

# FIGHTING WITHDRAWAL

A fighting withdrawal allows defeated commanders to preserve the bulk of their forces while falling back to a more defensible location.

Fighting Withdrawal uses the **Ambush**, **Defensive Battle**, **Prepared Positions**, and **Strategic Withdrawal** special rules.

## YOUR ORDERS

### ATTACKER

To exploit an early victory you must smash the enemy rearguard and turn their retreat into a rout. Break through the enemy line and capture one of the objectives before it is too late.

### DEFENDER

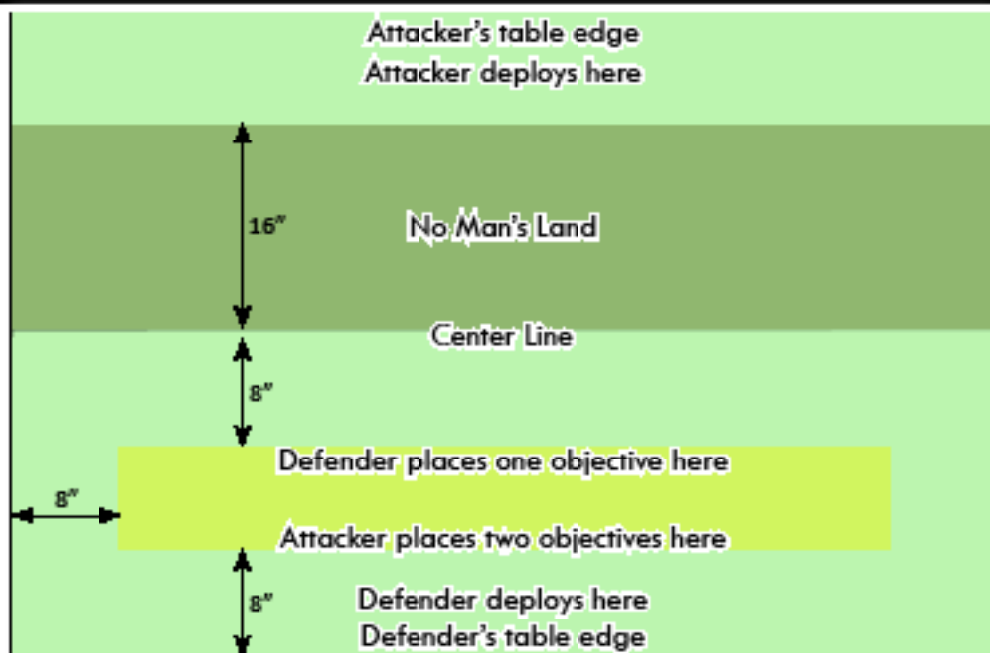
You must cover your withdrawal as the army falls back to the next defensible position and regroups. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives long enough for the rest of the army to get clear.

## PREPARING FOR BATTLE

1. Use the Defensive Battle special rule to determine which player is attacking and which is defending.
2. The defending player chooses the long table edge that they will deploy from. The Attacker deploys from the opposite table edge.
3. The defender places an objective on their side of the table at least 8"/20cm away from all table edges and at least 8"/20cm back from the centre line.
4. The attacker now places *two* objectives in the same area so that no two objectives are more than 48"/120cm apart.
5. The defender deploys their entire force in Prepared Positions on their own half of the table. They may hold one platoon in Ambush.
6. The attacking player now deploys their entire force in their half of the table, with all platoons at least 16"/40cm back from the table centre line.
7. Both players, starting with the defender, deploy their Independent teams in their deployment areas.

## BEGINNING THE BATTLE

1. The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.
3. The attacking player takes the first turn.



## ENDING THE BATTLE

The battle ends either:

- when the attacker starts their turn holding any of the objectives, or
- at the start of the defender's eighth turn (remember to check Company Morale if necessary before determining who won).

## DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has smashed the rearguard and seized their objectives.

Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

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

## WITHDRAWAL SUMMARY

(See special rules on page 201 for details)

Turn	Event
3	Defender withdraws a platoon if 5+ platoons, otherwise gain a delay counter.
4	Defender withdraws a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter.
5	Repeat withdrawal.
6	Remove first objective. Repeat withdrawal.
7	Remove second objective. Repeat withdrawal.
8	Check Company morale if necessary. Game over.