



Rescue



The Rescue mission uses the **Raiding Force**, **Escape**, **Security Force**, **Safe in the Rear Areas**, **Scattered Reserves**, and **Time of Day** special rules.

While their work is risky, raiders gain strength from the knowledge that their comrades will do their utmost to rescue them if anything goes wrong. This mission recreates such a rescue attempt.

Your Orders

Attacker

Some of our lads are in trouble! Our last raid stirred up a hornet's nest and some of the lads were left behind when we pulled out. They have vital information that must reach HQ but they're wounded and stuck on foot behind the enemy lines. We know where they are, so now we just have to go in there and get them before the enemy finds them!

Defender

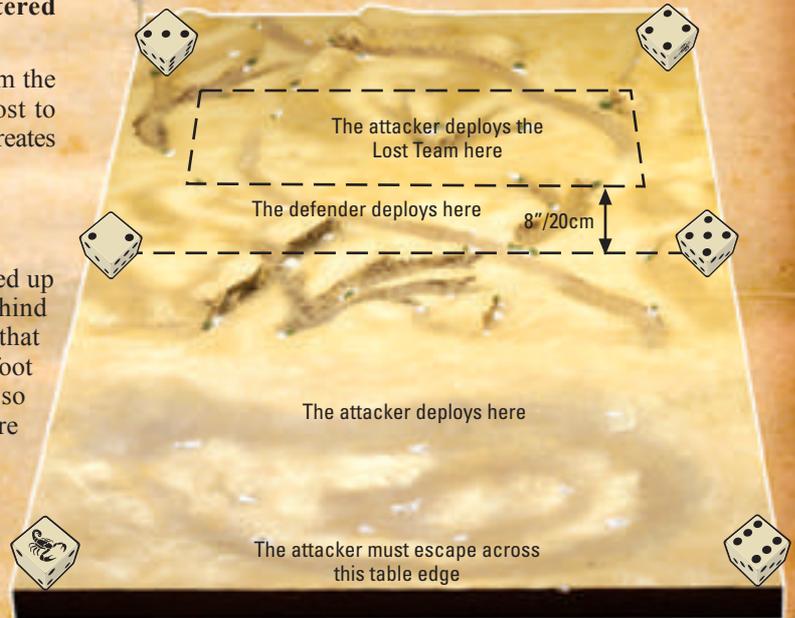
The escalating raids by enemy raiding forces must be stopped. Intelligence informs us that an enemy team is attempting to escape through your area. It's vital to prevent any rescue attempt from reaching these men whilst the search teams close the net. They *will* be captured and made an example of!

Preparing for Battle

1. The attacker chooses which table half the defender will deploy in. The attacker must escape from their board end with the wounded team to win the game.
2. The defending player deploys one platoon anywhere in their half of the table. This platoon may not be equipped with any vehicles with fully-tracked mobility. The remainder of their force deploys in reserve.
3. The attacking player selects one team from their force as the Lost Team. If the Lost team is a vehicle, replace it with a Bailed Out crew marker. They then place the Lost Team in the defender's half of the table. The Lost Team must be at least 8"/20cm from the table edges, and at least 8"/20cm from the table centre line.
4. The attacker then deploys the rest of their force anywhere in their own table half.
5. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk.

Beginning the Battle

The attacking player has the first turn. The defending teams count as having been moving in their previous turn during the attacker's first turn, so cannot be gone to ground and infantry in the open are not concealed.



Ending the Battle

The battle ends when the raiders escape with the Lost Team or there are no more attacking platoons on the table.

Deciding Who Won

The attacking player wins if they move the Lost Team off their own table edge. Otherwise the defending player wins.

Use the victory points table from the Free-For-All mission to look up your victory points based on the number of platoons lost by the winning side.

Lost Team

If the defending player chases off the rescuers they will capture the lost team, meanwhile the best they can do is limit their movement. The Lost Team is hiding and cannot be shot at, assaulted, or in any other way harmed.

The attacking player moves the Lost Team up to 6"/15cm as an Infantry team during their Movement step. This movement cannot take the team within 6"/15cm of an enemy team. If the Lost Team starts its movement within 6"/15cm of an enemy team, it cannot move at all for fear of being discovered. It cannot move at any other time.

The Lost Team may mount any adjacent vehicle as a normal passenger instead of moving. Once mounted it moves with the vehicle. If the vehicle is Destroyed, the Lost Team automatically survives and dismounts.

