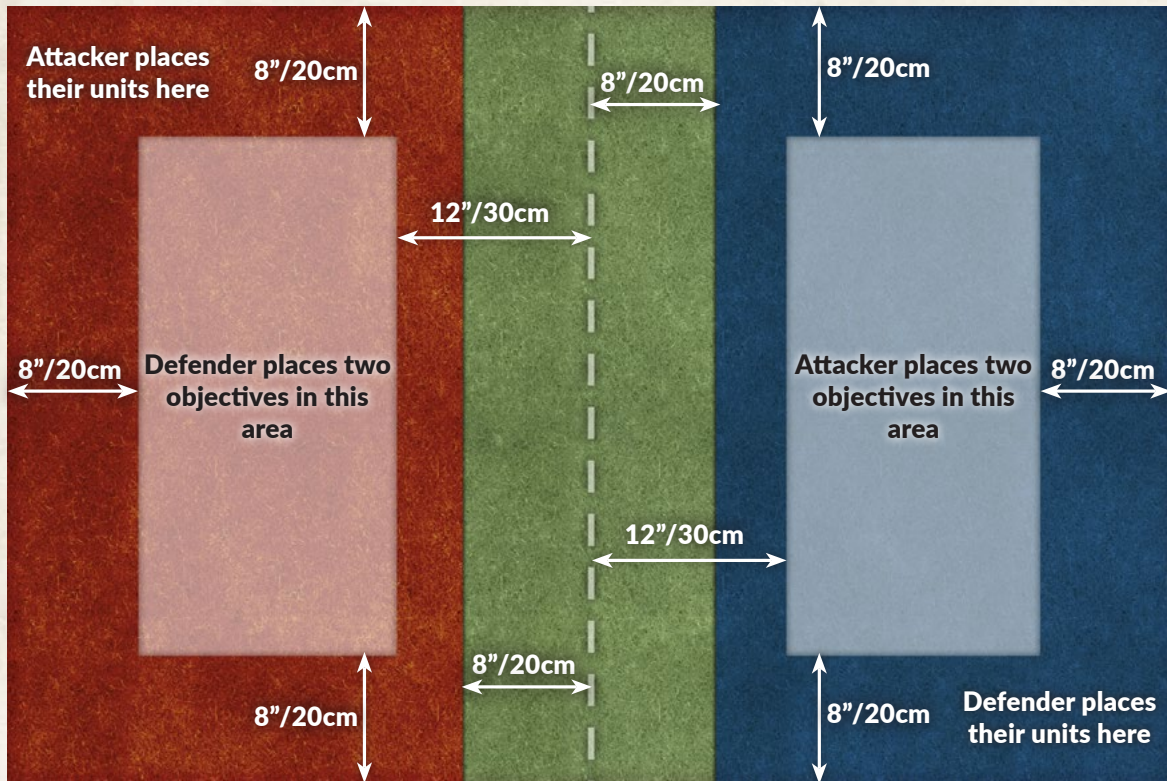
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# HEAD TO HEAD



## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short 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 the opponent's table half, more than 12"/30cm from the short centre line and more than 8"/20cm from all table edges.
5. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside the their opponent's deployment area.
6. *World War III only:* 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 a Unit in their own table half more than 8"/20cm from the short centre line until all are deployed.
2. 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 Holding an Objective on the opponent's side of the table.

### RANDOM TIME OF DAY

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

# HEAD TO HEAD SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

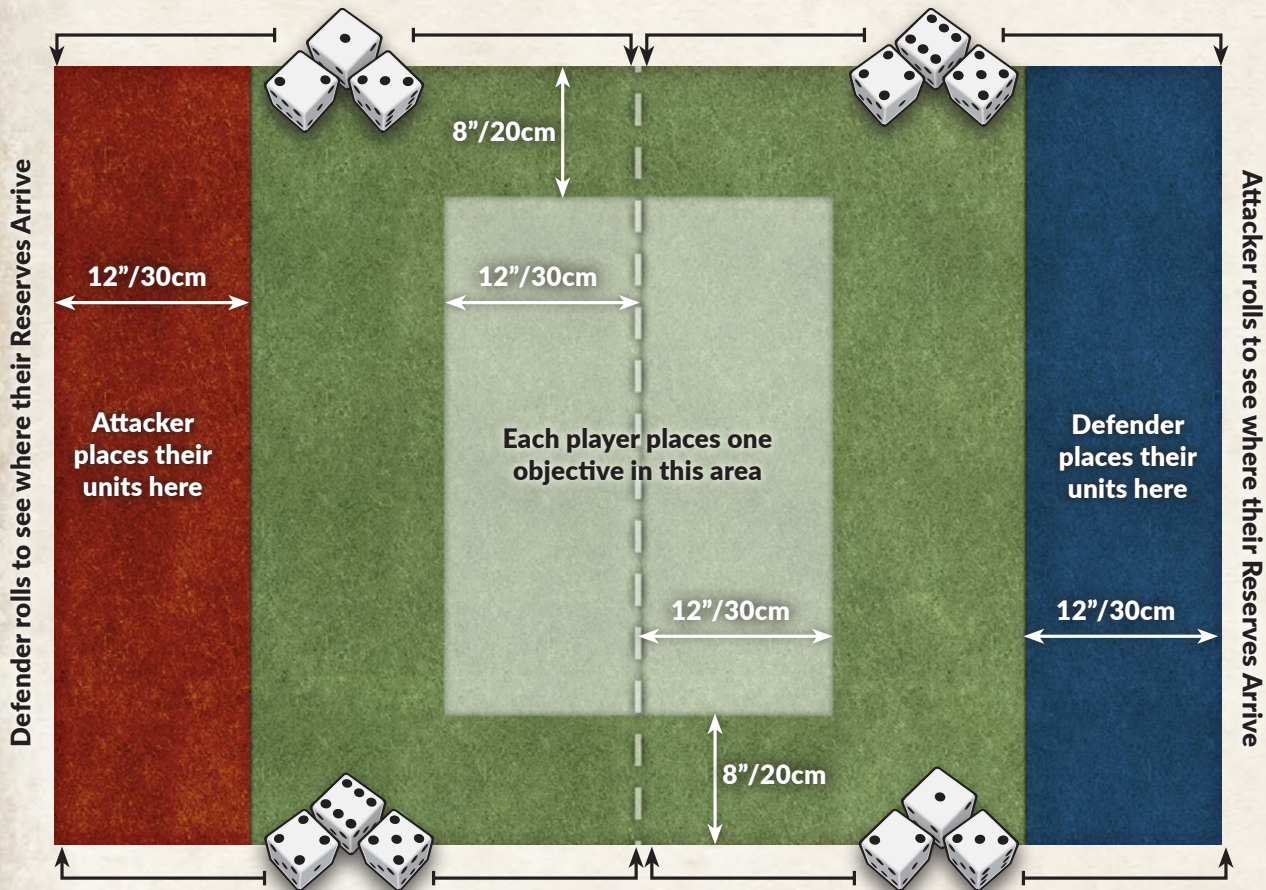
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# HIGH GROUND



## SPECIAL RULES

- Meeting Engagement (First Player)
- Scattered Immediate Reserves (Both Players)
- Spearhead (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Both players, starting with the Attacker, place one Objective within 12"/30cm of the short centre line, more than 8"/20cm from the long table edges.
5. *World War III only*: 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Scattered Immediate Reserve. The players will dice to see where each Unit arrives. A player's reserves will arrive in their own table half on the long table edge indicated by the die roll.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 12"/30cm of their own table edge until all are deployed.
3. 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 sixth turn Holding an Objective.

# HIGH GROUND SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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 IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## ROLL FOR RESERVES

At the start of each player'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 player's Reserves.

If the 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.

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

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge in that player's table half.

The Reserves move on from the table edge at the start of their Movement Step. 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.

## WHERE DO RESERVES ARRIVE

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

When a Unit arrives, it may enter the table anywhere along that table edge in the player's table half. The Reserves move on from the table edge at the start of their Movement Step.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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.

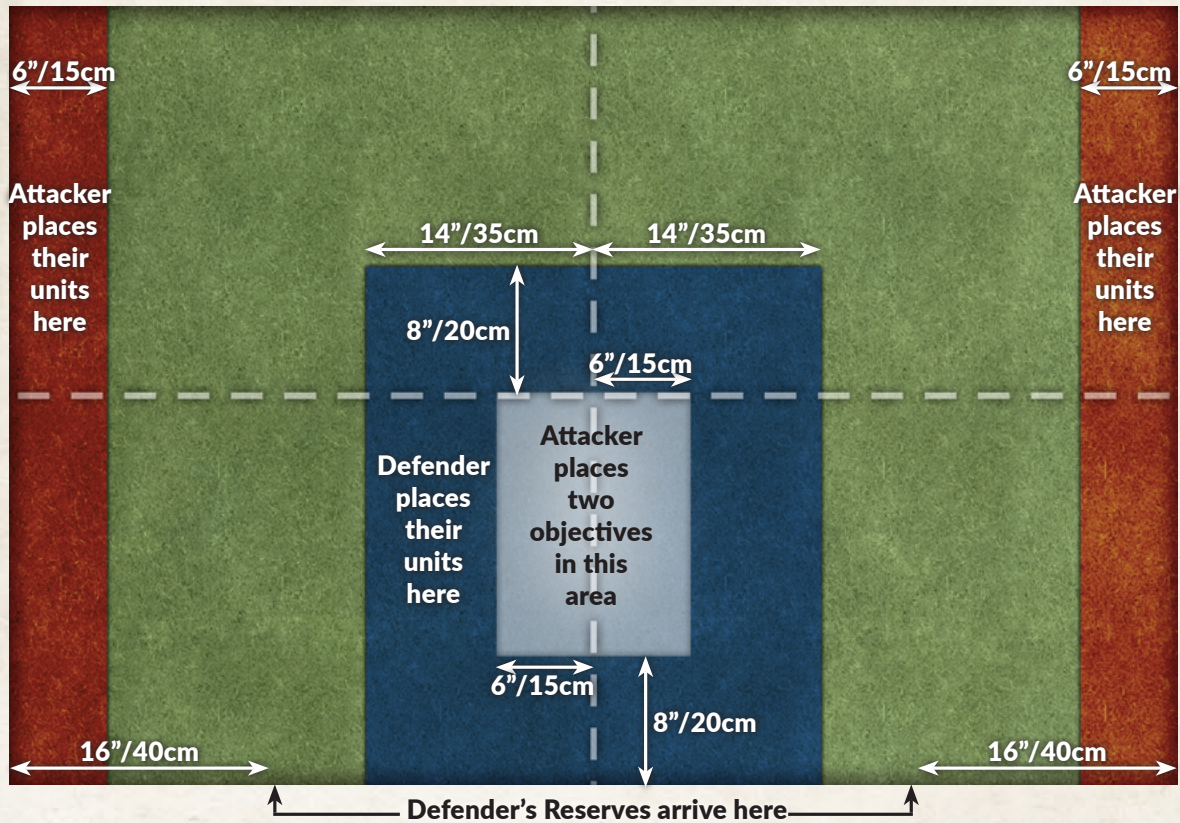
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# HOLD THE POCKET



## SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)
- Minefields (Defender)

## SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the short table edge.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be within 6"/15cm of the short centre line and more than 8"/20cm from the long table edge.
3. The Defender may place one Minefield for each 25 points or part thereof in their force anywhere outside the Attacker's deployment area.
4. **World War III only:** The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. The Reserves will arrive along the Defender's long table edge not within 16"/40cm of the short table edges.
2. The Defender may hold one of their deployed 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 within 14"/35cm of the short centre line, and either in their table half or within 8"/20cm of the long centre line.
5. The Attacker places all of their Units within 6"/15cm of either short 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# HOLD THE POCKET 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

The Reserves move on from the long table edge in the Defender's table half more than 16"/40cm from the short table edges at the start of their Movement Step. 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.

