

BREAKOUT

Surrounding a well defended position always opened the possibility of an enemy counterattack to relieve their besieged comrades. Encircling the enemy always extended the attacker's flanks making them vulnerable to being cut-off.

The Breakout mission uses the **Defensive Battle, Mobile Reserves, and Prepared Positions** special rules.

YOUR ORDERS

ATTACKER

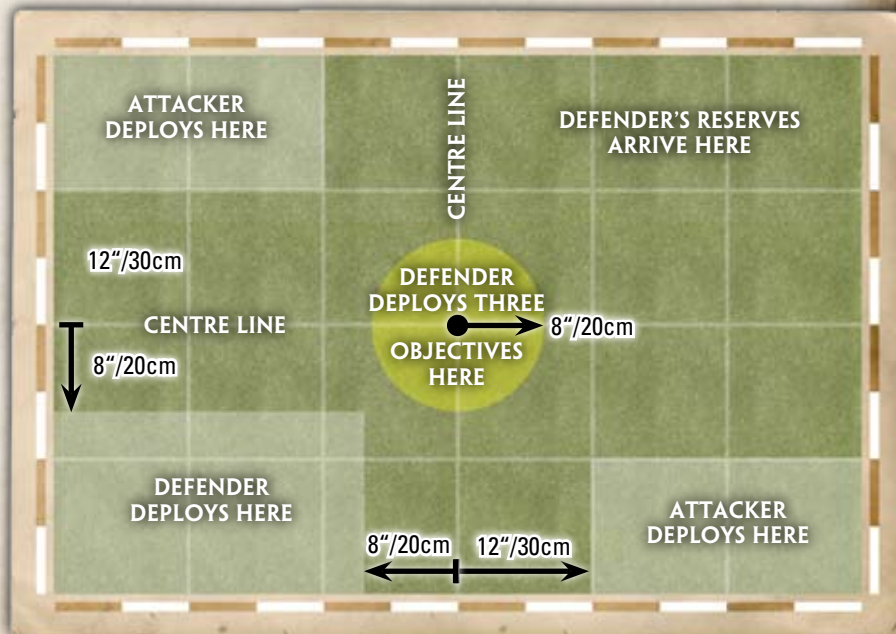
Encircle the enemy within your pincers. Keep them isolated from any relieving forces so they can be destroyed and the objective can be secured.

DEFENDER

Re-open the road between the rear area and your frontline troops before the enemy can encircle and defeat them. Do not allow him to close his pincers and isolate your defenders.

PREPARING FOR BATTLE

1. The attacker and defender are determined using the Defensive Battle special rules.
2. Mark the centre point of the table so that the table quarters are obvious to both players.
3. The defender chooses two diagonally opposite table quarters. They then choose one of those table quarters to deploy in.
4. The attacker deploys in the remaining two table quarters.
5. The defending player places three objectives within 8"/20cm of the centre point of the table. All objectives must be at least 8"/20cm from each other.
6. The attacker then removes one of the objectives.
7. The defender deploys any or all of their platoons in the table quarter they selected at least 8"/20cm from both table centre lines using the Mobile Reserves special rule. All remaining troops are held off the table in Reserve.
8. The defender's reserves arrive in the opposite table quarter from their deployment along either table edge within 12"/30cm of the corner.
9. The attacker now places at least half their platoons in Reserve. Any remaining platoons are deployed in the remaining two table quarters at least 12"/30cm from both table centre lines. The attacker must place at least one platoon in each deployment area.



10. The attacker's Reserves arrive on the table edge in either of the attacker's deployment areas within 12"/30cm of the corner.
11. Both players now place their Independent teams in their deployment areas starting with the defender.

BEGINNING THE BATTLE

1. The defender begins the game in Prepared Positions.
2. All Recce platoons make their Reconnaissance Deployment moves starting with the defender.
3. The attacker has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

1. The attacker starts their turn holding any of the objectives, or
2. The defender starts their turn with no attacking teams within 16"/40cm of an objective.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has prevented the defender from opening a supply route to the encircled defender's front line forces.

Otherwise the defender wins. The defender has prevented the encirclement and kept the route to Arnhem open.

Calculate your Victory Points using the Victory Points Table on page 195.