



Special Rules



Unconventional

The men of the LRDG and SAS were independent-minded individualists who preferred the freedom of special operations to conventional military discipline.

If the command team of an LRDG or SAS platoon is destroyed, another team can take over as the command team immediately. Remove a surviving LRDG or SAS team and bring the command team back into play to replace it.

Vehicles

Desert Training

The LRDG spent much of their time in training practicing unbogging their trucks from patches of soft sand and moving at night. This proved its worth on raids in the deep desert.

LRDG vehicles may re-roll failed tests to avoid Bogging in Rough Terrain.

At night, they do not suffer the penalty of re-rolling successful Bogging tests

Weapons

Incendiary Ammunition

The LRDG and SAS loaded their machine-guns with an unusually high proportion of incendiary ammunition. This was extremely useful against trucks, aircraft, and fuel dumps.



Mission Rules



Raiding force

The raiders must travel deep behind enemy lines to sabotage the enemy's war effort and cause havoc! However to avoid detection, only a small and light force will be able to sneak past the enemy lines. Who dares wins!

The attacker's force is limited to 700 points.

The raiding force must be a Reconnaissance Company, and may only contain reconnaissance platoons that use the Reconnaissance rules found in the *Flames of War* rulebook, or in *Stars & Stripes*.

Raiding forces may not have any air support as the range is too great for ground attack aircraft to operate with them.

LRDG and SAS machine-guns count as having a Firepower rating of 5+ when trying to demolish objectives by shooting.

Lewes Bombs

Captain Jock Lewes who trained the SAS invented the Lewes bomb for them. This compact incendiary bomb was perfect for demolitions and other miscellaneous havoc.

SAS teams have an Anti-tank rating of 4 in assault combat due to their Lewes bombs.

Pioneers

The LRDG trained in many fields, including basic combat engineering.

LRDG teams have an Anti-tank rating of 3 in assaults.

Rifle Grenades

The LRDG carried lots of rifle grenade launchers for their rifles.

LRDG rifle teams have a Firepower of 5+.

Vehicle Machine-guns

LRDG and SAS patrols kept their vehicle crews to a minimum so they could carry enough stores for long desert raids.

LRDG and SAS vehicles cannot fire their weapons unless they are carrying passengers.

Escape

When the raiders demolish a target, the enemy will stop at nothing to ensure that they don't escape to enjoy their success. This makes the raiders' escape as important as the actual demolition.

Raiding platoons may only escape by moving off their own table edge during their Movement step. Platoons may not escape in any turn during which they have moved At the Double.

Platoons that escape do still count as being on the table for Company Morale Checks. Teams that escape the table like this do not count as destroyed.

If the raiding force fails a Company Morale Check, all remaining raiders scatter hoping to make their way home individually.

Demolition

It takes explosive charges or failing that a lot of machine-gun fire to turn a truck park, airfield or fuel depot into a raging inferno.

Explosive Charges

The most reliable way to blow up a target is with explosive charges. Demolition experts on foot fix time bombs to the target and then get far away before the resulting explosion.

Teams that are not Pinned Down and start their turn adjacent to a objective can attempt to demolish it. The team cannot move in the Movement step, nor shoot in the Shooting step while setting the charges. They count as moving and cannot claim to be Gone to Ground.

In the Assault step, roll a Skill test for each team instead of assaulting. If they pass the test, they have successfully planted the explosives which will explode once they get clear. The objective now counts as demolished.

Gunfire

A quick machine gun burst hitting the cab or wheels can put a target out of action for the rest of a battle. However, a lot more intense shooting is needed to completely demolish a truck, aircraft, or fuel depot.

Your troops can demolish an objective by gunfire by shooting at it using the normal shooting rules. The score required to hit an objective is 2+, modified as normal for long range, darkness, etc. An objective never counts as gone to ground.

The defending player rolls a die for each hit on an objective. If they roll 3+, the objective has taken some damage, but is not demolished.