## 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 0-1 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.

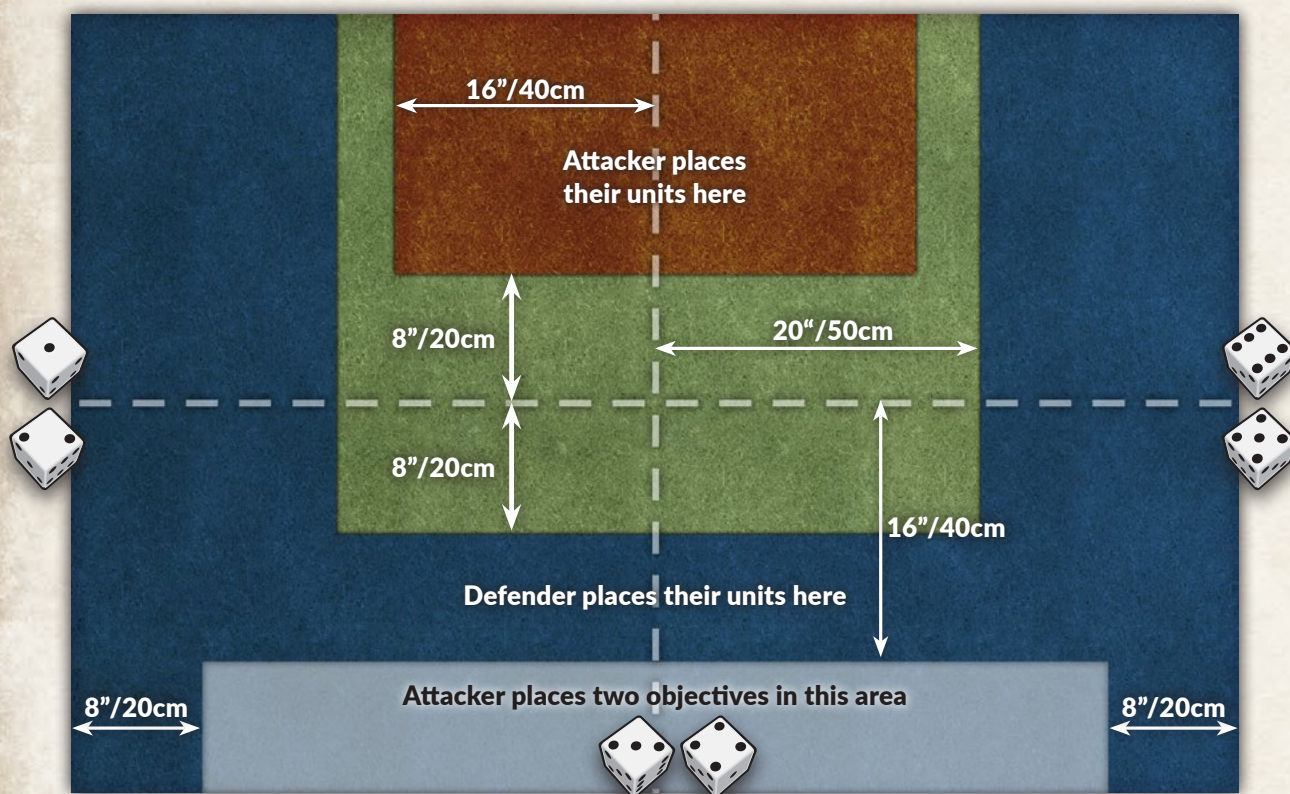
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# KILLING GROUND



Defender rolls to see where their Reserves Arrive

## SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (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 in the Defender's half of the table, more than 16"/40cm from the long centre line and more than 8"/20cm 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. **World War III only:** The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) 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 more than 8"/20cm from the long centre line and in the Attacker's half more than 20"/50cm from the short centre line.
5. The Attacker places all of their Units in their table half more than 8"/20cm from the long centre line and within 16"/40cm of the short centre line.
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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# KILLING GROUND 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

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

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge in the Defender's table half.

The Reserves move on from the table edge at the start of their Movement Step. 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.

## 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 0-1 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.

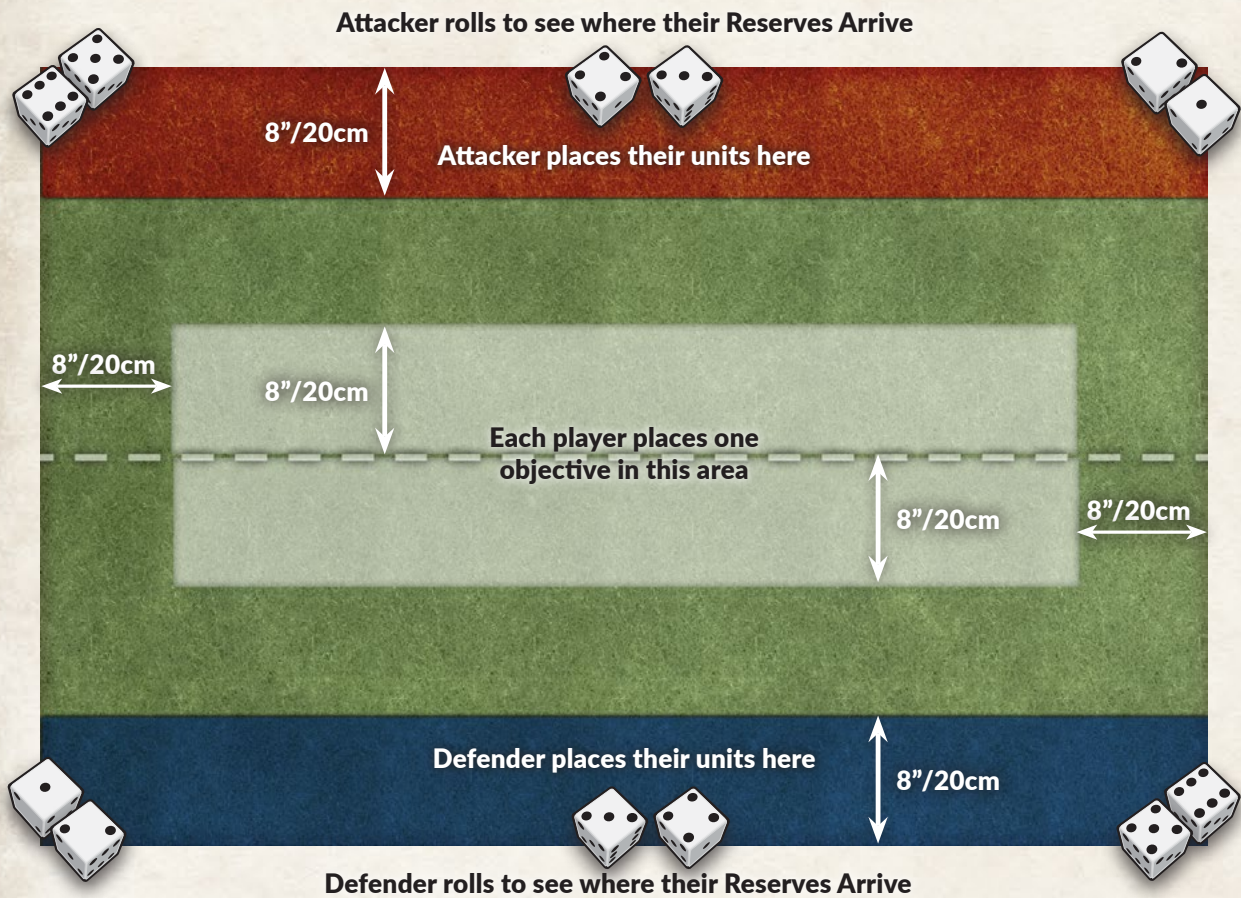
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# KING OF THE HILL



## SPECIAL RULES

- Meeting Engagement (First Player)
- Scattered Immediate Reserves (Both Players)
- Spearhead (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 one Objective within 8"/20cm of the long centre line, more than 8"/20cm from the short table edges.
5. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Scattered Immediate Reserve. The players will dice to see where each Unit arrives. Players will dice to see where each Unit will arrive.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit within 8"/20cm of their own table edge until all are deployed.
3. 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 sixth turn Holding an Objective.

# KING OF THE HILL SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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 IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held 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.

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 (including in the opponent's table half). 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. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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.

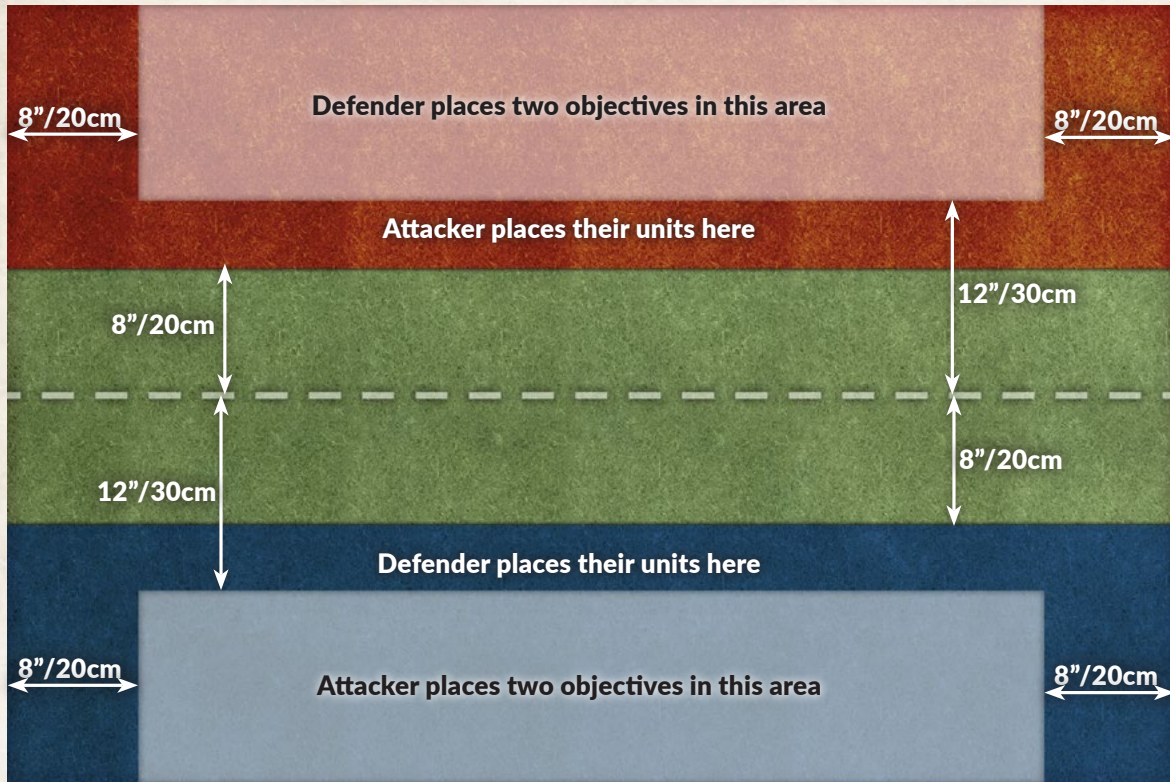
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# KNIFE FIGHT



## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (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 in the opponent's table half more than 12"/30cm from the long centre line and more than 8"/20cm from the short table edges.
5. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside the their opponent's deployment area.
6. *World War III only:* 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 a Unit more than 8"/20cm from the long centre line until all are deployed.
2. 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 Holding an Objective on the opponent's side of the table.

