World War III

Team Yankee



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.

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.

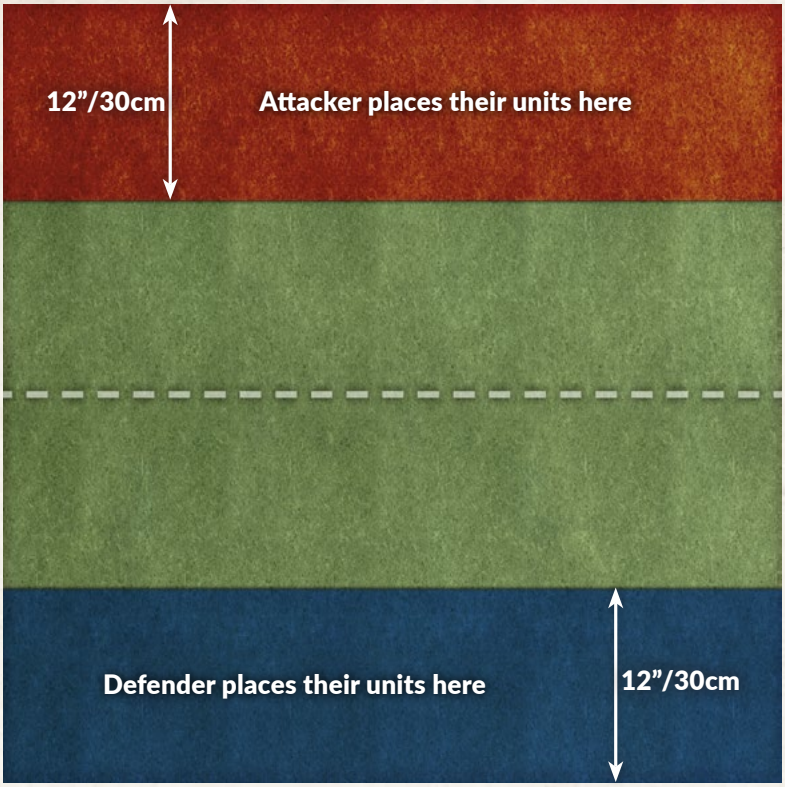
NO MAN'S LAND

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.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *World War III: 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.

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.

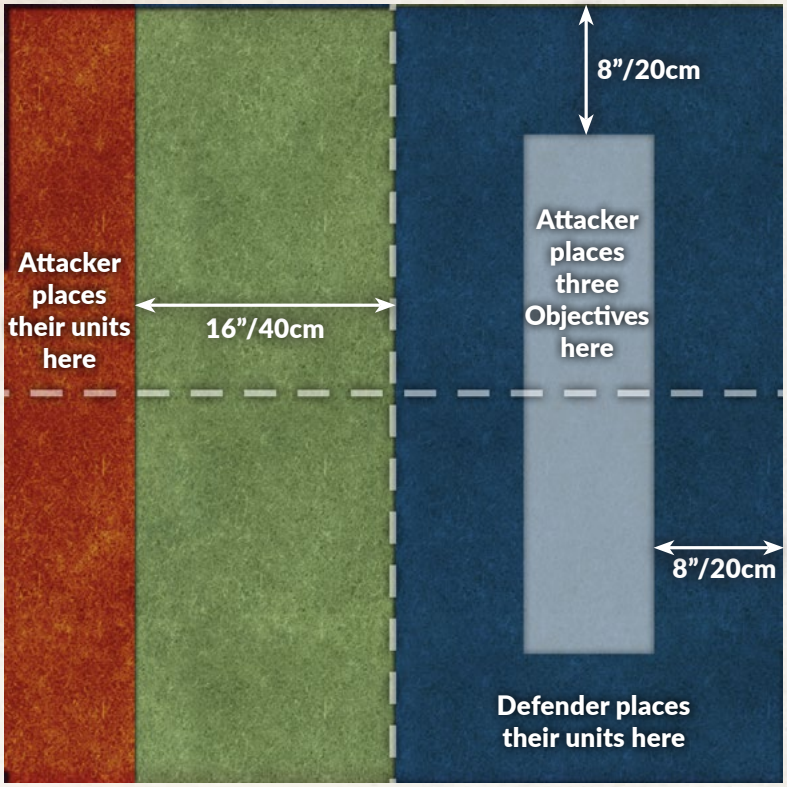
VICTORY POINTS

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 or 1 Unit: 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 was the winner and gain Victory Points as the Loser.

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 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 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 at the end of their turn on or after the sixth turn if 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 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.

