

# SIEGE MISSION SPECIAL RULES

## BATTALION BATTLE

*This scenario is designed to be played with a force of 3000 points or greater. This means a player could field single or multiple companies for this battle. The minimum table size for this battle is 72"/180cm by 72"/180cm.*

## CUTOFF

As the enemy slowly surround and cutoff the defender, only the most mobile units would be able to fight back and possibly escape to fight another day.

*In a Siege mission, a Tank Company will always attack, and an Infantry Company will always defend. A Tank Company will never attack another Tank Company – they are too mobile to be caught in this situation.*

*This means that a Tank Company will attack a Mechanized Company or an Infantry Company; while a Mechanized Company will attack an Infantry Company.*

*When multiple companies are fielded, assign one point for each Infantry Company, two points for each Mechanised Infantry, and three points for each Tank Company. The player with the highest total is the attacker.*

*If both players field an equivalent force, both players roll a die with the higher-scoring player attacking. Remember the defender cannot field a Tank Company.*

## BLOCKADE

Many long and bitter battles have drained the men and equipment of the defender with no chance for resupply or reinforcement unless the siege is broken.

*Breakdowns, a lack of ammunition and losses have seen the numbers of guns and vehicles grow ever smaller. The defender can only field a limited number of tank and gun teams as a result.*

*The defender force may only include one (1) tank platoon per company.*

*The defender force may only include one (1) light or medium gun platoon per two (2) infantry platoons.*

*The defender force may only include one (1) heavy gun platoon (including platoons with immobile gun teams) per three (3) infantry platoons.*

*There is no limit to the number of man-packed gun platoons that a player can field.*

## HQ ARTILLERY

The few functional artillery guns that still have ammunition are grouped together under the direct control of the defender's commanding officer and his staff. Only when the besieged general is confident that the enemy has committed to a major attack will he permit them to fire.

*You may deploy any platoon capable of firing an artillery bombardment as 'headquarter artillery' rather than on the front line. If you do so, the guns, command team, and staff team are not placed on the table. Only the observers are placed on the table as normal. You still use the artillery spotting and ranging rules when firing your artillery.*

*Artillery held off table in this manner measure their range from anywhere along the defender's table edge, and have an unrestricted field of fire.*

*As your artillery units are not on table, they do not count as being on the table for Company Morale Checks.*

*Artillery units are not restricted under the Blockade special rule; however, you may only field a maximum of two artillery platoons plus one artillery platoon for each additional company.*

## MECHANISED RESERVES

Shortages of men and equipment stretch the lines ever thinner, so the few remaining tanks and mechanized infantry forces that remain create a reserve that can quickly counter-attack against enemy attempts to test the defenses.

*All platoons containing tank teams are automatically placed in reserve. The defender holds any mechanised infantry platoons in reserve, or deploys them without transports on the table.*

*Other than these rules determining in which units are held in reserve, platoons arrive according to the Reserves rule on page 199 of the **Flames of War** rulebook.*

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# SIEGE

The Siege mission represents the struggle of between a surrounded army and an army intent on destroying them. This mission is a **Battalion Battle**.

Siege uses the **Ambush, Blockade, Cutoff, HQ Artillery, Intense Battle, Mechanised Reserves, Preliminary Bombardment, Prepared Positions** and **Total Air Superiority**.

## YOUR ORDERS

### Attacker

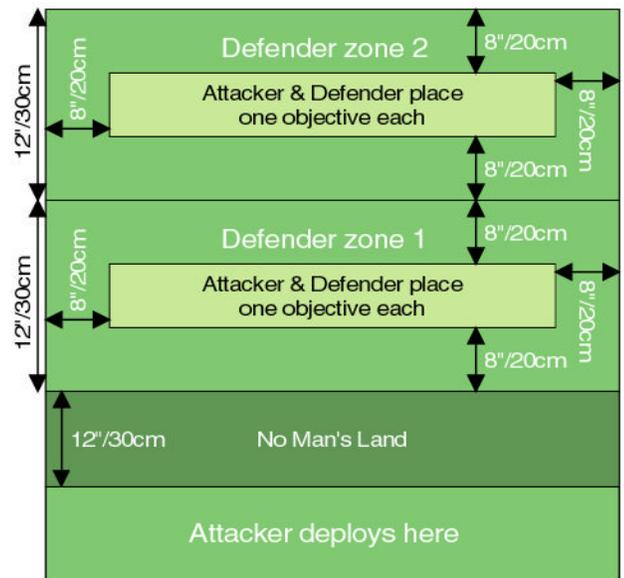
The enemy is surrounded, but refuses to see the inevitable end and surrender. You must crush his defenses and humble the stubborn.

### Defender

You have but a fraction of the men, equipment and ammunition to hold your position, and are at the edge of defeat. Can you hold until the promised relief force can scatter your foes?

## PREPARING FOR BATTLE

1. Determine the attacker and defender using the Cutoff special rule.
2. The defending player chooses which short table end they will deploy in.
3. Starting with the defender, both players now place one objective each in first zone and then in the second zone. The objectives must be at least 8" from the table edge or the edge of the zone.
4. Next the defending player holds off the table platoons that form the Mechanised Reserve. Then the player nominates up to half of the remaining platoons to be deployed in zone 1, and nominates up to half of these to be held in Ambush. The player then deploys the remaining zone 1 platoons into zone 1. The remaining platoons are deployed in zone 2, and the player nominates up to half of these to be held in Ambush. The player then deploys the remaining platoons in zone 1.
5. The attacker deploys their entire force at least 12"/30cm back from zone 1.
6. Both players now place their Independent teams in their deployment areas starting with the defending player.



## BEGINNING THE BATTLE

1. Both sides begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. The attacking player conducts a Preliminary Bombardment on the defender's forces.
3. The attacking player makes their Reconnaissance Deployment moves. The defending player may not make Reconnaissance Deployment moves.
4. The attacking player has the first turn.

## ENDING THE BATTLE

The battle ends when either:

- the attacker holds one objective in each zone at the start of their turn, or
- the defender starts any of their turns from turn eight with no attacking team in zone 2.

## DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective in each zone. With no further reserves to draw upon the defenders are doomed.

Otherwise the defender wins. The line holds against one more test. Next time the outcome could be very different.

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