### RANDOM TIME OF DAY

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

# KNIFE FIGHT SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

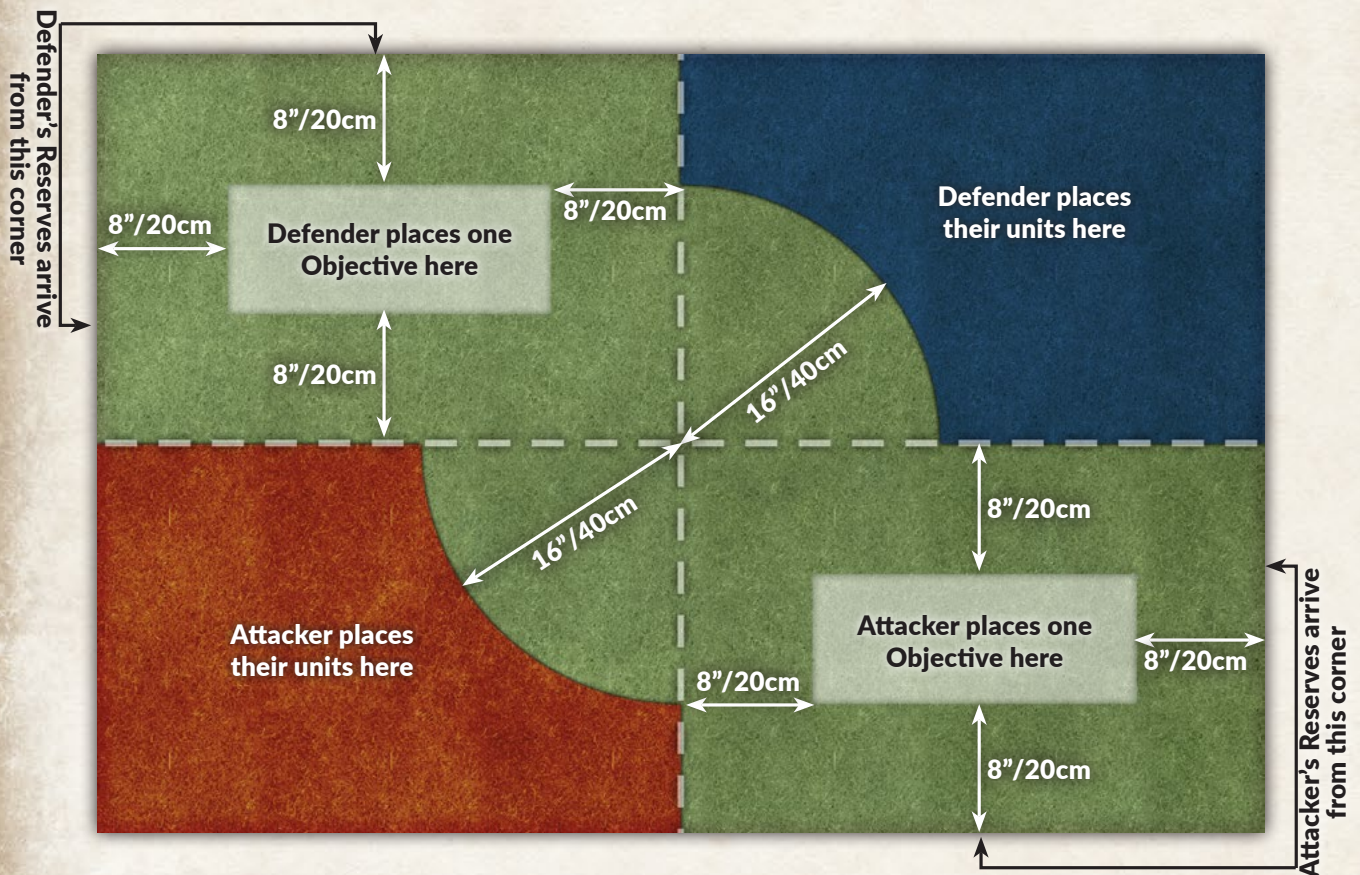
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# LOCKED HORNS



## SPECIAL RULES

- Meeting Engagement (First Player)
- Immediate Reserve (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 table quarter.
4. Both players, starting with the Attacker, place one Objective. The Attacker places their Objective in the No-Man's Land table quarter along the same long table edge as their table quarter. The Defender places their Objective in the opposite table quarter along their long table edge. Both Objectives must be more than 8"/20cm from the centre lines and the table edges.
5. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Immediate Reserve. The players will dice to see where each Unit arrives. A player's reserves will arrive from the corner along the same long table edge as their table quarter.
2. Both players, starting with the Attacker, take turns at placing a Unit in their own table quarter more than 16"/40cm from the centre of the table until all are deployed.
3. 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 sixth turn Holding an Objective.

# LOCKED HORNS SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## ROLL FOR RESERVES

At the start of each player'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 player's Reserves.

If the 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.

The Reserves move on from the table edge within 16"/40cm of the table corner on the same long table edge as the player's deployment area at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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.

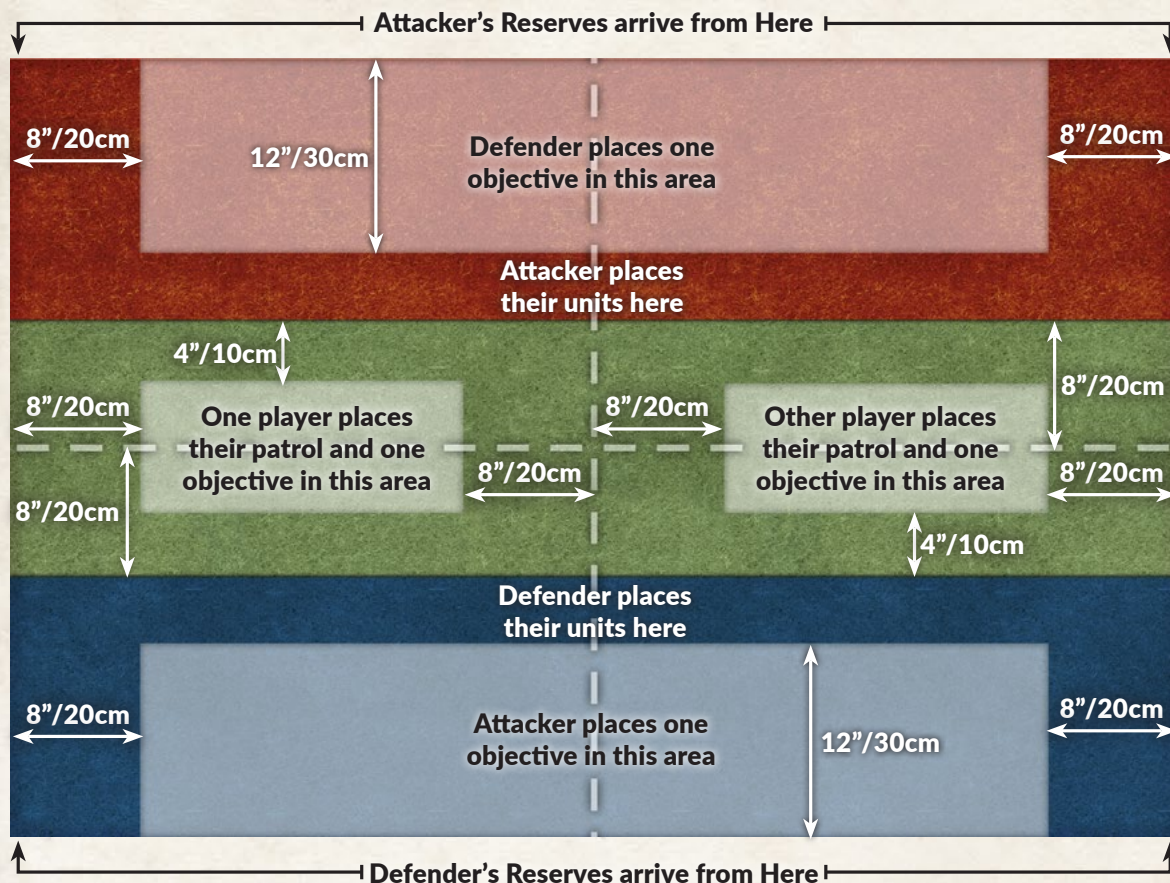
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# NIGHT PATROL



## SPECIAL RULES

- Meeting Engagement (First Player)
- Deep Static Delayed Reserves (Both Players)
- Minefields (Both Players)
- Night (Both Players)
- Patrols (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 one Minefield for each 25 points or part thereof in their force anywhere in their opponent's table half more than 6 inches/15 cm away from the long centre line.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Deep Static Delayed Reserve. A player's reserves will arrive from their long table edge. Any Tank teams deployed will start the game Bailed Out.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own table half more than 8 inches/20 cm from the long centre line until all are deployed. Tank teams must be placed within 8 inches/20 cm of their own long table edge.

## PATROLS

1. Both players roll a die. The highest-scoring player chooses a short table edge for their Patrol to operate along. The other player's Patrol operates along the opposite short table edge.
2. Both players, starting with the Attacker, place one Objective on the side their Patrol is operating, within 4 inches/10 cm of the long centre line, and more than 8 inches/20 cm from the short centre line and the short table edge.
3. Both players, starting with the Attacker, choose an Infantry Unit as their Patrol and place the Patrolling Teams in the same area.
4. Both players, starting with the Attacker, place one Objective in the opponent's table half within 12 inches/30 cm of the long table edge and more than 8 inches/20 cm from the short table edges.
5. Patrolling Teams do not start the game in Foxholes.

## WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. Remember, the game is a Meeting Engagement and is fought at Night for the entire game.

## WINNING THE GAME

- A player wins if they end their turn Holding an Objective in their opponent's Patrol or Deployment Areas.

# NIGHT PATROL SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## DEEP STATIC DELAYED RESERVES

### (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## STATIC RESERVES

All Tank teams deployed on the table at the start of the game are Bailed Out. However, Tank Units do not take Unit Last Stand tests during their first turn.

Deployed Tank teams must start the game entirely within 12"/30cm of the corner in their table quarter. Transport teams cannot use the Bring Transports Forward rule at any point in the game.

## ROLL FOR RESERVES

At the start of each 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 the 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.

The Reserves move on from the long table edge in the player's deployment area at the start of their Movement Step. 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.

## NIGHT (BOTH PLAYERS)

The *entire game* is played at Night. Teams may not move faster than their Terrain Dash speed and add +1 to their Cross number.

Teams suffer a +1 penalty when Shooting at Night and must roll on the Night Visibility Table to determine their maximum Line of Sight unless shooting at a Team that shot in it's previous Shooting Step.

NIGHT VISIBILITY TABLE	
DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

Artillery Bombardments suffer a +1 penalty when attempting to Range In at Night.

Aircraft cannot operate at Night.

## PATROLS (BOTH PLAYERS)

Each player must choose one of their Units as their Patrol. This Unit must have at least five Infantry Teams that are *not* Heavy Weapons. When they place their Patrol, leave the Unit's Heavy Weapons and non-Infantry Teams where they were deployed and place all remaining Infantry Teams as the Patrolling Teams. If there is not sufficient space in for all of the Patrolling Teams, any that do not fit remain where they were deployed.

Patrolling Teams do *not* start the game in Foxholes.

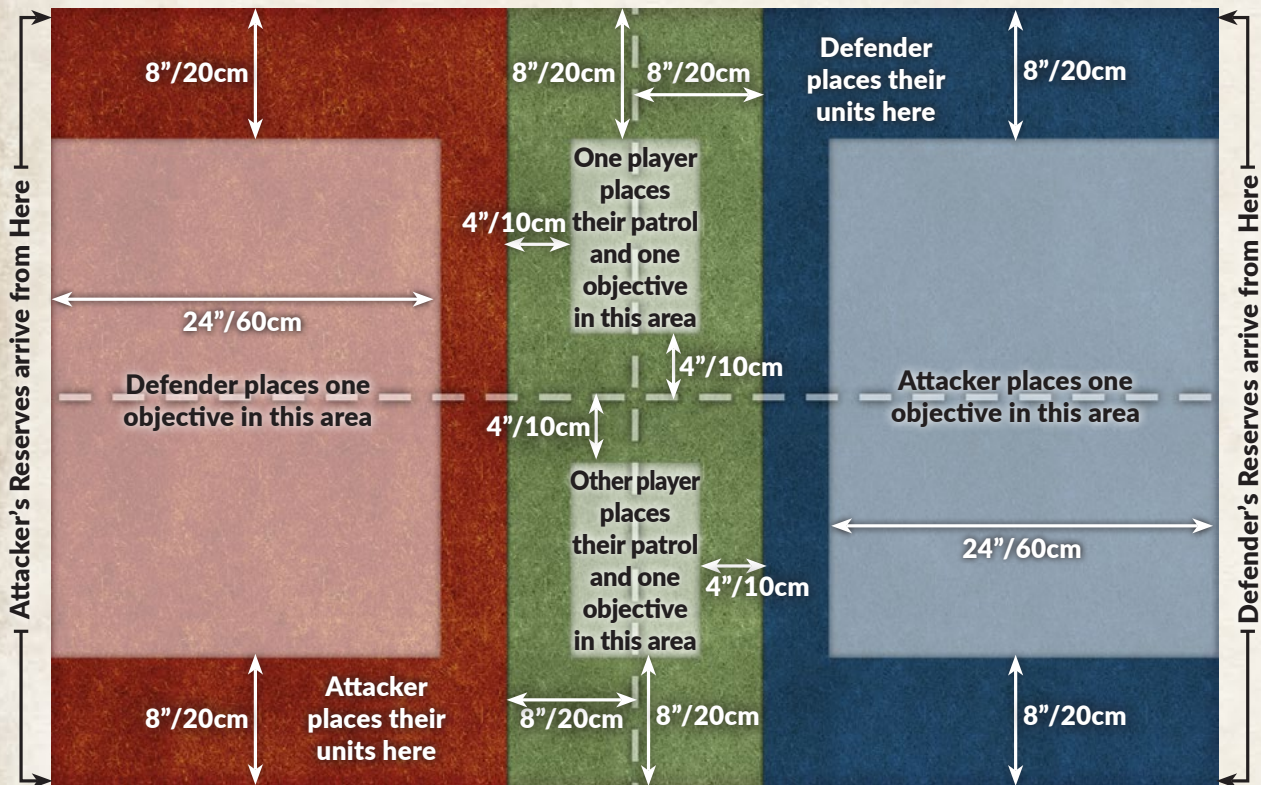
## VICTORY POINTS

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 0-1 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.

# NO-MAN'S LAND



## SPECIAL RULES

- Meeting Engagement (First Player)
- Deep Static Immediate Reserves (Both Players)
- Minefields (Both Players)
- Night (Both Players)
- Patrols (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. Both players, starting with the Attacker, place one Minefield for each 25 points or part thereof in their force anywhere in their opponent's table half more than 6"/15cm away from the short centre line.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Deep Static Immediate Reserve. A player's reserves will arrive from their short table edge. Any Tank teams deployed will start the game Bailed Out.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own table half more than 8"/20cm from the short centre line until all are deployed. Tank teams must be placed within 8"/20cm of their own long table edge.

## PATROLS

1. Both players roll a die. The highest-scoring player chooses a long table edge for their Patrol to operate along. The other player's Patrol operates along the opposite long table edge.
2. Both players, starting with the Attacker, place one Objective on the side their Patrol is operating, within 4"/10cm of the short centre line, more than 4"/10cm from the long centre line, and more than 8"/20cm from the long table edge.
3. Both players, starting with the Attacker, choose an Infantry Unit as their Patrol and place the Patrolling Teams in the same area.
4. Both players, starting with the Attacker, place one Objective in the opponent's table half within 24"/60cm of the short table edge and more than 8"/20cm from the long table edges.
5. Patrolling Teams do not start the game in Foxholes.

## WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. Remember, the game is a Meeting Engagement and is fought at Night for the entire game.

## WINNING THE GAME

- A player wins if they end their turn Holding an Objective in their opponent's Patrol or Deployment Areas.

# NO-MAN'S LAND SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## DEEP STATIC IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## STATIC RESERVES

All Tank teams deployed on the table at the start of the game are Bailed Out. However, Tank Units do not take Unit Last Stand tests during their first turn.

Deployed Tank teams must start the game entirely within 8"/20cm of their own short table edge. Transport teams cannot use the Bring Transports Forward rule at any point in the game.

## ROLL FOR RESERVES

At the start of each player'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 player's Reserves.

If the 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.

The Reserves move on from the short table edge in the player's deployment area at the start of their Movement Step. 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.

## NIGHT (BOTH PLAYERS)

The *entire game* is played at Night. Teams may not move faster than their Terrain Dash speed and add +1 to their Cross number.

Teams suffer a +1 penalty when Shooting at Night and must roll on the Night Visibility Table to determine their maximum Line of Sight unless shooting at a Team that shot in it's previous Shooting Step.

NIGHT VISIBILITY TABLE	
DIE ROLL	DISTANCE
1	4"/10cm
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3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

Artillery Bombardments suffer a +1 penalty when attempting to Range In at Night.

Aircraft cannot operate at Night.

## PATROLS (BOTH PLAYERS)

Each player must choose one of their Units as their Patrol. This Unit must have at least five Infantry Teams that are *not* Heavy Weapons. When they place their Patrol, leave the Unit's Heavy Weapons and non-Infantry Teams where they were deployed and place all remaining Infantry Teams as the Patrolling Teams. If there is not sufficient space in for all of the Patrolling Teams, any that do not fit remain where they were deployed.

Patrolling Teams do *not* start the game in Foxholes.

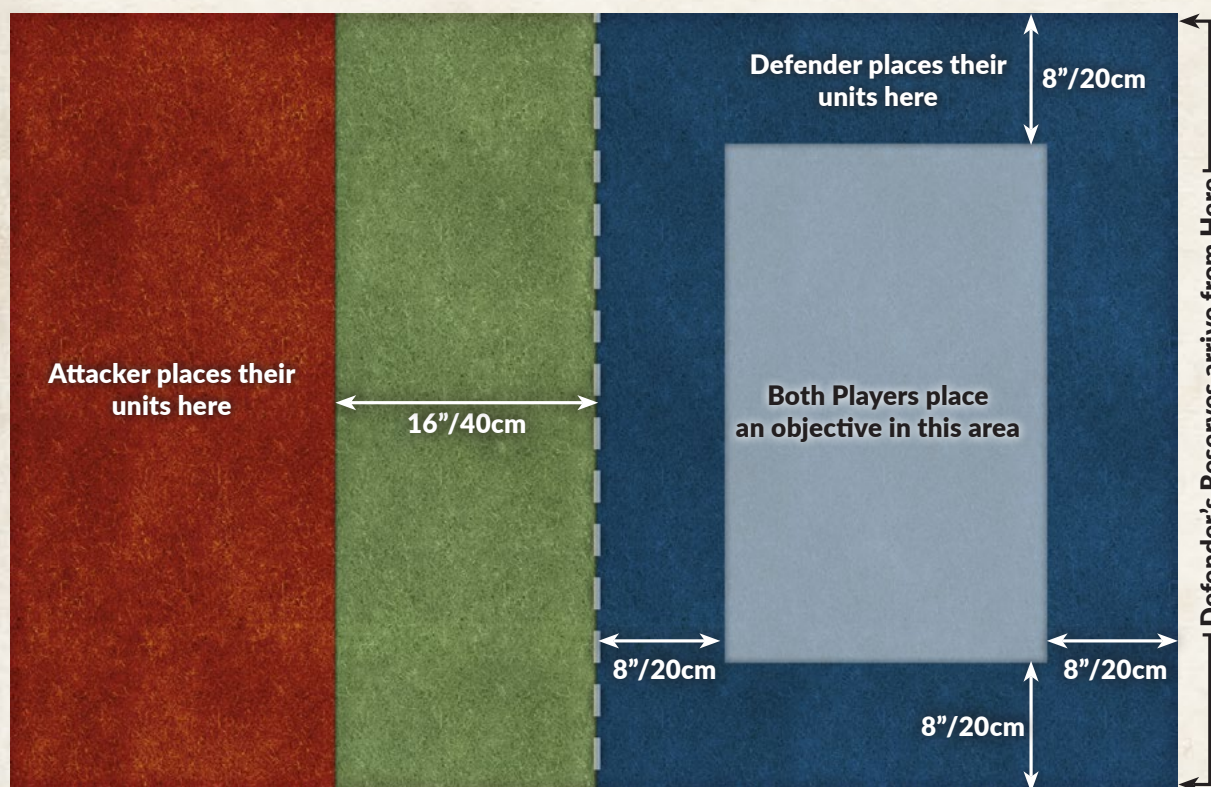
## VICTORY POINTS

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 0-1 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.

