

CORDON AND SEARCH MISSION

BY JAY WHITE

If reconnaissance fails to locate all enemy positions the attacking force will left with no choice but to advance into suspected enemy areas.

Cordon and Search Missions uses the **Defensive Battle, Prepared Positions, Hidden Positions (see below), and Spotting (see below)** special rules.

Preparing for Battle

- ! Determine the attacker and defender using the Defensive Battle Rules.
- ! The defending player chooses which short end of the table to deploy in.
- ! Starting with the defender, both players place an objective in the defender's end of the table. Both objectives must be at least 8"/20cm from the center of the table and 8"/20cm from all other table edges.
- ! The defender deploys their entire force in their deployment zone using the Hidden Positions rule.
- ! The attacker now places their entire force in their deployment area.

Beginning the Battle

- ! The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
- ! Starting with the defender both players make their Reconnaissance deployment moves.
- ! The attacking player has the first turn.

Ending the battle

The battle ends on or after turn six when either:

- ! the attacking player starts their turn holding any of the objectives, or
- ! the defending player starts their turn with no enemy team within 16"/40cm of the objectives
- ! the battle runs out of time

Special Rules

Hidden Placement: The defending player does not deploy any platoons, instead they deploy numbered markers that represent the platoons command team. These markers represent hidden platoons or fake



platoons. For every 4 platoons in a defenders company they gain a fake platoon marker. If they have over 9 platoons they gain 3 markers.

Spotting: If a team doesn't move and doesn't fire or assault in the subsequent steps and it has LOS to a hidden marker, it may attempt to spot the enemy position. The spotting team must make a skill test, if successful the enemy team is spotted. Once spotted an enemy platoon must be placed on the table. Add +1 to the spotting attempt if the target platoon is in concealing terrain and/or 16"/40cm from the testing team and -1 if the spotter is a Recon team. A rolled 6 is always a success. Hidden platoons are always revealed if an enemy team is within 4". If the hidden team moves or shoots it is immediately revealed. Aircraft can attempt to spot and if successful can attack the revealed team the same turn. In-direct fire weapons can only fire smoke on a suspected target until it is revealed.