

# FREE-FOR-ALL

In the highly mobile engagements of World War II it was not uncommon for forces to suddenly find themselves in contact with the enemy. The free-wheeling battles that result are little more than all-in brawls.

The Free-for-all mission uses the **Fair Fight** and **Mobile Battle** special rules.

## YOUR ORDERS

### ATTACKER

Your forces have broken through the enemy front line and are punching deep into their rear areas. Any enemy force encountered must be ruthlessly crushed before they can occupy proper defences!

You must seize one of your objective points before the enemy seizes one of theirs.

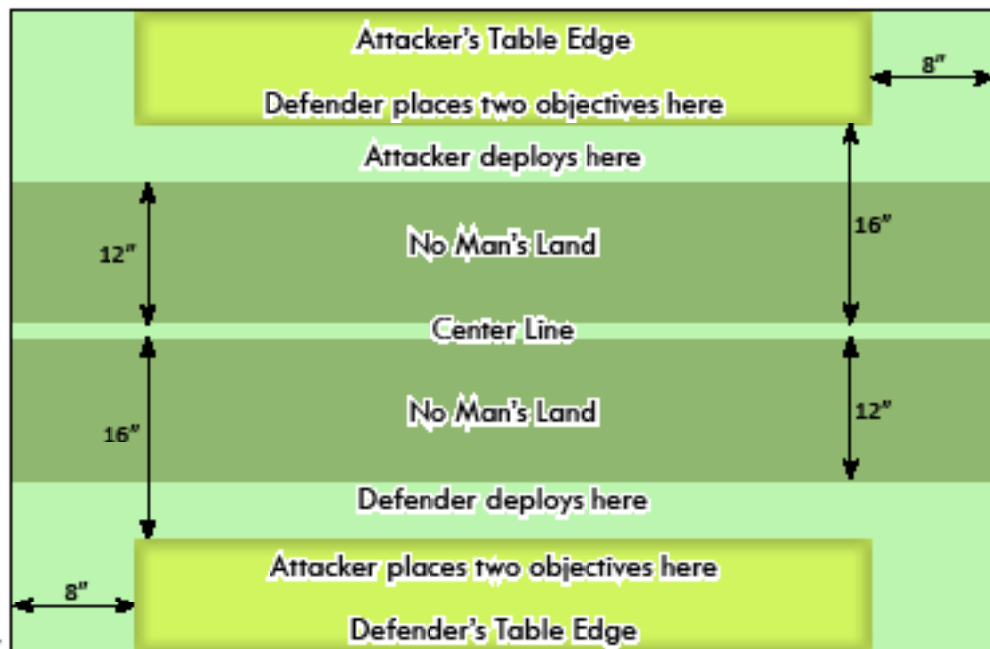
### DEFENDER

Reports from the front line indicate the enemy has broken through. At this time, the exact location of the enemy forces is unknown. Your company has been sent forward to occupy and defend critical objectives. It is vital that your force take these strategic points before the enemy secures them!

You must seize one of your objective points before the enemy seizes one of 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. The attacking player now places two objectives on the defender's side of the table. The defending player then places two objectives on the attacker's side of the table. The objective must be at least 16" from the centre line of the table and may not be placed within 8" of the side table edges. Both of a player's objectives must be within 48" of each other.
3. Both players, starting with the attacking player, alternate placing platoons in their own half of the table. The platoons may not be placed within 12" of the centre line of the table.
4. Both players now alternate placing their Independent Teams in their deployment areas starting with the attacking player.



## BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
2. Both players now roll a die. The player finishing their deployment first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.
3. Because the Free-for-All mission uses the Mobile Battles special rule all teams are moving at the start of the battle.

## ENDING THE BATTLE

The battle ends when either:

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

## DECIDING WHO WON

The player that took their objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

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.