# NO RETREAT



## SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)
- Minefields (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, more than 8"/20cm from the short 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. *World War III only:* The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest 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 deployed (including in Ambush) 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 more than 16"/40cm from the short centre line.
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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

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.

The Reserves move on from the short table edge in the Defender's deployment area at the start of their Movement Step. 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.

## 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 0-1 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.

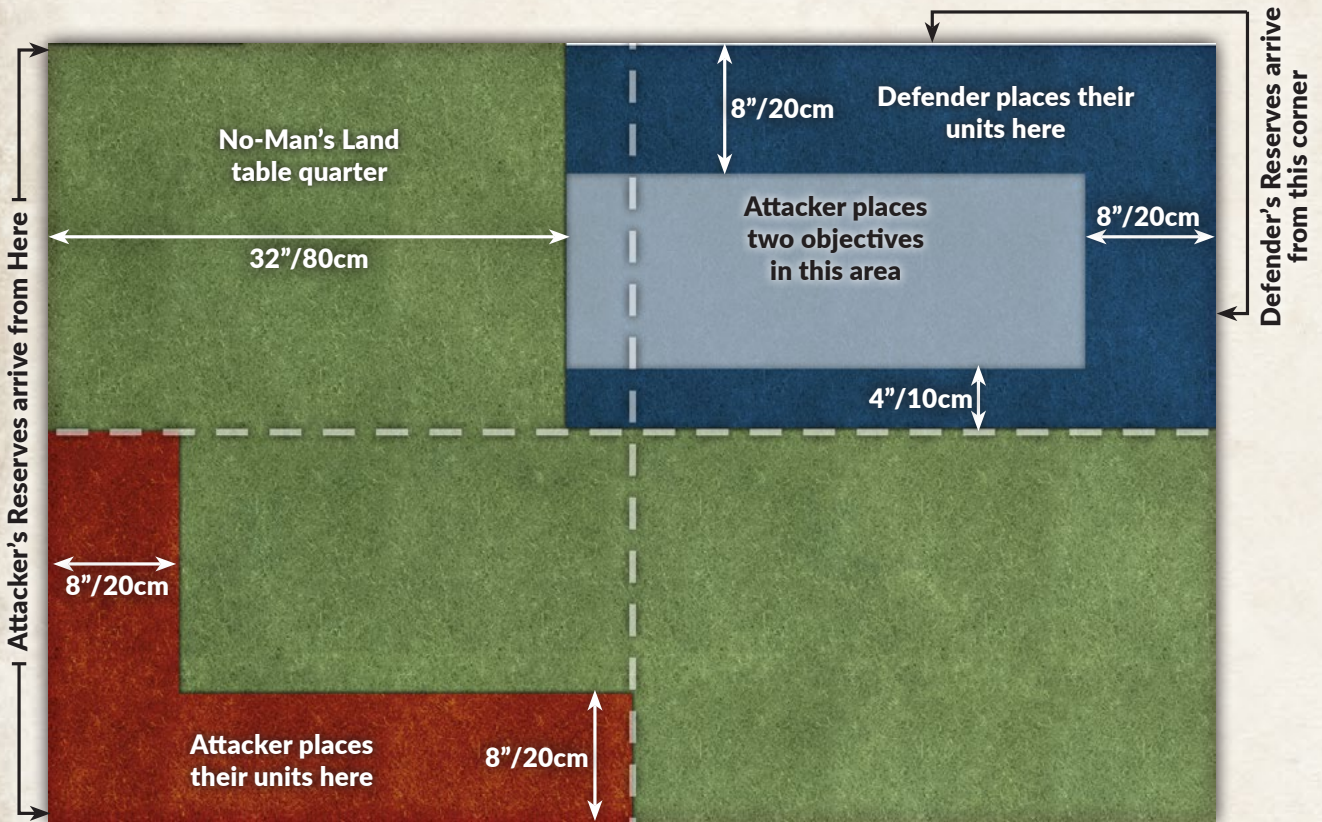
## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# OUTFLANKED

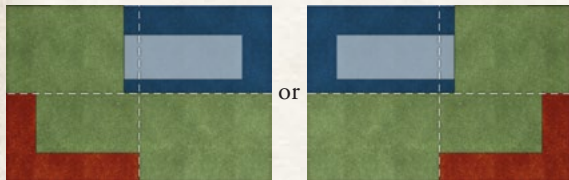


## SPECIAL RULES

- Immediate Reserves (Attacker)
- Spearhead (Attacker)
- Ambush (Defender)
- Deep Delayed Reserves (Defender)
- No Spearhead (Defender)

## SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the opposite table quarter.
3. The Attacker places two Objectives in the Defender's table half more than 4"/10cm from the long centre line and 8"/20cm from all table edges, and more than 32"/80cm from the short table edge opposite the Defender's table quarter. Depending on the quarters chosen, the table will look like:



## RANDOM TIME OF DAY

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

4. *World War III only:* The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Delayed Reserve. Their Reserves will arrive within 16"/40cm of their table corner.
2. The Defender may hold one of their deployed Units in Ambush.
3. The Defender then places their deployed Units in their table quarter or in the No-Man's Land table quarter more than 32"/80cm from the short table edge. The Defending player *may not use the Spearhead rule*.
4. The Attacker selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive from their short table edge.
5. The Attacker then places their deployed Units in their table quarter within 8"/20cm of a 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# OUTFLANKED 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 (ATTACKER)

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

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.

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.

The Reserves move on from the short table edge opposite the Defender's deployment area at the start of their Movement Step. 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.

## DEEP DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

The Reserves move on from the table edge within 16"/40cm of the table corner in the Defender's deployment area at the start of their Movement Step. 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.

## NO SPEARHEAD (DEFENDER)

The Defending player may not use the Spearhead rule during their deployment.

## SPEARHEAD (ATTACKER)

The Attacking player has the opportunity to use the Spearhead rules (see page 93 of the rulebook).

## 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.

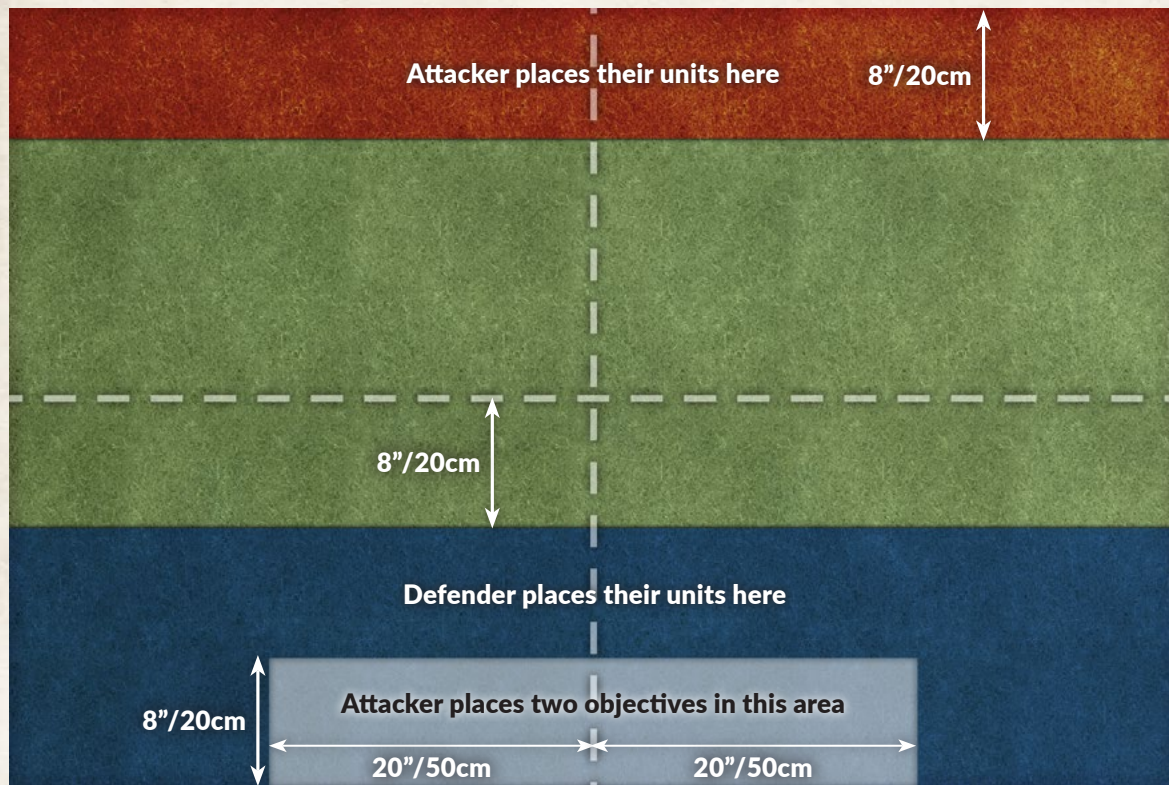
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# REARGUARD



## SPECIAL RULES

- Ambush (Defender)
- Minefields (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 8"/20cm of the Defender's edge and within 20"/50cm of the short centre line.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
2. The Defender may hold a Unit in Ambush.
3. The Defender then places their remaining Units in their table half more than 8"/20cm from the long centre line.
4. The Attacker places all of their Units within 8"/20cm of their table edge.
5. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

## WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their seventh turn after checking Force Morale.

### MODIFICATIONS OF RULEBOOK REARGUARD

# REARGUARD 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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)

The Defender starts the game with no Delay Counters.

At the start of each turn from turn two onwards, after checking Victory Conditions, 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 five 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 five 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. An Attachment must always be withdrawn with its core Unit.

