



# INTEL & RECON PLATOON



## MOTIVATION

**CONFIDENT 4+**

Scout  
**Counterattack 5+**

Scout  
**Last Stand 5+**

## SKILL

**TRAINED 4+**

Scout  
**Assault 5+**

• INFANTRY UNIT • OBSERVER •  
• SCOUT • SPEARHEAD •



## IS HIT ON

**AGGRESSIVE 3+**

## SAVE



Infantry

**3+**

## TACTICAL

8"/20CM

## TERRAIN DASH

8"/20CM

## CROSS COUNTRY DASH

14"/35CM

## ROAD DASH

14"/35CM

## CROSS

AUTO

## WEAPON

M1 Carbine team

## RANGE

12"/30CM

## ROF HALTED MOVING

1

1

## ANTI- TANK

1

## FIRE- POWER

6

## NOTES



# INTEL & RECON PLATOON



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3x M1 Carbine team

**2 POINTS**

### FIELDING IN YOUR FORCE

You may field an Intel & Recon Platoon as part of a Rifle Company Formation from *Fighting First*.

### SPECIAL RULES

**Observer:** Unit Leader can Spot for any friendly Artillery Unit.

**Scout:** Team can remain Gone to Ground while moving.

**Spearhead:** Unit can move before the game to expand the Deployment Area.