

Catalog of Battles

1. **Timed-Release Battle**- where both sides release a set amount of players at scheduled times (example: 2-minute intervals). Start with 2 combatants from each side on the field. Have the players enter from the West side of the field with the river as the DMZ. The coordinator for release can release the participants and get the next two ready for release at the next interval. Have either all bridges accessible, or block the West Bridge. Prior to the battle, have the teams brief a plan, then when both are ready, go for it.
2. **Diagonally-Opposed Battle**- have each force split, so that one team will have participants in zones 1 and 3 and the other in 2 and 4. Prior to the battle, have the teams brief a plan, then when both are ready, go for it.
3. **Multi-Team Battle**- Four separate teams which start from the corners of the four separate quadrants. Have the largest and /or superior team start in zone 4. Have teams brief a plan, then when ready go for it. Because of the numbers of teams, it is difficult having a monitor for each team, so be careful when assigning options.
4. **Three-Objective Battle**- Teams of approximately equal strength divide. One team preferably the most numerous is given the task of attacking in series each of the three zones one at a time in a series of battles. The enemy is distributed as he sees fit, but once the battle is on, they cannot change zones. Prior to the battle, have the teams brief a plan, then when both are ready, go for it.
5. **Anything-Goes Battle**- participants are divided into classic Allied and Axis lines, but participants can bring out any vehicle or configuration they want to, select whatever class they want to etc. This is a no non-sense anything goes battle. The purpose is to expand the participant's battling abilities. No plan needs to be briefed, once participants are ready go for it.
6. **Standard Opposed-Corner Battle**- opposing forces start from opposing corners of field (1 and 3, or 2 and 4). Prior to battle, teams are to brief a plan, when both are ready go for it.
7. **Established Pocket Battle**- one side sets up their tanks in a 15' radius in the center of the field, and owning the Mid-Bridge. All other bridges may be blocked out of action. The opposing force owns the rest of the field and places vehicles in all four zones. Prior to battle, have the teams brief a plan, then when both are ready, go for it.

8. **Entering-Blind Battle**- one side sets up their tanks in a particular zone (1, 2, or 3), then is escorted away from the field while the other team has five minutes to set up. Both teams brief need to previously brief a plan, when five minutes are up the team that was away comes and the battle immediately commences.
9. **Relief Battle**- one side has 3-5 tanks in a corner of the battlefield and hold that zone under control, the opposition owns the rest of the battlefield. A relief force that is larger than the opposition force mounts an attack to relieve the 'surrounded' force in the corner. The surrounded force cannot breakout until the relief force has made contact into their lines. Both teams are to brief the plan, then when ready, go for it.
10. **Timed-Retraction Battle**- opposite of the 'Timed-Release Battle', each side sets up with equal areas and EXACTLY the same numbers, but every two minutes remove one tank from each side. One monitor for each side that will be utilized to remove the designated tanks. The tanks to be removed are the ones that are closest to their respective enemy. THERE WILL BE NO MORE RETRACTIONS WHEN ONE TEAM GETS DOWN TO THREE TANKS. This retraction is to simulate losses due to other battlefield factors. Prior to battle, have the teams brief a plan, then when both are ready, go for it.
11. **Mixed-team pick your team Battle**- Two team leaders will pick their teams by drawing from a hat. Teams are comprised of mixed of Allied and Axis forces. Prior to battle, teams brief a plan, then when both are ready, go for it. This battle could utilize markers to distinguish sides, but it's a better exercise without them.
12. **The Gauntlet**- One team owns the entire field with the exception of the insertion/extraction point. The first team has to divide it's vehicles equally among the four zones, and the vehicles must remain in those zones. The second team releases teams of four that must circumnavigate the entire field and enter and extract from the same point. After the first set of four is removed from the field or are all killed, the next set of 4 can begin. A win is obtained when either all of one side is destroyed, or if 2 tanks total(can be from the different teams of four) make it through the Gauntlet. An example of a route would be entering from behind the town, across West Bridge, across East Bridge, and back to town. The first team that occupies the field cannot have the insertion/ extraction point in its field of fire at any time.

