

TEAM YANKEE

WORLD WAR III



QUICK MISSIONS

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This pamphlet has six quick missions for smaller forces and quicker games. You can expect to finish a game in half an hour to one hour, so you can squeeze a game in between other activities or play several games in an afternoon or evening.

The missions are presented in a handy two-page format with all of the relevant mission special rules on the back. If you print a mission double-sided, all the rules you need will be on one handy sheet of paper.

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WHICH MISSION?

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

- You and your opponent can pick a mission that suits your forces and the terrain, or
- You can roll a die to determine the mission.

FORCE SIZE

These missions work best with forces between 30 and 60 points aside. Feel free to experiment with larger forces if you wish, though.

TABLE SIZE

The missions are designed for a 4'x4'/120cm x 120cm table, although they can be played on a larger or slightly smaller table if you wish.

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. Discuss who should be the Attacker and who should be the Defender, or roll a die to decide.

RANDOM MISSION

If you want a quick way of picking a mission, roll on the following table to select your mission.

RANDOM MISSIONS	
1:	Annihilation
2:	Bypass
3:	Free for All
4:	Gauntlet
5:	Recon in Force
6:	Seize the Bridge

Discuss who should be the Attacker and who should be the Defender, or roll a die to decide.

TAKING OBJECTIVES

Objectives cannot be Held by Tank Teams that are Bailed Out or Bugged Down, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

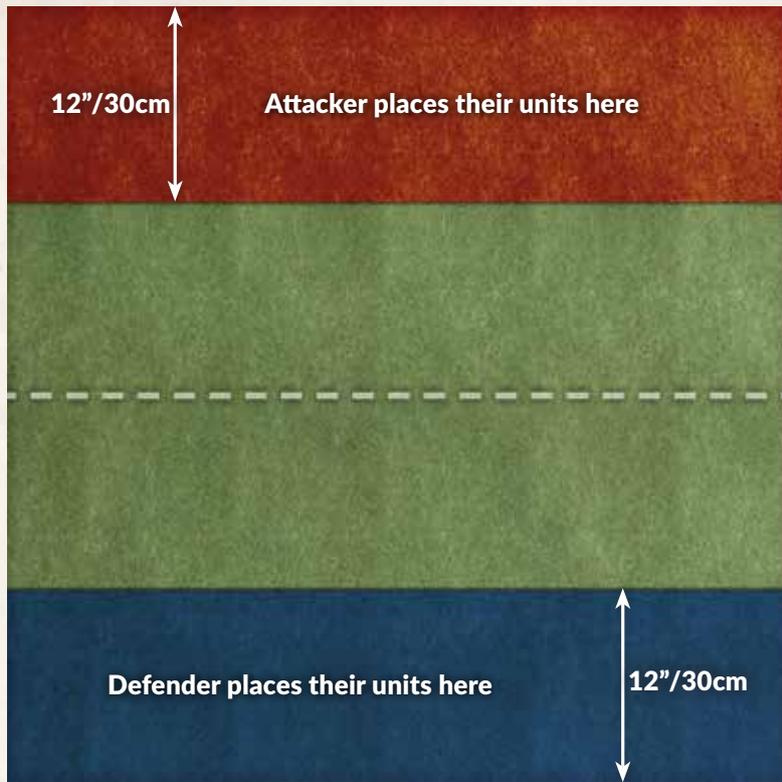
WHEN DO YOU WIN

The Winning the Game section of a number of missions adds an opportunity to win the game at the end of your turn. This is in addition to the normal checking of Victory Conditions at the start of your turn.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *Team Yankee*. If neither player won, both players look up the number of Surviving Units the enemy force has as though their opponent was the winner and use the Loser's Points column to determine their own Victory Points.

ANNIHILATION



Total war means total victory and total annihilation.

SPECIAL RULES

- Meeting Engagement (First Turn)

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 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 Ranged In markers for all of their Artillery Units.
2. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if their opponent has no Formations left on the table.