If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

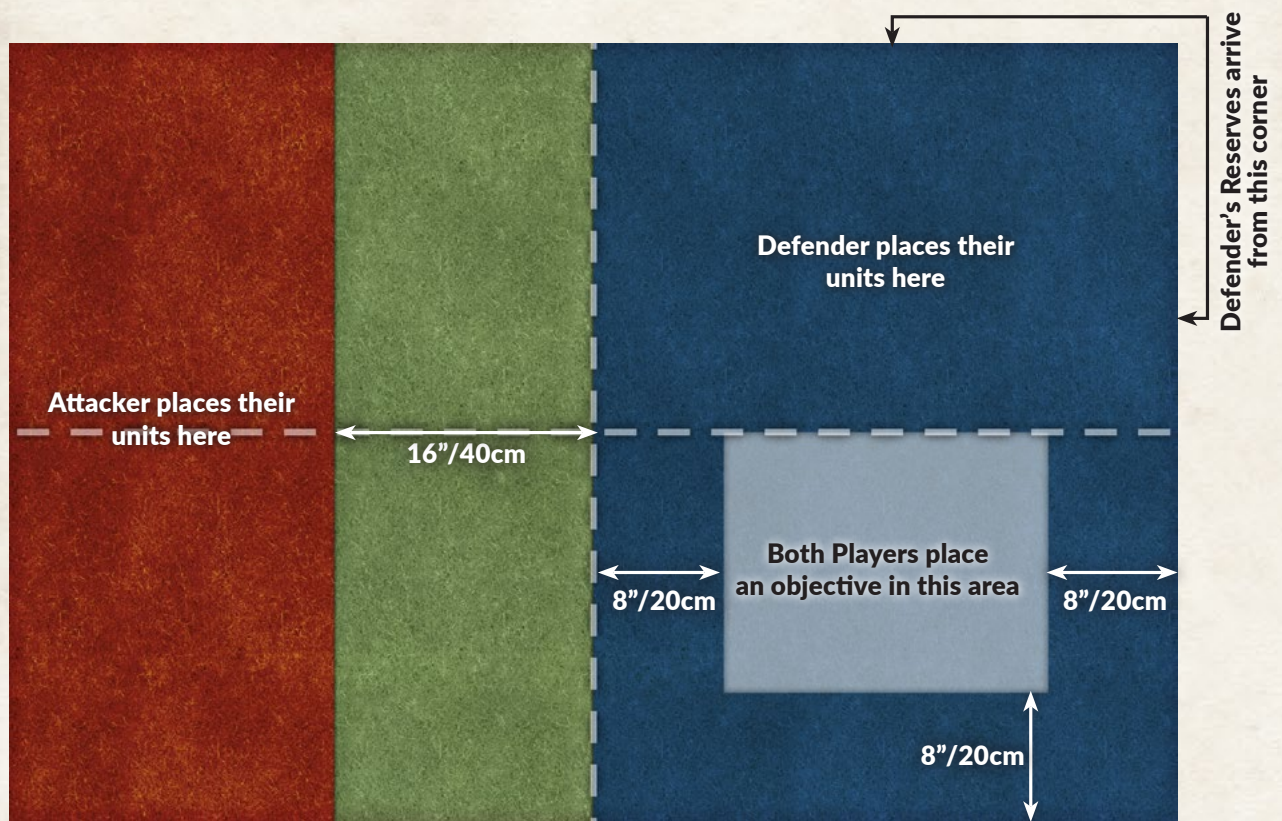
## VICTORY POINTS

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 0-1 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.

# RESCUE



## SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)
- Minefields (Defender)

## SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite short table edge.
2. The Defender then picks one of their table quarters as the objective quarter.
3. Both players, starting with the Defender, place one Objective in the objective quarter, more than 8"/20cm from the short centre line and all table edges.
4. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
5. *World War III only:* The Attacker chooses the time of day: Daylight, Dawn, or Dusk.

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. These will arrive from the corner in the Defender's table half opposite the objective quarter.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) 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 more than 16"/40cm from the short centre line.
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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# RESCUE 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

The Reserves move on from the table edge within 16"/40cm of the table corner opposite the Objectives in the Defender's deployment area at the start of their Movement Step. 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.

## 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 0-1 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.

## HOLDING OBJECTIVES

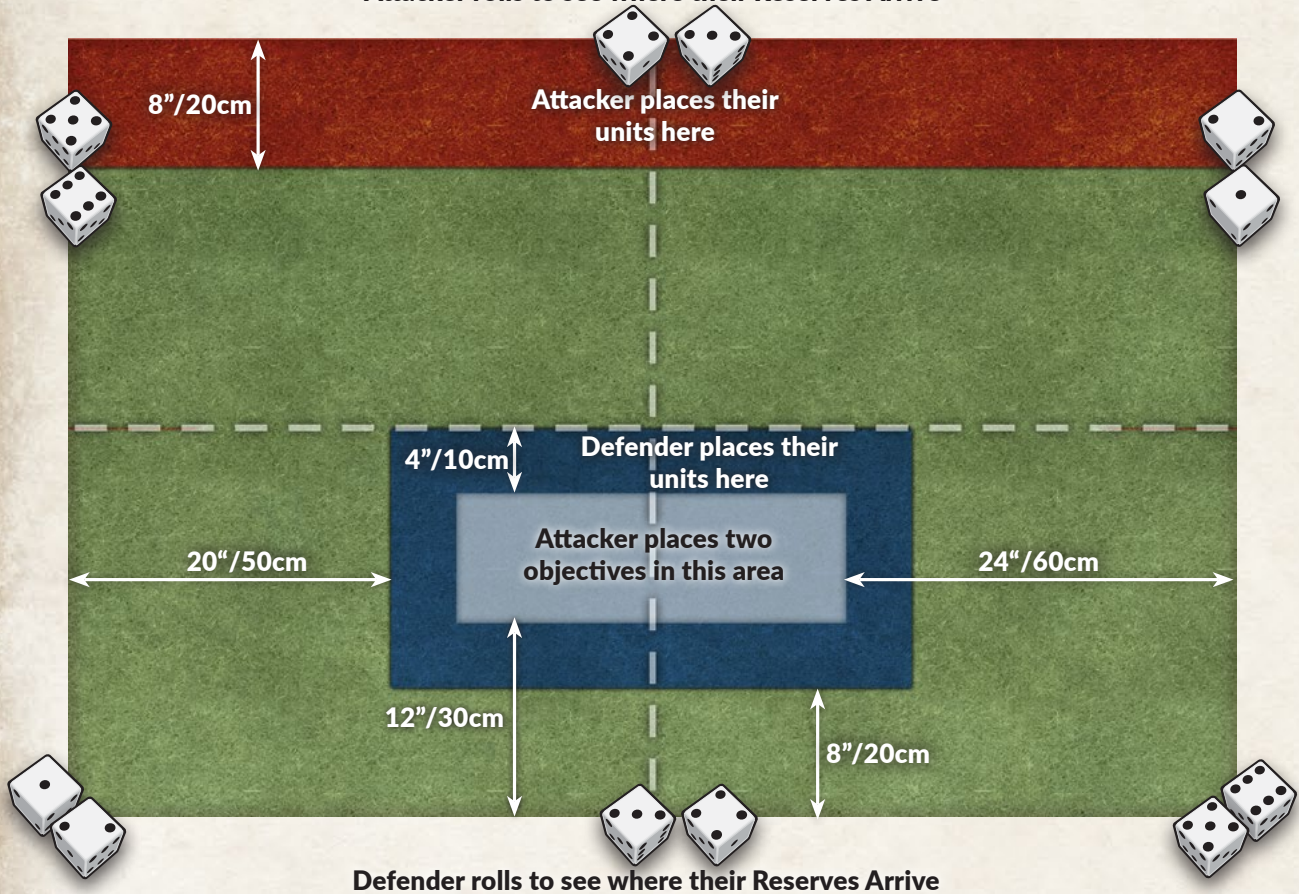
You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# ROADBLOCK

Attacker rolls to see where their Reserves Arrive



Defender rolls to see where their Reserves Arrive

## SPECIAL RULES

- Scattered Immediate Reserves (Attacker)
- Ambush (Defender)
- Deep Scattered Delayed Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a table half to defend from. The Attacker attacks from the opposite long table edge.
2. The Attacker places two Objectives in the Defender's table half, more than 4"/10cm from the long centre line, more than 12"/30cm from the long table edge and more than 24"/60cm from the short table edges.
3. *World War III only:* 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, 2 or 3	Dawn
4 or 5	Daylight
6	Dusk

## DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. They will dice to see whether each Unit arrives from the corners of their long table edge, or anywhere along it.
2. The Attacker selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. They will dice to see whether each Unit arrives from their long table edge or one of the short table edges.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their Units in their table half more than 8"/20cm from the long table edge and more than 20"/50cm from the short table edges.
6. The Attacker places all of their Units in their table half within 8"/20cm of their long table edge.
7. 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

# ROADBLOCK 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

## DEEP RESERVES (DEFENDER)

The Defender can place no more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## ROLL FOR IMMEDIATE RESERVES (ATTACKER)

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 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 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.

## ROLL FOR DELAYED RESERVES (DEFENDER)

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 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. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

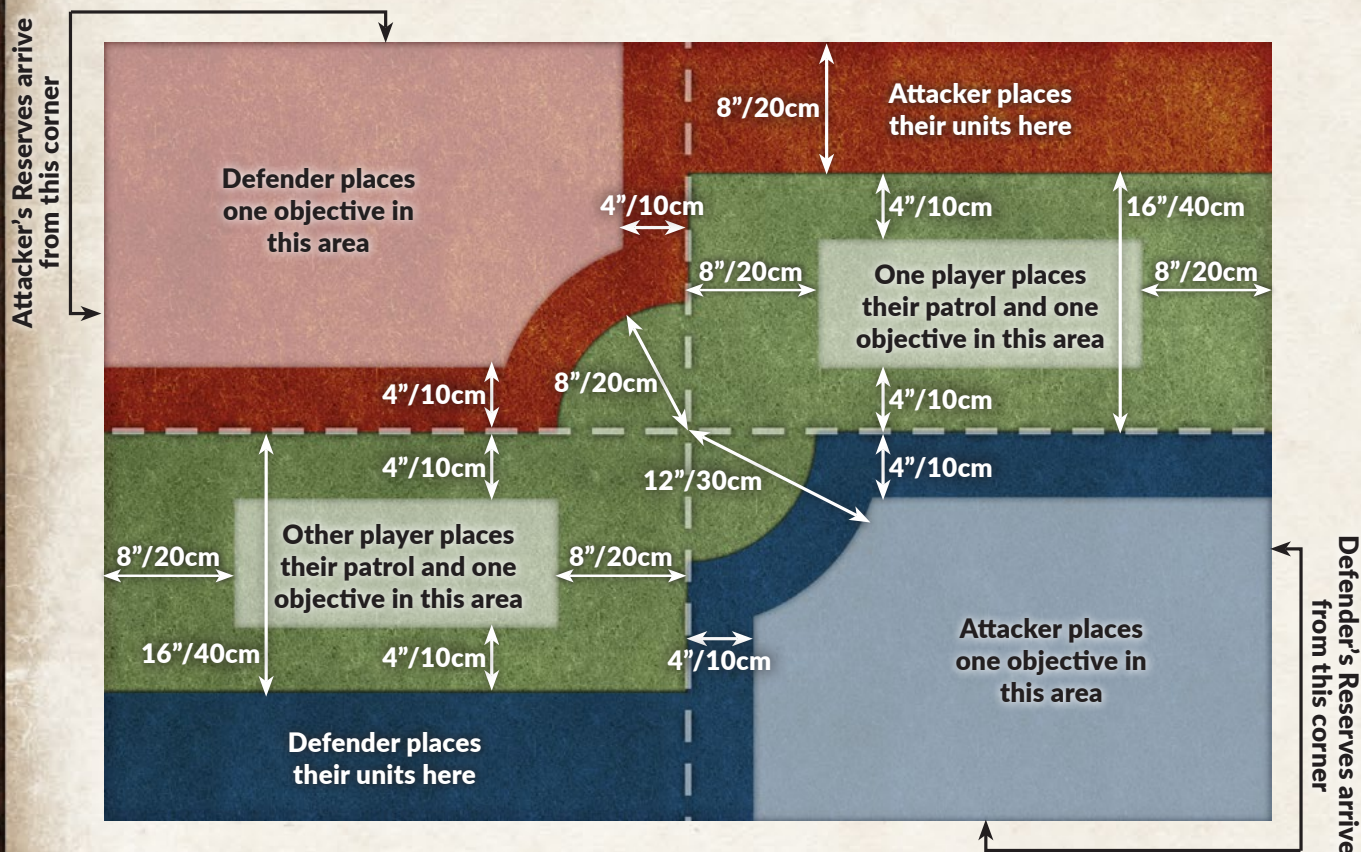
## VICTORY POINTS

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 0-1 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.

