

# RECON MISSION

BY J. PATERSON T. LESCH D. COLES

Play this Mission where one player has a Recon Company and the other some other company type.

Recon Mission uses the **Prepared Positions, Delayed Reserves, Scattered Reserves, Mobile Reserves, Ambush and Identify the Objective**(see below) special rules.

## Preparing for Battle

- ! The player with the Recon Company is the attacker.
- ! The defending player chooses a long table edge.
- ! The defender places two objectives at least 8"/20cm from all table edges and 8"/20cm from the table center line.
- ! The defender deploys any or all of their platoons in their deployment area using the Mobile Reserves special rule. All remaining platoons are held off the table in Delayed Reserves. One platoon can be held in ambush.
- ! The attacker now nominates at least half of their platoons to be held off the table in Scattered Reserves. The remaining platoons are deployed up to 12"/30cm from the center line.
- ! Starting with the defender, players place their Independent teams 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 when either:
- ! the attacking player has identified an objective in the previous turn or
  - ! the defending player starts turn eight.

## Special Rules

**Identify the Objective:** Instead of taking an objective you must identify the objective. You have identified an objective if you start your turn with a recon team within 4"/10cm of the objective. Enemy teams contesting the objective (within 4"/10cm) do not prevent identification.