

# CLOSE THE POCKET v. 2

The Close the Pocket mission uses the, **Defensive Battle, Phased Objective Withdrawl, Prepared Positions** and **Racing to the Rescue\*** special rules.

With the mobility of modern armies in WWII, many attackers found themselves stranded far out front of their main lines. A quick thinking enemy has now moved past your flanks to cut off your troops and trap them in a contained pocket. You must hold the pocket open long enough to allow your forces to escape encirclement.

## PREPARING FOR BATTLE

1. Determine the attacker and defender using the **Defensive Battle** special rule.
2. The defender places a road on the table running from one long table edge to the other. The road must enter and exit both table edges within 8 inches of the center of the table.
3. The defending player places one objective that can not be within 8 inches of either long table edge nor can it be within 32 inches of either short edge.
4. The attacker then places two objectives that can not be within 8 inches of either long table edge nor can it be within 32 inches of either short edge.
5. The defender nominates at least half of their platoons to be held off the table. They will appear with the **Racing to the Rescue** special rule. The remaining platoons may be deployed in the center of the table no closer than 24 inches of either short table edge.
6. The attacker now divides his force in half and deploys one half of his platoon no farther than 6 inches from one of the short table edges. Next he places the remaining half in the opposite side no farther than 6 inches from the edge.
7. The defender now places their **Independent Teams** in their own deployment area, then the attacker places their **Independent Teams** in their deployment area.

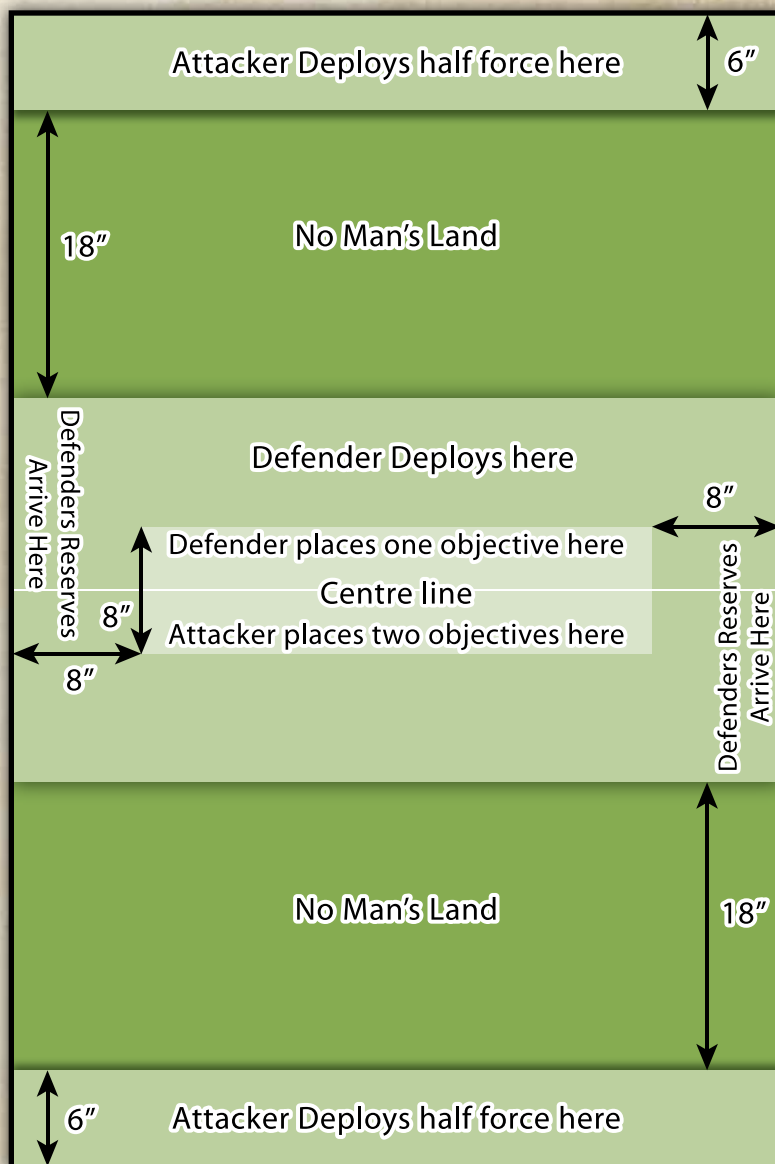
## BEGINNING THE BATTLE

1. Starting with the defender, both players make **Reconnaissance Deployment** moves for any Recce Platoons they have on table.
2. The defending force begins the game in **Prepared Positions**, so their troops are in Foxholes and Gone to Ground. Remember you may not be dug in on the road.
3. The attacking player has the first turn.

## ENDING THE BATTLE

The battle ends when either:

- the attacker starts any of their turns 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 when they started one of their turns in control of an objective. They have managed to cut off the enemy force and trap it within the pocket to be cleaned up by the follow up troops.

Otherwise the defender has won the battle and managed to escape the trap.

Calculate your Victory Points using the Victory Points Table on page 149 (soft cover)/195 (hard cover).

\* **Racing to the Rescue:** in this mission replace the words "attacker" with "defender" and "16"/40cm" with "12"/30cm".