

BREAKDOWN RESCUE (MOBILE BATTLE)

Experimental tanks are often tested on a quiet sector of the front where they are less likely to be lost if anything goes wrong. Unfortunately, sometimes things go wrong, badly wrong!

Breakdown Rescue uses the Mobile Reserves and Prepared Positions special rules on the following page.

YOUR ORDERS

ATTACKER

An enemy experimental tank has broken down just outside our lines! You must capture it for our engineers to study. Support is on its way, but you must hurry.

DEFENDER

One of our experimental tanks has broken down near enemy lines. You must prevent the enemy from capturing the tank and bring it safely back to our lines. All available mobile reserves are on their way, but they will take time to arrive.

PREPARING FOR BATTLE

1. The player with a Mid-war Monsters platoon is the defender. If both players have Mid-war Monsters platoons, they both roll a die and the higher scoring player is the attacker.
2. The defending player chooses the short table edge that they will defend from. Their Deployment Area is this half of the table, excluding the area within 16"/40cm of the centre line.
3. The attacker's Deployment Area is the other half of the table, excluding the area within 12"/30cm of the centre line.
4. The defender selects one of the tanks from the Mid-war Monsters platoon as the broken-down tank. They must Deploy this tank on a point 6"/15cm on the attacker's side of the table centre at least 12"/30cm from either side table edge.
5. The defender Deploys the rest of the Mid-war Monsters platoon in their own table half or no more than 6"/15cm into the attacker's table half. Capturing a tank from this platoon is the attacker's Objective.
6. The defending player then Deploys any or all of their platoons using the Mobile Reserves special rule, ignoring the Mid-war Monsters platoon. All remaining platoons are held off table in Reserves.
7. The attacker Deploys any or all of their platoons at least 12"/30cm away from the broken-down tank using the Mobile Reserves special rule (counting as the defender for the purpose of that rule). All remaining platoons are held off table in Reserves.
8. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves. The broken-down tank cannot make a Reconnaissance Deployment move.
2. The defending player has the first turn.
3. As both sides are in prepared positions, all platoons may begin the game Dug In.

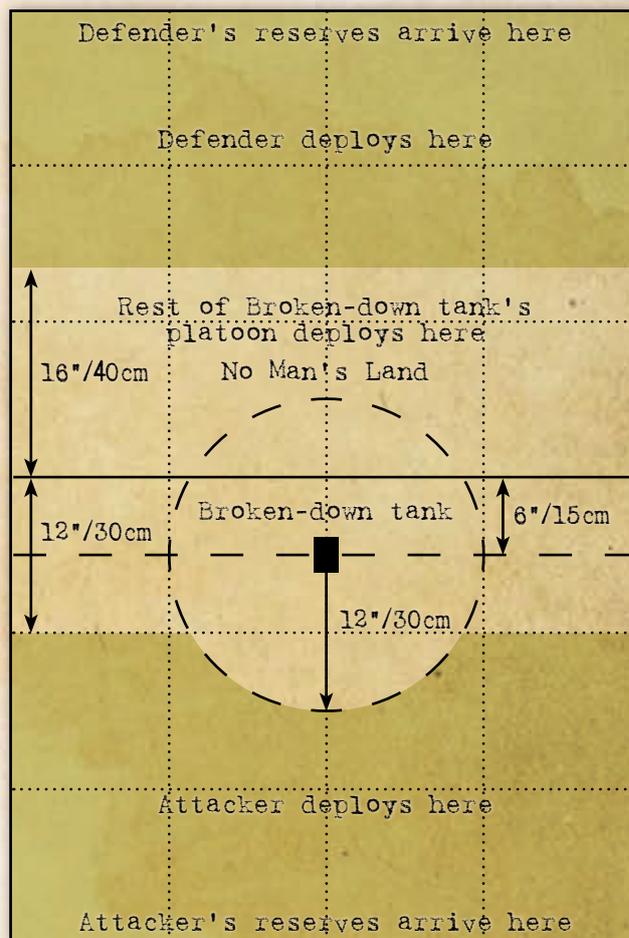
ENDING THE BATTLE

The battle ends on or after turn six when:

- * the attacker starts their turn holding a Destroyed experimental tank from the Mid-war Monsters platoon, or
- * the defender starts a turn with no enemy teams within 16"/40cm of the surviving or Destroyed experimental tanks of the Mid-war Monsters platoon.

DECIDING WHO WON

The attacking player wins if they captured an experimental tank or hold a Destroyed experimental tank. In all other cases the defending player wins.



BREAKDOWN RESCUE

The Germans expected their Panther tank to be a total shock to the Russians. They built 200 of them in secret and shipped them to the front for the Battle of Kursk—and it was a disaster! Within days 80% had broken down! It was a shock, but the impact was minimal.

They tried another strategy with the Tiger tank, sending them to the Leningrad front as they became available. This allowed them to fix the bugs and then build more reliable tanks, but gave the Soviets warning of the new tank and time to devise countermeasures.