ANNIHILATION SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

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

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

VICTORY POINTS

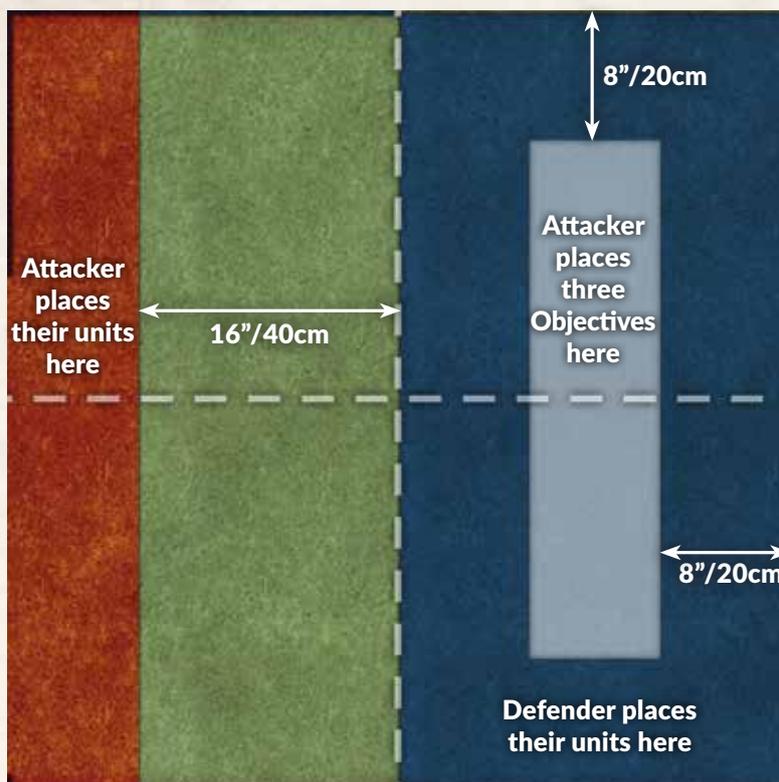
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 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.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

BYPASS



Your objective lies deep in the enemy rear. You cannot afford to become engaged here.

SPECIAL RULES

- Bypass Objectives (Attacker)

SETTING UP

1. The Defender chooses a table half to defend. The Attacker attacks from the other table half.
2. The Attacker places three Objectives in Defender's table half at least 8"/20cm from the centre line and all table edges.

DEPLOYMENT

1. The Defender places all of their Units in their table half.

2. The Attacker then places all of their Units within 8"/20cm of their table edge.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they exit at least three Units (all In Good Spirits) or their entire force (all In Good Spirits) through the Objectives using the Bypass Objectives rule.
- The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units that are In Good Spirits in their table half.

BYPASS OBJECTIVES

If the Attacker starts their turn with a Unit Leader within 4"/10cm of an Objective and ends it with no Defending teams within 4"/10cm of the Objective, they may exit the Unit Leader and its Unit, removing it from the table.

Units exited in this way count towards the Attacker's victory conditions.

VICTORY POINTS

Count the number of Units that were In Good Spirits when the Attacker exited them from the table using the Bypass rule.

Do not count Independent Teams or Aircraft Units. Count core Units and their Attachments as a single Unit if both have exited the table, do not count either individually.

