

SCOUT MISSION

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Play this Mission where both players have a Recon Company.

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

Preparing for Battle

! Both Players roll a die. The player with the high roll chooses a long table edge to attack from.

! Starting with the attacker both players place an objective on their table half. The objectives must be at least 16"/40cm from the table center line and not placed within 8"/20cm of the side table edges.

! Starting with the attacker both players place an objective in their opponents side of the table.

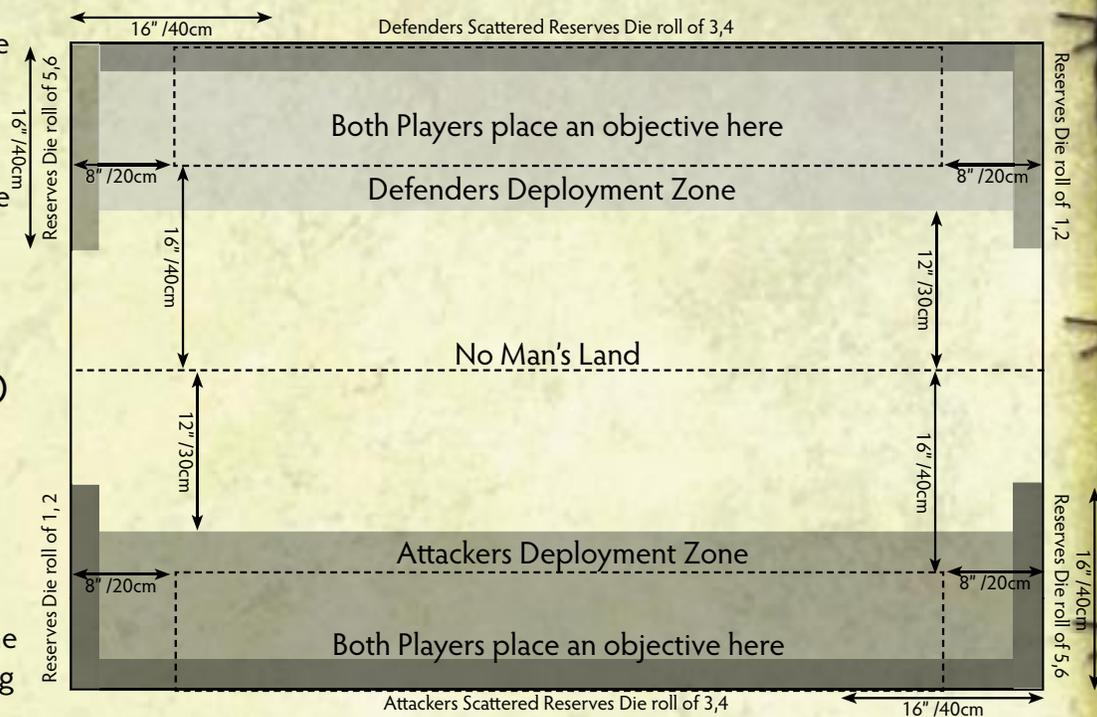
! Both players now alternates placing platoons in their deployments area using the Mobile Reserves special rule. Platoons may not be place within 12"/30cm of the center line. All remaining platoons are held off the table in Scattered Reserves. Each player can hold one platoon in ambush.

! Starting with the attacker players alternate placing their Independent teams in their deployment area.

Beginning the Battle

! Starting with the attacker both players make their Reconnaissance deployment moves.

! Both players roll a die. The player who finished deploying their platoons first adds a +1 to their roll. The players with the higher roll 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 battle runs out of time.

! If the battle ends in a draw use the Fair Fight rules to determine victory points.

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.