
Team Yankee Mega-Battle

By Owen McGarel

RULES AND REGULATIONS

1. Each player may bring up to four companies/formations. The entire army cannot exceed 85-points.
2. At least 65% of the 85 pts. (55 pts) must consist of non-infantry units.
3. Each player is allowed up to two units total of either artillery or aircraft. This limitation does not include helicopters.
4. This scenario uses the **Battlegroup Morale, Prepared Positions, Ambush, Immediate Reserves, Reinforcement Army, Burning Tanks, and Calling for Aircraft (see below)** special rules.

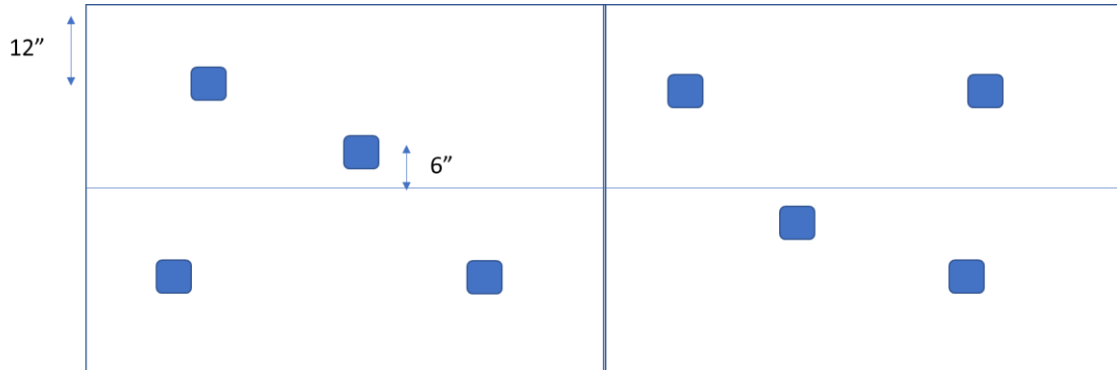
PREPARING FOR BATTLE

1. Each side should choose one captain for placing objectives.
2. Mark out the center line on the table. This should run the length of the table.
3. Total up the number of formations for each side. The side with the most formations is the attacker. If each side has the same number of formations, then the side with the most German Companies for Flames of War or the most Soviet Battalions for Team Yankee will be the attacking force.
4. Starting with the attackers, the players alternate placing objectives on the defenders' side of the center line exactly 12" from the table back edge and the center line. For more than two boards, additional objectives are placed one for the attacker and one for the defender. No more than two objectives may be placed on any one board. Objectives may not be placed in terrain that is impassible to tanks. Objectives must be placed at least 8" from the side edge of the board. All objectives must be placed at least 16" apart.

| # 4' x 6' Boards | # of 12" Objectives from the centerline | # of Objectives within 6" of the centerline |
|------------------|---|---|
| 1 | 1 | 1 |
| 2 | 3 | 1 |
| 3 | 5 | 1 |
| 4 | 6 | 2 |

5. Objectives are placed on the attacker's side of the board according to the procedure in step 4.
6. Starting with the attackers, both sides place an objective in the opponents' deployment zone within 6" of the center line. No more than two objectives may be placed on any one board. Objectives may not be placed in terrain that is impassible to tanks. Objectives must be placed at least 8" from the side edge of the board. All objectives must be placed at least 16" apart.

An example of a two 4' x 6' board setup after the objectives are placed.



7. Attackers will use choose their deployment areas. Each player will get a portion of the board for setup. (Approximately board length/# players - 1). Defenders will choose their deployment areas.
8. **Reserve Army** - If the game includes 8 or more players, one player from each force will hold their entire force in reserve. Before play begins, they will secretly choose a length of board for their reserves to enter. (the length will be the same as in step # 7 and will overlap the other players)
9. Starting with the defender, each player will announce the 40% (or more) of their army (34 pts.) that is held in reserve. Then the attacking player will announce which 40% (or more) of their army that is held in reserve.
10. The defenders have 20 minutes to plan and deploy their armies. Each defending player may hold one platoon in ambush. The player must announce which platoon is being held in ambush. All of the normal ambush rules apply with the following change: You may reveal your ambush in your own deployment zone and up to the centerline of the board.
11. The attacking side now has 20 minutes to deploy their armies. Any units or independent teams not deployed within 20 minutes are held in Reserve.
12. The deployment areas are 12" from the back edge of the board.
13. Normal spearhead rules apply. You cannot use other players Spearhead moves to deploy your units.
14. The movement phase will be restricted to ten minutes per turn.

BEGINNING THE BATTLE

1. Both sides start the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. The attacking side has the first turn. The attacker can bombard and use full ROF on the first turn.

ENDING THE BATTLE

1. The battle ends as soon as both sides have had the same number of turns and the agreed upon ending time has passed.

DECIDING WHO WON

1. At the start of a side's turn when you normally check victory conditions that side gains one Victory Point for each objective that it holds. An objective yields a Victory Point to the side that has taken it every turn that they hold it. **No objectives are scored on Turn 1.**
2. A side starts the game holding all objectives in their deployment area. They hold any objectives that they have taken (even if all of their troops have since moved away) until the enemy takes it back or contests it by having troops that could take it within 4".
3. For each **formation** destroyed, your side will receive 1 Victory Point.
4. The side that has the most Victory Points at the end of the game wins.

SPECIAL RULES/CHANGES

BATTLEGROUP MORALE

When a Company/Formation fails its morale roll to stay on the table, you only remove the units designated as Combat platoons in your army list. All remaining support units remain on the board until individually destroyed/chased off.

RESERVES - Players will roll for immediate reserves as normal. The **RESERVE FORCE** will roll **three** dice to start the game and add one additional die each turn after.

CALLING AIRCRAFT - Players can only deploy aircraft on a board when they have a HQ unit or a platoon leader.

BURNING TANKS – Only tanks destroyed with a 5 or 6 firepower roll will remain on the board. (This rule is designed to reduce clutter on the board). Bailed tank unit that units that fail platoon morale are also removed from the board.

FORMATION MORALE - Unlike in normal Team Yankee, Units in reserve **are** counted for determination of good spirits for the formation.