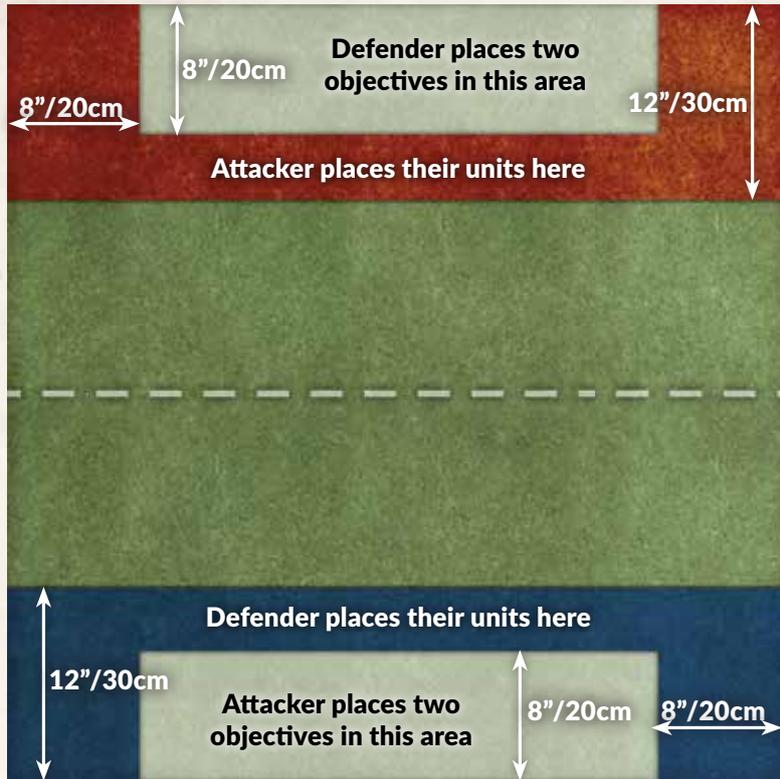
- If the Attacker exited all of their Units, and all were In Good Spirits:
Attacker 6 VP, Defender 1 VP

Otherwise:

- Exited 3 or more Units:
Attacker 6 VP, Defender 1 VP
- Exited 2 Units:
Attacker 5 VP, Defender 2 VP
- Exited 1 Unit:
Attacker 2 VP, Defender 5 VP
- Exited 0 Units:
Attacker 1 VP, Defender 6 VP

If the Defender's entire Force is Destroyed, treat all remaining Attacking Units as having exited the table.

FREE-FOR-ALL



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

SPECIAL RULES

- Meeting Engagement (First Turn)

SETTING UP

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. 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 Ranged In markers for all of their Artillery Units.
2. Both players, starting with the Attacker, take turns at placing a Unit within 12"/30cm of their own table edge.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they start their turn with a Tank or Infantry team within 4"/10cm of an Objective on the opponent's side of the table, and end it with no opposing Tank or Infantry teams within 4"/10cm of that Objective.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

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

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

VICTORY POINTS

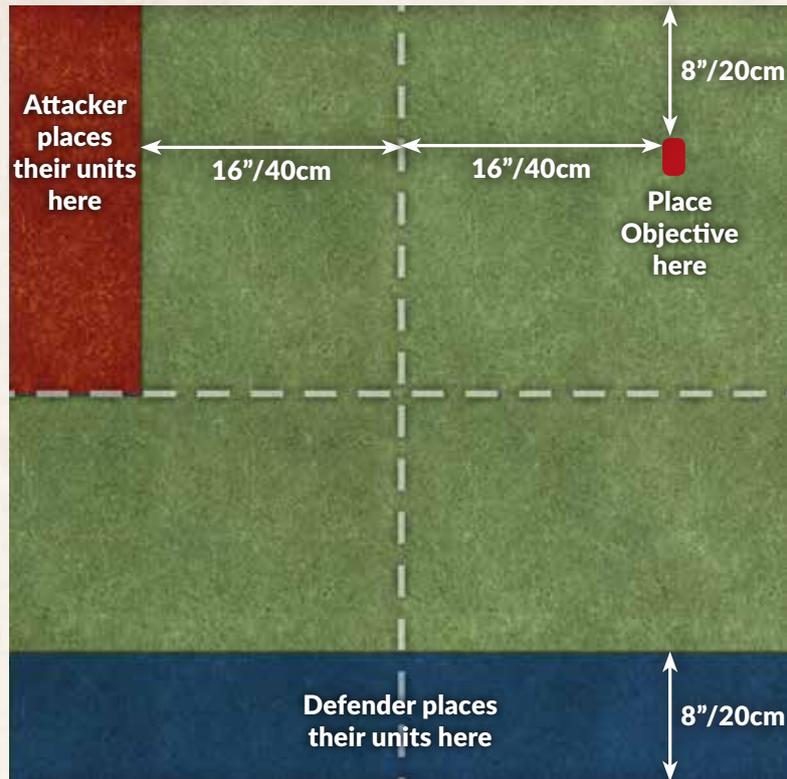
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 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.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

GAUNTLET



You are moving across the enemy flank and must secure the objective before they can react.

