

ENCOUNTER

On the open flanks of the main battle, a small force can encounter a lot of trouble very easily. Having found it, they call for support and the action escalates.

The Encounter mission uses the **Delayed Reserves**, **Fair Fight**, **Mobile Battle**, and **Scattered Reserves** special rules.

YOUR ORDERS

ATTACKER

Your force was advancing when it encountered strong opposition. You have called for assistance, but so has the enemy, so you must attack now while they are still weak.

You must crush enemy resistance and seize one of your objectives before the enemy captures one of theirs.

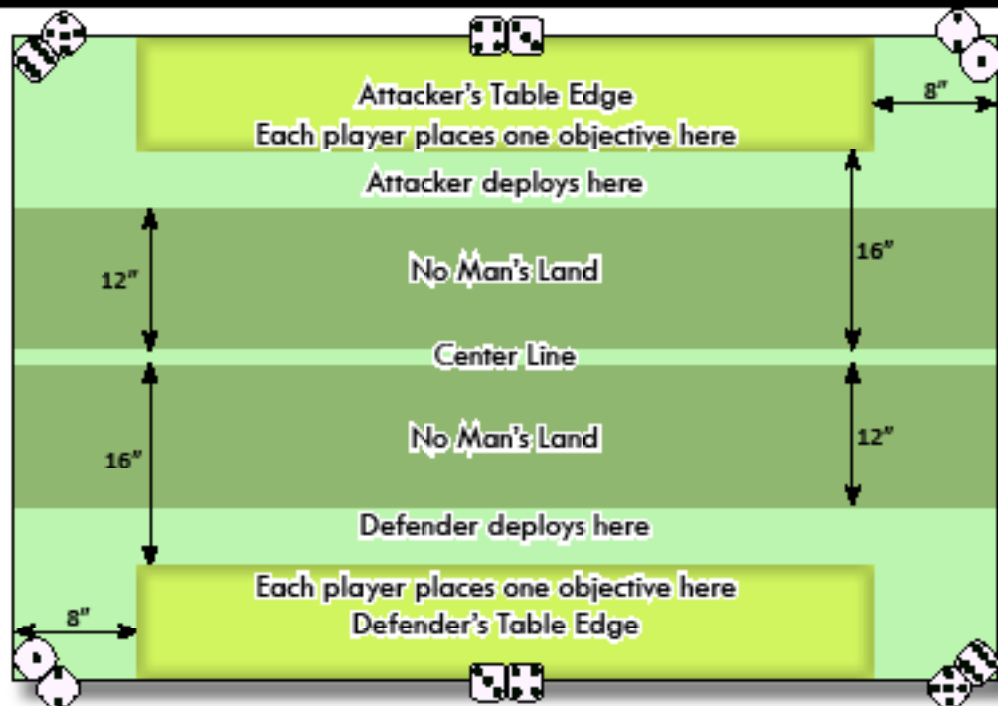
DEFENDER

A section of the line has crumbled and it's fallen upon your shoulders to repel the enemy advance. The enemy is stronger than expected, so you must act aggressively until your reinforcements arrive.

Capture one of your objectives before the enemy captures theirs.

PREPARING FOR BATTLE

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.
2. Starting with the attacker, both players place an objective in their own half of the table.
3. 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. The 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.
4. Starting with the attacker, both players now nominate at least half of their platoons to be held off the table in **Delayed** and **Scattered Reserves** at the start of the game.
5. Both players, starting with the attacking player, now alternate placing remaining platoons in their own half of the table. The platoons may not be placed within 12"/30cm of the centre line of the table.
6. Again starting with the attacker, both players now place their **Independent** teams in their own deployment areas.



BEGINNING THE BATTLE

1. Starting with the attacker, both players make **Reconnaissance** Deployment moves for any **Recce** Platoons they have on table.
2. Finally, both players roll a die. The player finishing their deployment first adds +1 to their roll. The player with the highest result has the first turn.
3. Remember that this mission uses the **Mobile Battle** special rule so, for the first turn of the game, all teams are considered moving at the beginning of the battle.

ENDING THE BATTLE

The battle ends when either:

- a player starts their turn in possession of any of the objectives in the enemy deployment area, or
- the game runs out of time.

DECIDING WHO WON

The player that took their objective 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 195 of the rulebook.

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