However, testing experimental tanks is tricky. You need to get as much combat experience with the new tank as possible, but at the same time you don't want to give away its secrets. The worst thing that could happen during this testing is for the enemy to capture one of your new experimental tanks. Unfortunately that's what may just happen in this mission!

MISSION SPECIAL RULES

MOVING A BROKEN-DOWN TANK

The crew of the broken-down tank know how important it is that their charge not be captured by the enemy. They will make every effort to protect it and get it back to safety, despite the great personal risk.

Broken Down tanks from the Mid-war Monsters platoon can still attempt to move as their crews are desperately trying to save them from capture. When such a tank attempts to move, roll a die and consult the following table to see how fast it can move.

A Broken Down tank cannot move At the Double or move in the Shooting or Assault Steps, except to Break Off if assaulted. When Breaking Off, they roll to see how far they move.

BROKEN-DOWN MOVEMENT TABLE

Score	Movement Distance
1	No movement
2	2"/5cm
3 or 4	4"/10cm
5	6"/15cm
6	Move as normal

STICK TOGETHER

The experimental tank unit knows how vital it is that they get the damaged tank back to safety. They will not abandon it while it can still be rescued.

The tanks from the Mid-war Monsters platoon may not move so as to leave any of their platoon Out of Command.

TOWING A BROKEN-DOWN TANK

Sometimes it is more efficient to hitch a broken-down tank to another vehicle from the platoon or a dedicated recovery vehicle and simply tow it to safety.

You may tow a Broken-down or Destroyed experimental tank using the Recovery Vehicle rules on page 45 of the rulebook. You may only do this if the experimental tank did not attempt to move in the Movement Step.

If the towing vehicle is Unreliable and it rolls a 1 for its Skill Test, the towing vehicle Breaks Down as well. A Broken-down vehicle cannot tow another Broken Down or Destroyed vehicle. You may not tow an experimental tank off the table, except in your own Deployment Area.

FIGHTING WHILE BROKEN-DOWN

Despite their tank being virtually immobilised, the crew know that they must protect their charge until it can be rescued and will fight on.

Broken Down tanks from the Mid-war Monsters platoon can still shoot as normal in the Shooting Step.

Broken Down tanks from the Mid-war Monsters platoon can defend themselves in an assault as normal and do not count as being Bugged Down during the assault. However, they cannot Launch an Assault or move to Counterattack. If a Broken Down tank Breaks Off, it must roll on the Broken Down Movement Table to see how far it can move. If it cannot move far enough it may be captured.

CAPTURING A TANK

While it would be better to capture an intact example, even a Destroyed experimental tank could yield up many secrets to the engineers.

When an experimental tank is Destroyed, it becomes an Objective that the defending player must protect.

The Destroyed tank can be towed like a Broken-down tank to move it to a more defensible location.

The attacker wins the game by holding the wreck of a Destroyed experimental tank.

KEY POSITION (FAIR FIGHT)

A major attack is in the offing. You must get your experimental tanks into a key position to cover the main attack. Unfortunately, the enemy has just launched a spoiling attack.

Key Position uses the Delayed Reserves, Meeting Engagement, and Scattered Reserves special rules.

YOUR ORDERS

ATTACKER

You must push your experimental tanks onto a key position to support the attack while fending off the enemy spoiling attack.

DEFENDER

The enemy are preparing a major attack. You must counterattack their preparations to foil the main attack. If you can get your experimental tanks into the right position, the enemy will have to abandon the main attack.



PREPARING FOR BATTLE

1. Both players must have an Mid-war Monsters platoon in their force.
2. The players each roll a die and the higher scoring player chooses one of the long table edges to attack from. The other player defends from the opposite table edge.
3. Starting with the attacker, both players place an Objective in their own half of the table.
4. Both players, having placed an Objective in their own half of the table, now place a second Objective, this time in their opponent's half of the table, again starting with the attacking player. All Objectives must be at least 16"/40cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges.
5. Starting with the attacker, both players nominate at least half of their platoons (ignoring the Mid-war Monsters platoon) to be held off the table in Delayed and Scattered Reserves.
6. Each player's Deployment Area is their own half of the table, excluding the area within 12"/30cm of the centre line. Both players, starting with the attacking player, now alternate Deploying their remaining platoons.
7. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.
8. Finally, starting once more with the attacker, both players place their Mid-war Monsters platoon in their own Deployment Area.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends when:

- * a player starts their turn with their Mid-war Monsters platoon having Taken either of the Objectives that were placed in the enemy Deployment Area.

DECIDING WHO WON

The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

If neither side won use the Fair Fight special rule to determine their Victory Points.

KEY PLATOON DESTROYED

If a player's Mid-war Monsters platoon is Destroyed, both players roll a die. The higher scoring player (or the owning player in case of a draw) nominates a Combat or Weapons platoon from that force to replace the Mid-war Monsters platoon as the platoon that must take the Objective. If this platoon is Destroyed in turn, repeat the procedure.