

Deep Battle

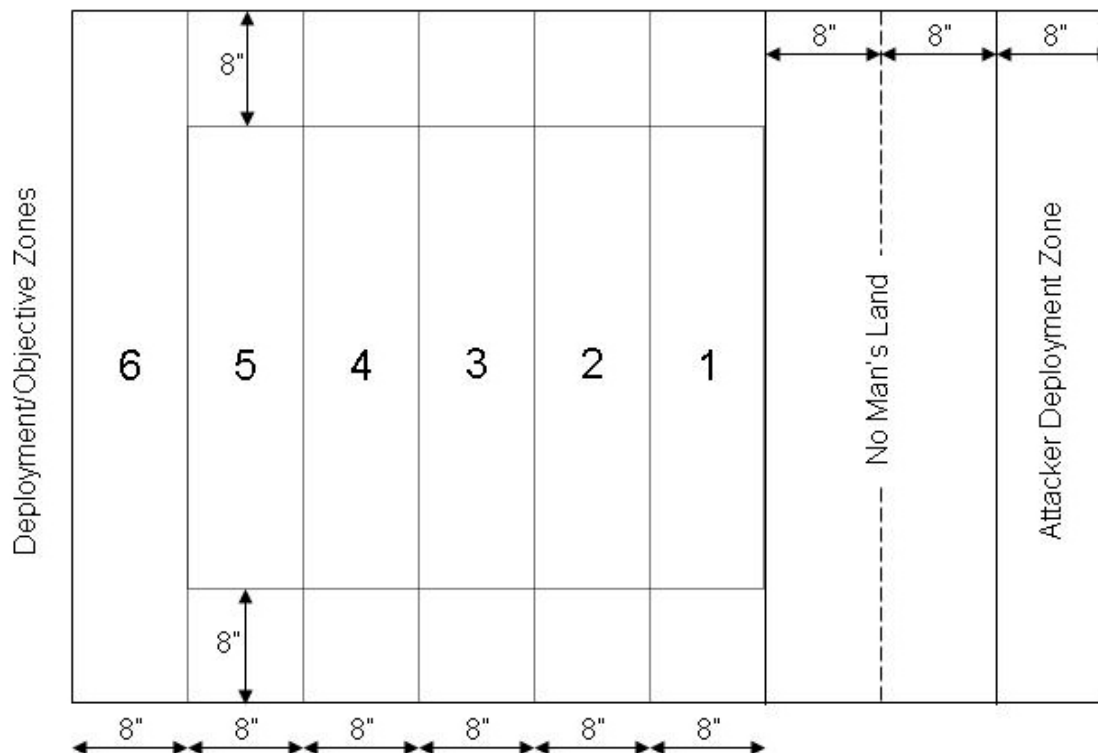
Attacker Objective - Destroy the enemy forces in front of your position to create a gap for exploitation forces to follow. Penetrate deeply into enemy rear area to secure the gap against enemy reinforcements

Defender Objective – Enemy forces are attacking in your sector. Hold the line as long as possible and reinforce to prevent a general breakout.

This mission uses the Prepared Positions, Limited Fortifications, Limited Ambush, Flank Reserves, Delayed Reserves, and Preparatory Bombardment special rules.

Game Set-up

- 1) A Tank or Mechanized Infantry company will attack an Infantry or Motorized Infantry company. In all other cases roll a die and the higher scoring side is the attacker.
- 2) The attacker chooses a short table edge to deploy from.
- 3) The attacker places one objective each in zones 1-5. Objectives must be placed at least 8" from either table edge.
- 4) The defender must hold at least half of his platoons in reserve. The defender may place remaining platoons anywhere in zones 1-6.
- 5) The defender may place fortifications using the Limited Fortifications rule in zones 1 or 2 and up to 8" deep into No Man's Land
- 6) Attacker deploys all of his forces in the attacker's deployment area.
- 7) The attacker conducts his Preparatory Bombardment
- 8) Starting with the defender, both sides place their company command teams. The defender may place the company command team in any zone.
- 9) Beginning with the defender, both sides may make reconnaissance deployment moves.
- 10) Attacker takes the first turn.



Playing the Game

Defender Reserves

Platoons enter the table using the Delayed Reserves and Flank Reserves special rules.

Ending the game

The game ends between turns 6 and 12. Starting on turn 6, roll a die at the end of the defender's turn and add the current turn number. The game ends if the die score is ≥ 12 .

Victory

Each side receives 1 VP plus 1 VP for each additional objective they control. The defender begins the game in control of all 5 objectives. An objective is controlled by the last player to hold that objective. If contested, an objective is considered held by the last side to have undisputed control of that objective at the start of their turn. If either side fails company morale, their platoons are removed from the table. The remaining player continues moving troops each turn until the game ends as described above. Any objectives the player can move to and secure before the game ends are used to determine victory level.

Determine victory level as follows:

<u>Victory Points</u>	<u>Victory Level</u>
6-1	Stunning Victory
5-2	Major Victory
4-3	Minor Victory

Platoon losses do not affect victory level. Both sides are willing to risk all to achieve or prevent a breakthrough.

Special Rules

Limited Fortifications

The defender receives 20 points of fortifications from the list below. These may be deployed anywhere in zones 1 or 2 and up to 8" into no-man's land.

- 2 Trench (8")
- 2 Bunker (1 infantry team)
- 3 Bunker (1 small gun team)
- 1 Gun Pit (1 gun)
- 2 Wire (8")
- 5 Mines (8")
- 2 Roadblock (2")
- 10 Limited Ambush (may place one platoon in ambush)

Bunkers – Holds one infantry team or small gun team. Bunkers provide bulletproof cover and opponents must re-roll failed firepower checks when rolling to destroy any team in the bunker that fails a save. Any team in a bunker that is hit by a bombardment may re-roll failed saves. Arc of fire for an infantry team in a bunker is 180 degrees. Small guns in bunkers receive the advantages and disadvantages of a gun pit as well.

Roadblocks – Up to 2" wide. Rough terrain for infantry, very difficult for fully tracked vehicles, impassable to all others. Provides concealment and bulletproof cover to any adjacent team. May be reduced to difficult going by any engineer team that starts the turn adjacent, does not move or shoot, and passes a skill test in the assault step.

Preparatory Bombardment

Prior to the opening of the offensive, the attacker will fire an artillery bombardment to soften up the forward defenders. Each platoon with a team deployed in zones 1-4 is attacked. Roll 1 die for each team in the platoon and score hits on a 4+. The bombardment has AT=4 and firepower 2+. Platoons are pinned if any hits are scored as normal.

The defender must apply the preparatory bombardment to any team held in ambush in order to deploy the ambushing platoon into zones 1-4. If the defender chooses not to apply the bombardment to the ambushing platoon it may not deploy with any of its teams in zones 1-4..

Flank Reserves

Defending reserve platoons may enter the table along either side in zone 6 or any zone in which the defender holds the objective uncontested. The entering platoon must be able to place its platoon commander on the table edge using the same restrictions as placing a platoon from ambush. Once the platoon command team is placed, the remaining teams move onto the table in the movement step from that spot.

Delayed Reserves

The defender begins rolling for reserves on turn 3, rolling 1 die on turn 3, 2 dice on turn 4, etc.