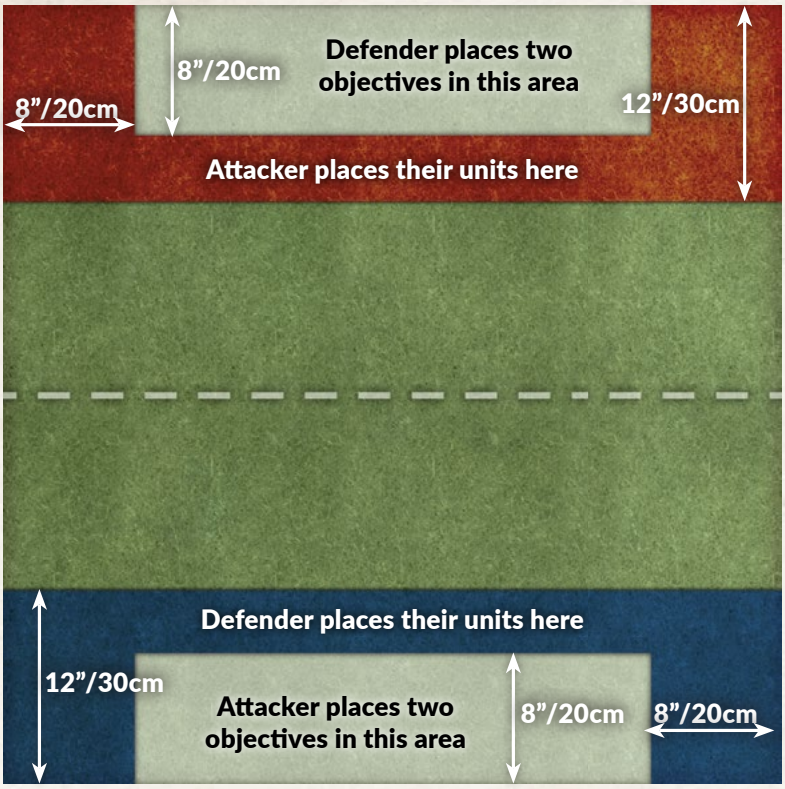
- If the Attacker exited all of their Units, and all were In Good Spirits:
  Attacker 8 VP, Defender 1 VP

Otherwise:

- Exited 3 or more Units:
  Attacker 8 VP, Defender 1 VP
- Exited 2 Units:
  Attacker 7 VP, Defender 2 VP
- Exited 1 Unit:
  Attacker 2 VP, Defender 7 VP
- Exited 0 Units:
  Attacker 1 VP, Defender 8 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 and Gun 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 end their turn Holding an Objective on the opponent’s side of the table.

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.

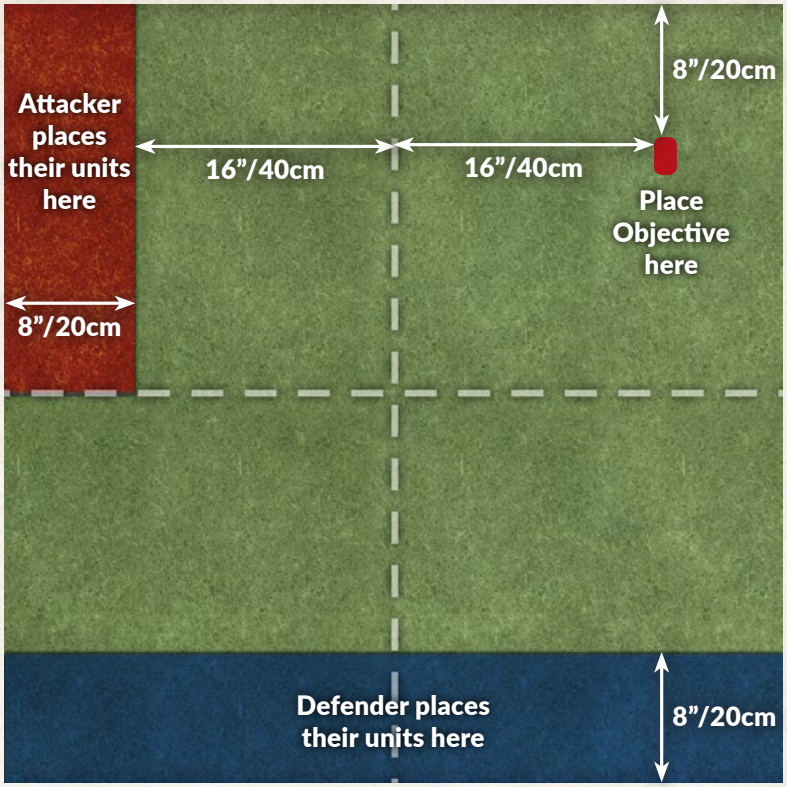
VICTORY POINTS

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 or 1 Unit: 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 was the winner and gain Victory Points as the Loser.

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 side table edge in their quarter.
3. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

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

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.