On a lesser roll, the shot hit something vital. The attacking player must now roll another die, scoring at least equal to the shooting weapon's Firepower to demolish the objective.

An objective can never be demolished by accident. The only way to demolish an objective with gunfire is to deliberately shoot it with the intention of demolishing it.

Security force

Your troops are deployed well behind the front lines with the vital task of defending strategic assets such as supply dumps and airfields.

The defending player has 1500 points to spend on their security force.

Safe in the rear areas

The defenders know that the enemy is only a small raiding party and that there are plenty of friendly troops nearby. Their main concern is not having to tell HQ why everything they were guarding got blown up and the raiders got away!

The defender's force is not required to take Company Morale Checks. However, they take Platoon Morale Checks as normal.

Sentries

Every important target has sentries on guard whether this is a humble supply depot watchman or a prestigious headquarters bodyguard! Their task is to raise the alarm before the raiders get too close to their objectives.

The defender deploys six patrols of sentries in their half of the table during the game set up. Represent the sentries with six ordinary infantry stands. They are not taken from the defenders force, and for all intents and purposes are just tokens.

Once the alarm is raised and the game begins, they are removed and play no further part in the game.

Scattered reserves

With so many potential targets and so few troops to protect them, the defenders will be scattered far and wide.

The Scattered Reserves special rule operates in the same way as the Reserves special rule on page 157 of the *Flames Of War* rulebook, with the following exceptions.

To reflect the way the reserves are scattered, the defender's reserves can arrive from almost anywhere. When each platoon arrives from the reserves, the defender rolls a die to determine from which table edge or corner it will arrive (the mission map shows the edge or corner for each die roll). If the reserves arrive from an edge, they may enter anywhere along that edge. If from a corner, they must enter the table within 16"/40cm of the corner.

Units containing armoured vehicles will always arrive from reserve after units without armoured vehicles. Units containing tanks will always be the last platoons to arrive from reserve.

Time of day

Battles occur at any time. Most battles happen in daylight, but many raids take place under the cover of darkness. There are four times of day: Daylight, Darkness, Dawn, and Dusk.

Daylight

In a mission being played in daylight, the night fighting rules are not used.

Darkness

In a mission played in darkness, the night fighting rule are used for the entire game.

Dawn

In a mission being played at dawn, the game starts in darkness, with the night fighting rules in effect. At the start of the defenders turn three, roll a die. On a score of 5+, morning has broken. If the roll

is unsuccessful, at the start of turn four the attacker rolls two dice. If it is still dark at the start of the defenders next turn, they roll three dice, and so on until morning breaks on any roll of 5+. The turn that morning breaks, the night fighting rules are no longer used, and it is daylight for the remainder of the game.

Dusk

In a mission being played at dusk, the game starts in daylight. At the start of the defenders turn three, roll a die. On a score of 5+, night has fallen. If the roll is unsuccessful, the attacker rolls two dice at the start of turn four. If it is still daylight at the start of the defenders next turn, they roll three dice, and so on until night falls on any roll of 5+. The turn that night falls, the night fighting rules come into effect for the remainder of the game.



Night Fighting Special Rules

Fighting at night is a confusing and problematic affair. It is hard to see anything, and rocks and trees look like tanks, and tanks like houses.

Movement at night

Moving at night without lights is slow.

Teams may not move further than 8"/20cm or move At the Double at night. Additionally vehicles must reroll successful bogging rolls when moving through Rough Terrain.

Shooting at night

At night enemy troops and vehicles loom out of the darkness, only to vanish as quickly when the moon disappears behind a cloud.

Enemy teams that fired in their shooting step are always visible out to the limits of line of sight.

Each time you select a platoon to shoot with, roll a die and consult the Night Visibility table. The result is the maximum distance that the platoon's teams can see targets that did not shoot. The platoon can only shoot at or range in on teams within that distance. Anything further away is invisible in the darkness. Roll to determine the visibility distance before you select your target.