# SALIENT



## SPECIAL RULES

- Meeting Engagement (First Player)
- Deep Static Immediate Reserves (Both Players)
- Minefields (Both Players)
- Night (Both Players)
- Patrols (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 table quarter.
4. Both players, starting with the Attacker, place one Minefield for each 25 points or part thereof in their force anywhere more than 6"/15cm away from their table quarter.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Deep Static Immediate Reserve. A player's reserves will arrive from their table corner. Any Tank teams deployed will start the game Bailed Out.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their table quarter more than 8"/20cm from the table centre or along their long table edge more than 16"/40cm from long centre line, until all are deployed. Tank teams must be placed within 12"/30cm of the corner in their own table quarter.

## PATROLS

1. Both players roll a die. The highest-scoring player chooses a short table edge for their Patrol to operate along. The other player's Patrol operates along the opposite short table edge.
2. Both players, starting with the Attacker, place one Objective in the No-Man's Land table quarter on the side their Patrol is operating more than 4"/10cm from the long centre line, more than 8"/20cm from the short centre line, more than 8"/20cm from the short table edge, and more than 4"/10cm from their own Deployment Area.
3. Both players, starting with the Attacker, choose an Infantry Unit as their Patrol and place the Patrolling Teams in the same area.
4. Both players, starting with the Attacker, place one Objective in the opponent's table quarter more than 4"/10cm from both centre lines and more than 12"/30cm from the table centre.
5. Patrolling Teams do not start the game in Foxholes.

## WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn. Remember, the game is a Meeting Engagement and is fought at Night for the entire game.

## WINNING THE GAME

- A player wins if they end their turn Holding an Objective in their opponent's Patrol or Deployment Areas.

# SALIENT SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## DEEP STATIC IMMEDIATE RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## STATIC RESERVES

All Tank teams deployed on the table at the start of the game are Bailed Out. However, Tank Units do not take Unit Last Stand tests during their first turn.

Deployed Tank teams must start the game entirely within 8"/20cm of their own short table edge. Transport teams cannot use the Bring Transports Forward rule at any point in the game.

## ROLL FOR RESERVES

At the start of each player'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 player's Reserves.

If the 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.

The Reserves move on from the short table edge in the player's deployment area at the start of their Movement Step. 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.

## NIGHT (BOTH PLAYERS)

The *entire game* is played at Night. Teams may not move faster than their Terrain Dash speed and add +1 to their Cross number.

Teams suffer a +1 penalty when Shooting at Night and must roll on the Night Visibility Table to determine their maximum Line of Sight unless shooting at a Team that shot in it's previous Shooting Step.

NIGHT VISIBILITY TABLE	
DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

Artillery Bombardments suffer a +1 penalty when attempting to Range In at Night.

Aircraft cannot operate at Night.

## PATROLS (BOTH PLAYERS)

Each player must choose one of their Units as their Patrol. This Unit must have at least five Infantry Teams that are *not* Heavy Weapons. When they place their Patrol, leave the Unit's Heavy Weapons and non-Infantry Teams where they were deployed and place all remaining Infantry Teams as the Patrolling Teams. If there is not sufficient space in for all of the Patrolling Teams, any that do not fit remain where they were deployed.

Patrolling Teams do *not* start the game in Foxholes.

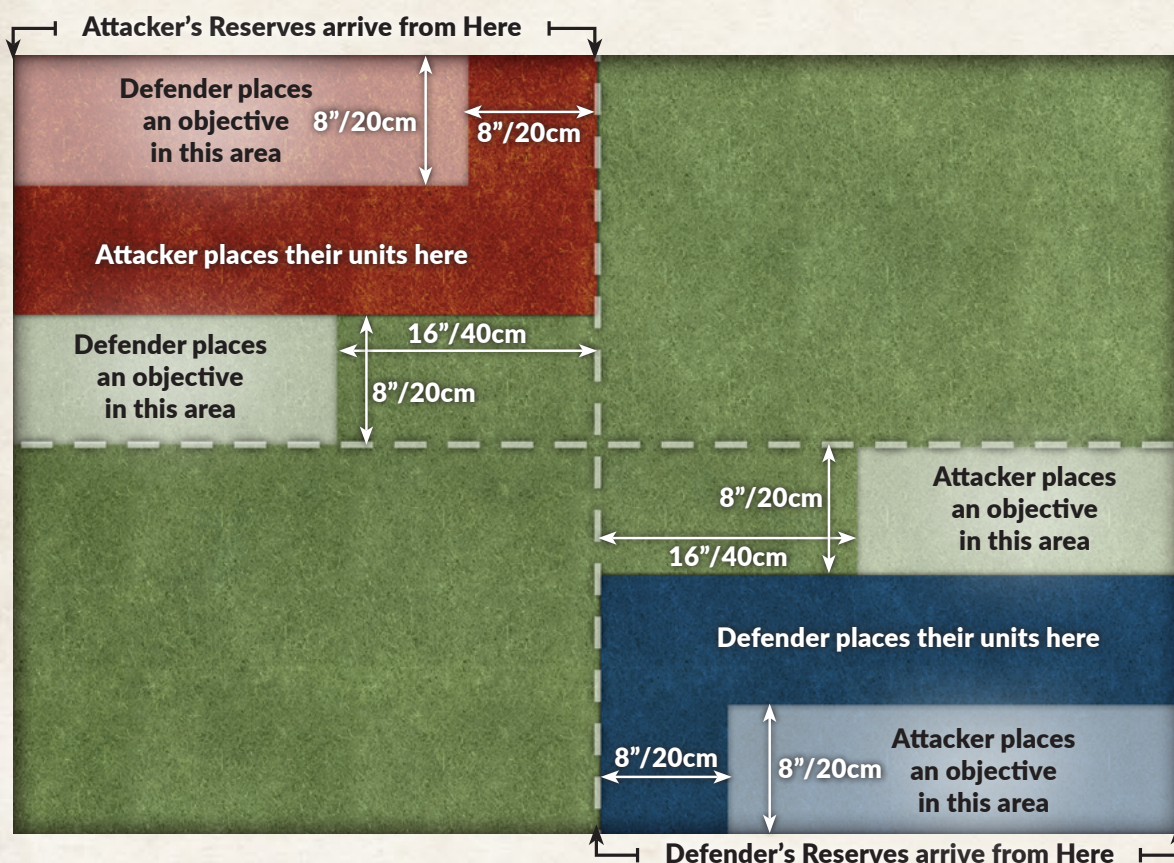
## VICTORY POINTS

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 0-1 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.

# SCOUTS OUT



## SPECIAL RULES

- Meeting Engagement (First Player)
- Delayed Reserves (Both Players)
- Spearhead (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 the opponent's table quarter more than 16"/40cm from the short centre line and within 8"/20cm of the long centre line.
5. Both players, again starting with the Attacker, place one Objective within 8"/20cm of the long table edge in the opponent's table quarter, more than 8"/20cm from the short centre line.
6. *World War III only:* The Attacker chooses either to roll on the Random Time of Day Table or to attack in Daylight.

## DEPLOYMENT

1. Both players select up to 60% of their force to deploy and hold the rest in Delayed Reserve. The Reserves will arrive from the long table edge in their own table quarter.
2. Both players, starting with the Attacker, then take turns at placing a deployed Unit in their own quarter, more than 8"/20cm from the long centre line until all are deployed.
3. 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 Holding an Objective that they placed.

### RANDOM TIME OF DAY

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

# SCOUTS OUT SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## DELAYED RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

At the start of each 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.

The Reserves move on from the long table edge in the player's deployment area at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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.

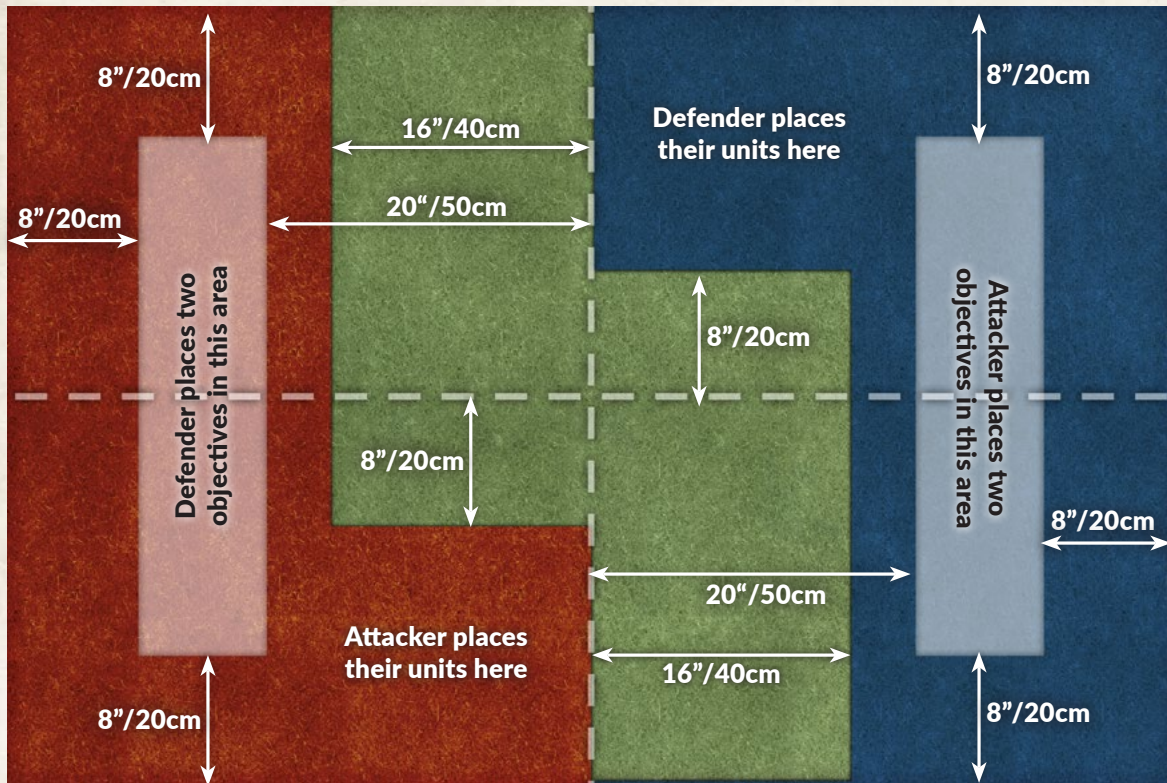
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# STRAIGHTEN THE LINES

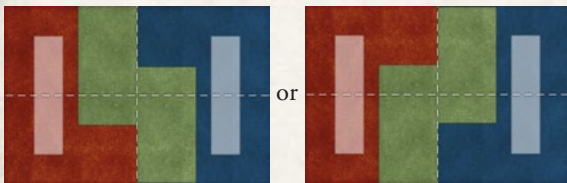


## SPECIAL RULES

- Meeting Engagement (First Player)
- Minefields (Both Players)

## SETTING UP

1. Both players roll a die. The highest-scoring player is the Attacker.
2. The Attacker picks a short table edge to attack from.
3. The Defender defends from the opposite table edge.
4. The Defender picks a table quarter in their table half for their salient. The Attacker's salient is in the opposite table quarter.
5. Both players, starting with the Attacker, place two Objectives in the opponent's table half, more than 20\"/>



6. Both players, starting with the Attacker, place one Minefield for each 50 points or part thereof in their force anywhere outside the their opponent's deployment area.