SPECIAL RULES

- Meeting Engagement (Both Players)

SETTING UP

1. The Attacker chooses a table quarter to attack from.
2. The Defender then chooses one of the opposite table edges to defend.
3. Place one Objective in the remaining quarter, 16"/40cm from the table centre line and 8"/20cm from the table edge.

DEPLOYMENT

1. The Defender places all of their Units within 8"/20cm of their table edge.
2. The Attacker then places all of their Units within 8"/20cm of their table edge in their quarter.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn within 4"/10cm of the Objective and end it with no Defending teams within 4"/10cm of the Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 8"/20cm of the Objective.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

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

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

VICTORY POINTS

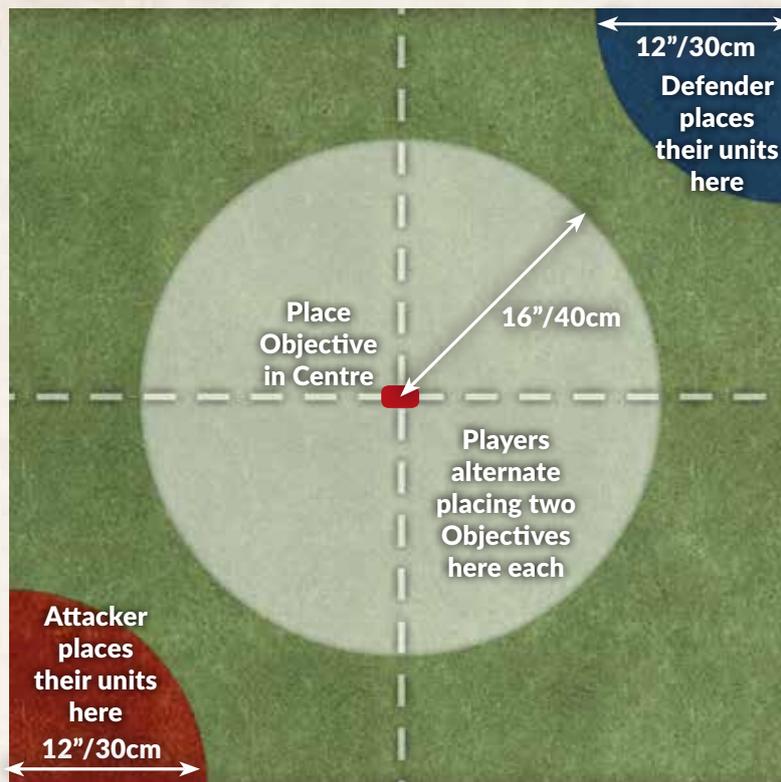
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 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.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

RECON IN FORCE



You must secure the key points on the battlefield, driving off the enemy reconnaissance force, before the main battle begins.

SPECIAL RULES

- Meeting Engagement (Both Players)
- Recon Objectives (Both Players)

SETTING UP

1. Place one Objective in the centre of the table.
2. Both players roll a die. Starting with the higher-scoring player, the players take turns placing a total of two Objectives each. These must be more than 12"/30cm from all other Objectives and within 16"/40cm of the table centre.
3. Both players roll a die. The higher scoring player is the Attacker.
4. Starting with the Attacker, both players choose a table corner to deploy in.

DEPLOYMENT

1. The Attacker places all of their Units within 12"/30cm of their table corner.
2. The Defender then places all of their Units within 12"/300cm of their table corner.
3. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

A player wins if they start their turn controlling either:

- the centre Objective and at least one other Objective, or
- any three Objectives.

See Recon Objectives overleaf for rules on controlling Objectives.