Battle Options

- a. **1. *SUPPORT VEHICLE OPTION**- ARE BATTLES WHERE A PORTION OF THE TANKS ARE SUPPORT VEHICLE ONLY. TAPE CAN BE PLACED OVER THE EMITTERS, BUT TBU'S ARE SET ON 'LIGHT'(TANKS CAN BE USED TO REPRESENT SUPPORT VEHICLES). IF THE SUPPORT VEHICLE IS/ARE KNOCKED OUT, THE FORCE THAT UTILIZES THEM ARE RESTRICTED TO ONLY THOSE ZONES THAT THEY ARE IN. THEY CANNOT ADVANCE INTO OTHER ZONES NOR RETREAT INTO OTHER OCCUPIED ZONES. THESE VEHICLES WILL ALSO BE MARKED (TAPE, FLAG, ETC) SIGNIFYING THEIR STATUS. THE RATIO SHOULD BE ONE SUPPORT VEHICLE FOR EVERY FIVE VEHICLES(E.G; 1 SUPPORT AND 4 TANKS)
- 2. IF SUPPORT TRUCKS WITH TRAILERS ARE AVAILABLE-**
 - a) AND ONE FOR EACH SIDE, A DEPOT WILL BE UTILIZED TO RETURN THE DAMAGED TANK BY THE SUPPORT VEHICLE. ONCE AT THE DEPOT THE DAMAGED TANK IS AUTOMATICALLY REPAIRED AND IS RETURNED TO SERVICE, AND RETURNS TO THE BATTLE. THE DEPOTS WILL BE LOCATED IN PRACTICE WHERE THE TEAM HAD ENTERED FROM.

- b) A TRUCK OPERATES ONLY WITH ONE TEAM. A TRUCK MUST HAVE AN OPERATING VEHICLE OF THE SAME TEAM AS AN ESCORT WHILE IN A ZONE. IF A TRUCK IS OPERATING IN A ZONE, OR RECOVERING A VEHICLE AND THERE ARE NO OTHER OPERATING VEHICLES PRESENT FROM THE SAME TEAM AS AN ESCORT, IF THE ENEMY ENTERS THAT ZONE THE TRUCK IS 'CAPTURED' FOR THE DURATION OF THAT ROUND OF BATTLE.
- c) TRUCK OPERATORS RECEIVE THEIR ORDERS OF RECOVERY ONLY VIA THE XO OF THE TEAM, NOT FROM ANY OTHER SOURCE. THE TEAM'S XO IS RESPONSIBLE FOR THE RECOVERY TRUCK.
- d) TRUCKS, JUST LIKE ANY OTHER VEHICLE CANNOT ENTER A MINED ZONE, AND IF IT FINDS ITSELF IN A MINED ZONE WHEN A ZONE BECOMES 'MINED' IT IS KNOCKED OUT FOR THE DURATION OF THAT BATTLE.

***VEHICLES THAT ARE RECOVERED ARE DONE SO DUE TO THE RESULT OF BEING KNOCKED OUT BY AN ENEMY TANK. TANKS THAT ARE MINED ARE NOT RECOVERED AS THE CREW IS FIXING THE TANK, AND AIR AND ARTILLERY STRIKES REMOVE THE TANK FROM THE GAME.**

- b. ***MINE OPTION-** PERIODICALLY, A ZONE WILL BE MINED EITHER PRIOR TO THE BATTLE, OR AT A SET TIME THAT HAS BEEN BRIEFED TO THE INDIVIDUAL TEAMS (EXAMPLE: ZONE 3 WILL BE MINED AT 10 MINUTES INTO THE BATTLE). IF A VEHICLE ENTERS A MINED ZONE, OR FINDS ITSELF IN A MINED ZONE WHEN THE ZONE BECOMES 'MINED', THE VEHICLE(S) ARE OUT OF ACTION FOR THE DURATION OF THAT BATTLE AND CANNOT BE RECOVERED.
- c. ***ARTILLERY STRIKE OPTION-** ARTILLERY STRIKE IS AN OPTION USED BY THE TEAM'S COMMANDER TO CALL IN ARTILLERY ON AN OPPONENT'S FORCES. TO CONDUCT THE ARTILLERY STRIKE, AFTER AT LEAST THE FIRST 4 MINUTES HAVE TRANSPIRED IN THE BATTLE THE SENIOR UNIT COMMANDER NOTIFIES A MONITOR THAT HE WANTS TO CONDUCT AN ARTILLERY STRIKE AND NAMES THE TANK IN THE EFFECTED ARTILLERY ZONE THAT HE WOULD LIKE KNOCKED OUT, THE MONITOR THEN NOTIFIES THE OPERATOR OF THE VEHICLE VIA CALLING OUT '**FIRE MISSION**' TO TURN OFF HIS VEHICLE. ANOTHER ARTILLERY STRIKE CANNOT OCCUR UNTIL AFTER ANOTHER 4 MINUTES, IF ONE IS CALLED PREMATURELY, A PENALTY IS IMPLEMENTED AND THE COUNTER IS RESET TO START AGAIN AT FOUR MINUTES WITHOUT AN ARTILLERY STRIKE OCCURRING. ONE TEAM WILL HAVE THE 'FIRST STRIKE', AND THE NEXT TEAM'S TIME WILL BE 4 MINUTES AFTERWARD. **VEHICLES THAT ARE OUT OF ACTION DUE TO AN ARTILLERY STRIKE ARE NON-RECOVERABLE. A STOP WATCH AND MONITOR ARE NEEDED FOR THIS OPTION.**

Jake