7. *World War III only*: 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 in their own table half either more than 16\"/>
- 2. 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 Holding an Objective on the opponent's side of the table.

# STRAIGHTEN THE LINES SPECIAL RULES

## MEETING ENGAGEMENT

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 Aircraft cannot arrive 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.

## 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.

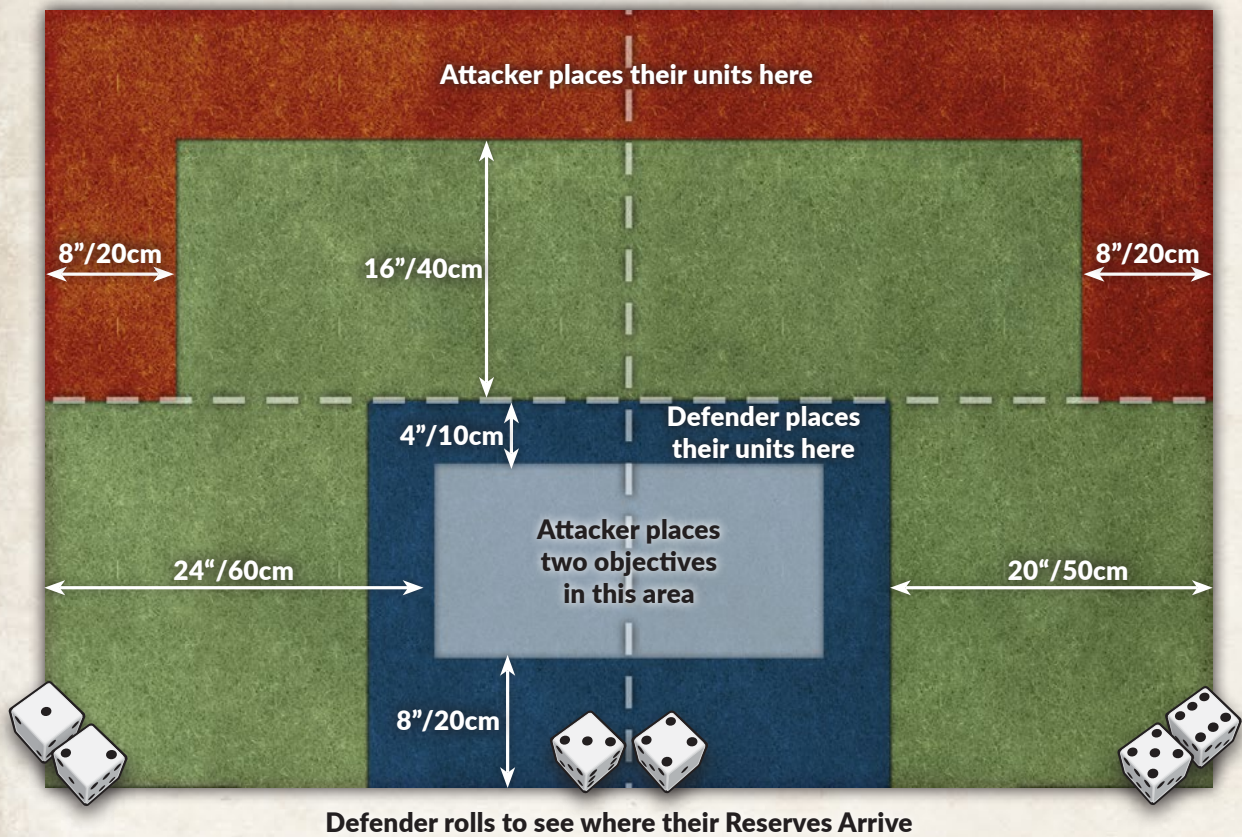
- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

# TOEHOLD



## SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Spearhead (Both Players)

## 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 more than 4"/10cm from the long centre line, more than 8"/20cm from long table edge, and more than 24"/60cm from the short table edges.
3. *World War III only:* 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. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
2. The Defender may hold one of their deployed 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. They then place their deployed Units in their table half more than 20"/50cm from the short table edges.
5. The Attacker places all of their Units in their table half more than 16"/40cm from the long centre line or within 8"/20cm of the short 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 have Repelled the Attack at the end of their turn on or after the sixth turn.

BRIDGEHEAD WITH  
DEPLOYMENT MODIFICATIONS  
TO ALLOW SPEARHEADS.

# TOEHOLD 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Battle Tank Unit or Aircraft Unit and a no more than a total of three Tank Units (including the Battle Tank Unit, Transport Units and Transport Attachments) can be placed on table. All remaining Units of these types must be held in Reserve.

In *Flames Of War* Late War and all *World War III*, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tank Units.

## 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.

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. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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 0-1 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.

## HOLDING OBJECTIVES

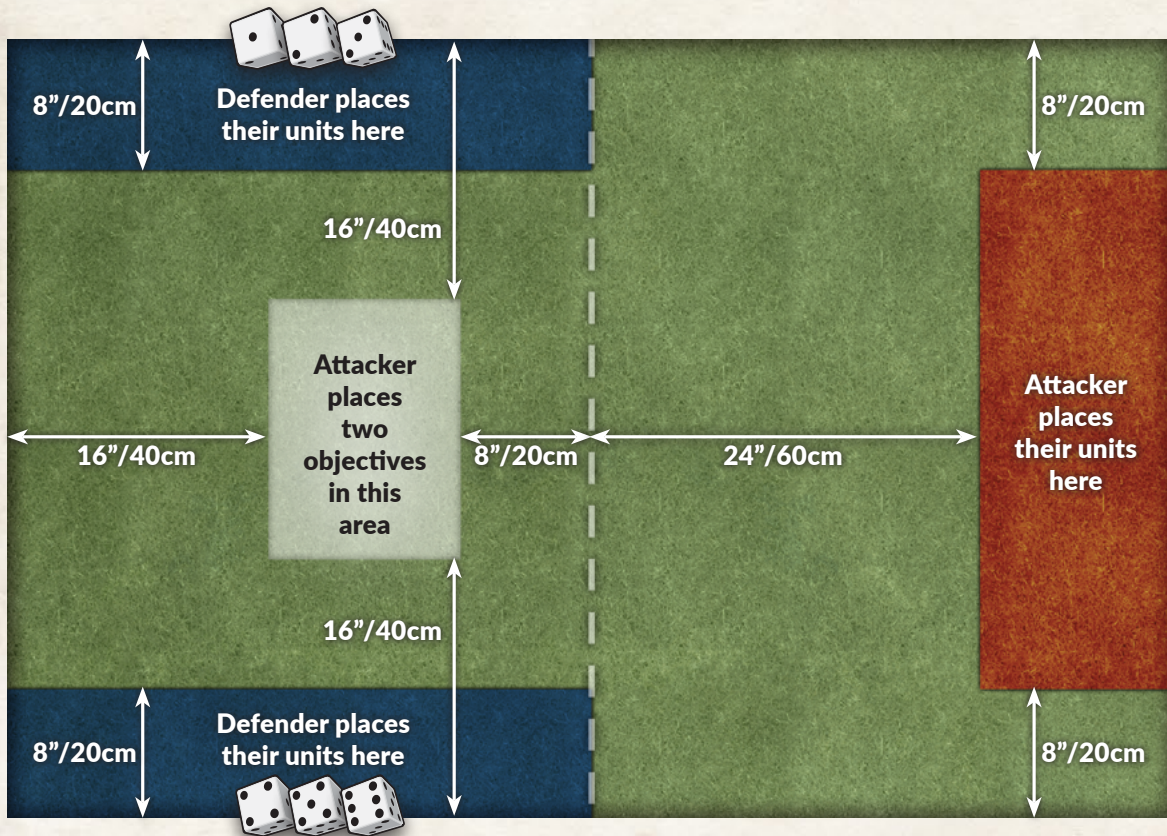
You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

# VALLEY OF DEATH

Defender rolls to see which edge their Reserves Arrive from



Defender rolls to see which edge their Reserves Arrive from

## SPECIAL RULES

- Ambush (Defender)
- Scattered Immediate Reserves (Defender)
- Spearhead (Both Players)

## SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be more than 8"/20cm from the long centre line and more than 16"/40cm from all table edges.
3. *World War III only:* 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. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Immediate Reserve. The player will dice to see from which long table edge (within their table half) each Unit arrives.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. The Defender then places their remaining Units in their table half within 8"/20cm of either long table edge. They may split their force between the two sides of the table as they wish.
5. The Attacker deploys their force in their own table half more than 24"/60cm from the short centre line and more than 8"/20cm from the long table edges.
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 a turn on or after the sixth turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

# VALLEY OF DEATH 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 Foxholes 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:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 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 IMMEDIATE RESERVES (DEFENDER)

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

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

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge in the Defender's deployment area.

The Reserves move on from the table edge at the start of their Movement Step. 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.

## SPEARHEAD (BOTH PLAYERS)

When a Spearhead Unit is placed on table in the normal Deployment Area during Deployment, the player may immediately Move its Teams. The movement must not take a Team within: 16"/40cm of an enemy Team it is not Concealed from, 8"/20cm of any enemy Team, or 16"/40cm of the enemy Deployment Area or any Objective outside your Deployment Area.

You may Deploy other Units entirely within 8"/20cm of a Spearhead Team, as long as they are not placed in an area the Spearhead Team may not move into.

## 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 0-1 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.

## HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

## REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.