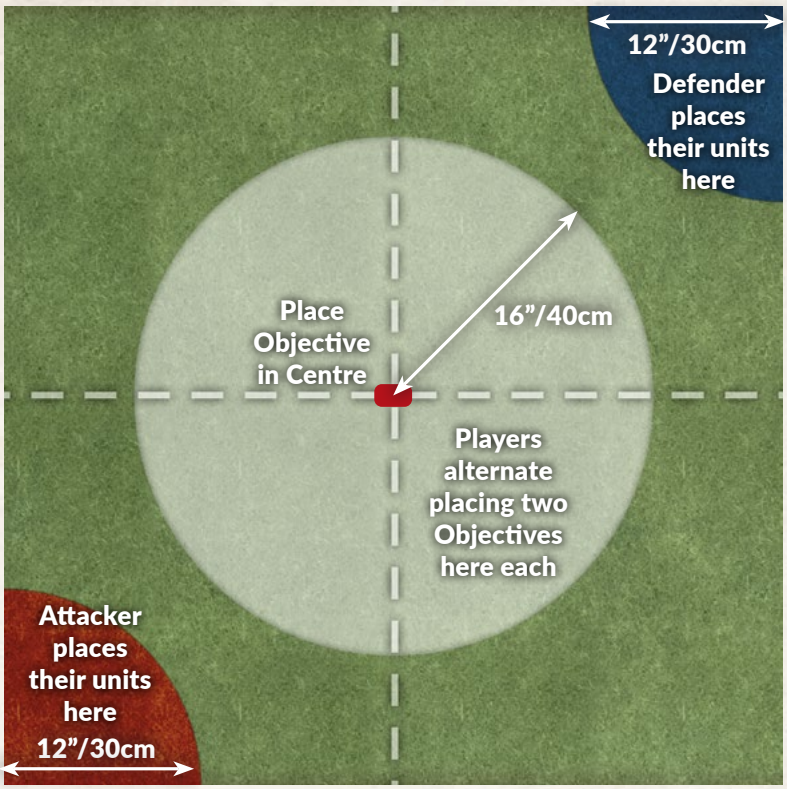
VICTORY POINTS

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 or 1 Unit: 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 was the winner and gain Victory Points as the Loser.

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”/30cm of their table corner.
3. All Infantry and Gun 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, 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.

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.

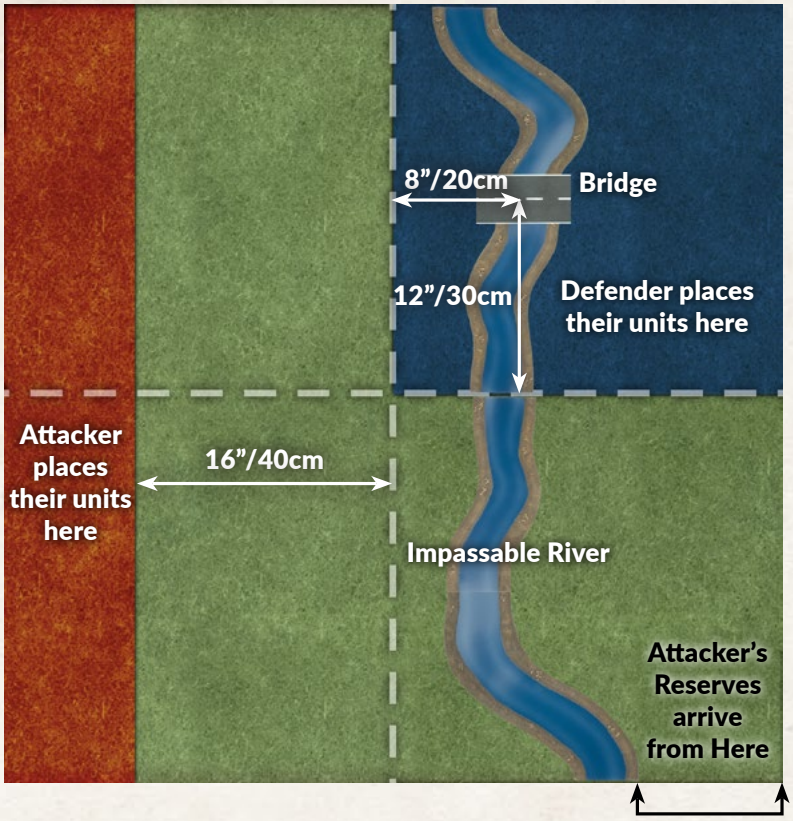
VICTORY POINTS

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 or 1 Unit: 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 was the winner and gain Victory Points as the Loser.

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 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 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, Gun or Infantry Units within 8”/20cm of the bridge.

IMMEDIATE RESERVES (ATTACKER)

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.

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 or 1 Unit: 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 was the winner and gain Victory Points as the Loser.