Concealment

Even on a clear night it is tricky to accurately pinpoint enemy positions unless they reveal themselves by shooting.

All teams count as Concealed at night unless they fired in their previous Shooting step.

Night is not concealing terrain, so ambushing troops must still deploy at least 16"/40cm from the enemy when in the open.

The concealment of night does not allow reconnaissance troops to use Cautious Movement (as found in *Stars & Stripes*). They must be concealed by terrain.

No Air Support

Air support is only available during daylight, and cannot attack in darkness.

Night Visibility Table

1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm



The Raid



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

Raid missions recreate the daring attacks of cloak and dagger troops like the LRDG and SAS.

Your Orders

Attacker

Our raids are wreaking havoc on the enemy supply line. Intelligence has located valuable targets, whose destruction would further aid our cause. However this is no suicide mission; your highly trained unit cannot afford casualties.

Your orders are to destroy as many of these targets as possible, and escape with your raiding force intact.

Defender

The continuing raids by enemy raiding forces are severely hampering our efforts to build up supplies and reinforcements for our next offensive. Intelligence has hinted that more raids may take place in your area.

Your orders are to protect all potential targets and prevent the raiders from escaping.

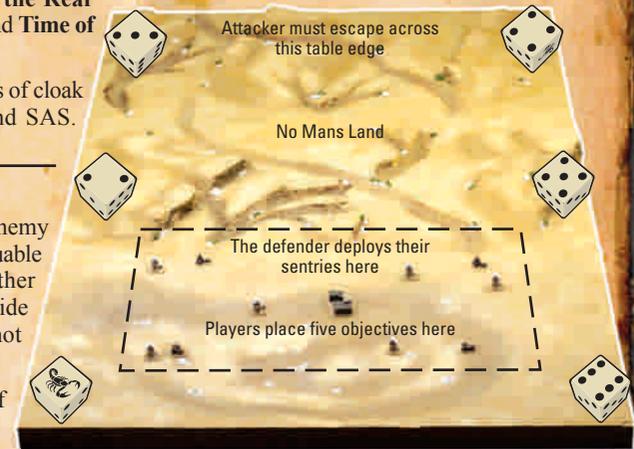
Preparing for battle

1. The attacker chooses which table end the defender will deploy in. The raiders must escape from the opposite board end after completing their demolitions to win the game.

2. Starting with the attacking player, each player alternates placing five objectives in total in the defender's half of the table. Each objective must be at least 8"/20cm from the table edges, and at least 8"/20cm from the table centre line, and at least 10"/25cm away from all other objectives

3. The defending player deploys six Sentries in their half of the table to restrict the attacker's deployment. All of the defender's platoons are held in reserve at the start of the game.

4. The attacker then deploys their entire force anywhere on the table. All vehicle and gun teams must be placed at least 16"/40cm away from all Sentries, and all infantry teams at least 4"/10cm away from all Sentries.



Attacker must escape across this table edge

No Mans Land

The defender deploys their sentries here

Players place five objectives here

5. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk.

Beginning the battle

1. The alarm is raised and the sentries are removed from the table.
2. The attacking player has the first turn.

Ending the battle

The battle ends when there are no raiding platoons left on the table.

Deciding who won

The defending player wins if the raiders fail to escape. Although valuable supplies have been lost, future raids will be curtailed.

Only platoons that have already demolished an objective and escaped gain victory points for the attacking player.

Use the victory points table over the page to look up your victory points based on the number of objectives successfully demolished by the platoons that escaped.



The Raid Victory Points



Objectives Demolished	Result	Attacker's Points	Defender's Points
5 objectives	Stunning victory	6	1
4 objectives	Major victory	5	2
3 objectives	Minor victory	4	3
2 objectives	Minor defeat	3	4
1 objective	Major defeat	2	5
No objectives	Stunning defeat	1	6