MEETING ENGAGEMENT

In a Meeting Engagement, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

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

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

RECON OBJECTIVES

A player controls an Objective if they start their turn within 4"/10cm of the Objective and end it with no defending teams within 4"/10cm of that Objective.

VICTORY POINTS

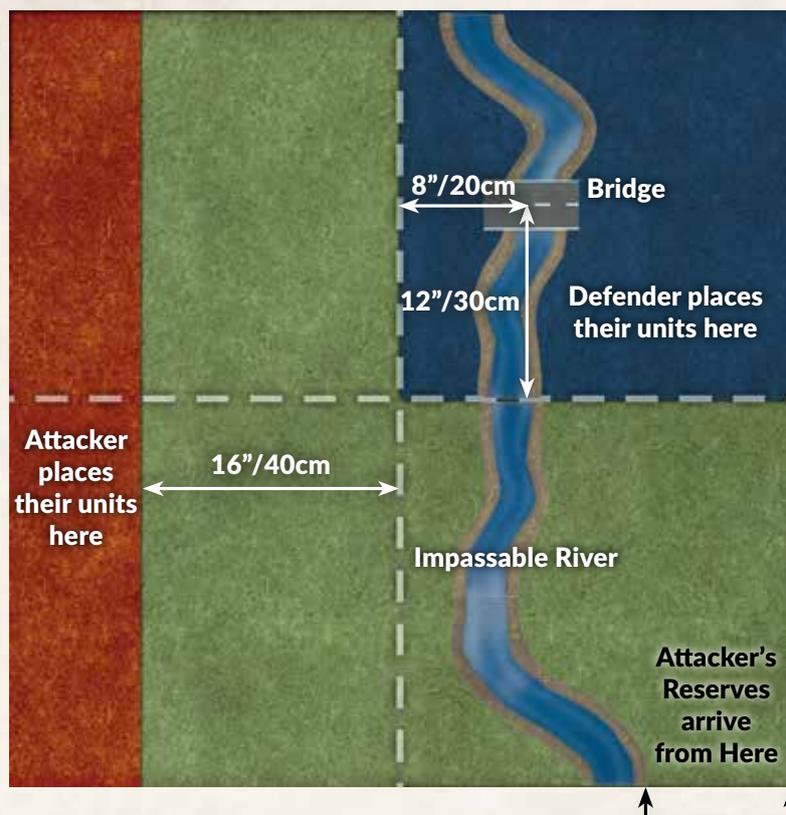
Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 VP, Loser 3 VP

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

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.

SEIZE THE BRIDGE



You have broken through the enemy defences. You must seize a bridge over the next river before the enemy defences solidify.

SPECIAL RULES

- Immediate Reserves (Attacker)

SETTING UP

1. The terrain should include an Impassable river across the table about 8"/20cm back from the centre of the table. A bridge should cross the river 12"/30cm along from its centre. Remember that amphibious vehicles can cross Impassable rivers.
2. The Defender will defend the table quarter containing the bridge. The Attacker will attack from the end of the table that does not contain the river.

DEPLOYMENT

1. Starting with the Defender, the players place Ranged In markers for all of their Artillery Units.
2. The Defender places all of their Units their table quarter.

3. The Attacker may place up to half of their units in Immediate Reserves. These Reserves will arrive across the river on the table edge opposite the Defender's quarter.
4. The Attacker deploys all of their Units that are not in Reserve in their table half at least 16"/40cm back from the table centre line.
5. All Infantry Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn within 4"/10cm of the bridge and end it with no Defending teams within 4"/10cm of the bridge.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 8"/20cm of the bridge.

IMMEDIATE RESERVES (ATTACKER)

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

ROLL FOR RESERVES

At the start of the Attacker's *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 arrive across the river on the table edge opposite the defender's quarter.

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.

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 Units: Winner 6 VP, Loser 1 VP
- Winner lost 1 Units: Winner 5 VP, Loser 2 VP
- Winner lost 2+ Units: Winner 4 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.

If the winner started the game with nine or more Units (on table or held in Reserve), including HQ Units, but not Independent Teams, they may ignore the first Unit that is Destroyed when working out their Victory Points.