

# FORWARD OBSERVATION

The movement of small groups of infantry is still difficult to detect with current technology, and any of these small teams could wreak havoc if allowed to infiltrate. Because of this, large forces employ skirmish lines of their own infantry to sweep the surrounding area in order to detect these enemy teams.

## The Strike-teams

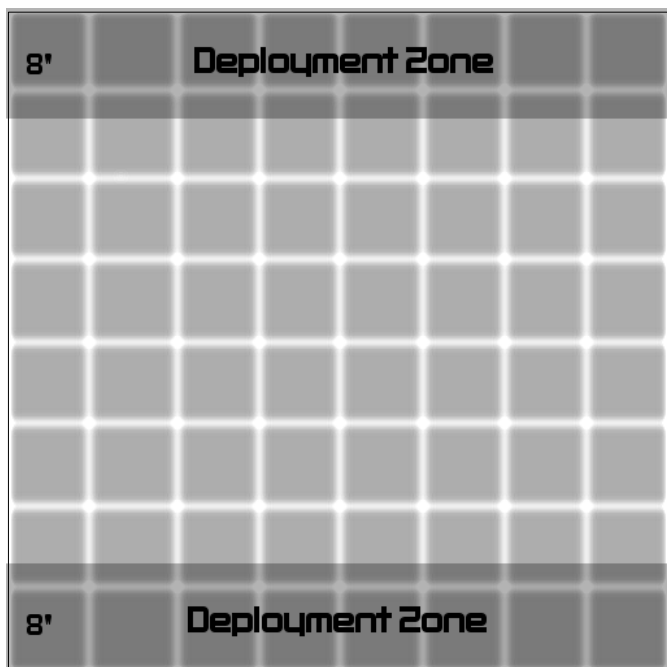
This scenario is for two opposing strike-teams of equal value. 300pts is the recommended size.

In this scenario, both teams may only consist of models that are normally mounted on small (30mm) bases. Only the base size that originally came with the miniature counts for this – miniatures that have been based on to larger bases instead of their 30mm ones are fine.

## Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. The board should feature dense, heavy terrain, with plenty of obstructions to LOS and a variety of approaches to almost any point on the battlefield. There should be no ideal defensive positions. After terrain has been placed both players roll a d10, with the winner choosing their deployment edge and whether to deploy first or second. The other player is assigned the opposite edge. Players place their hidden setup counters alternately within 8" of their respective board edges.

## Deployment Map



## Special Rules

### Hidden Setup

Both players are assigned a number of counters (such as empty bases) equal to the models in their strike team. These should be numbered, and a record kept of which counter represents which model – each player should keep his list hidden from the other, and if possible, keep his models and force selection hidden as well.

Both players are also given five dummy counters, identical in appearance to the hidden setup counters.

These are deployed at the same time as the other counters.

The counters (i.e. the concealed models) are not assigned orders. Instead, they may simply move up to 6" when activated.

If a counter comes into LOS of an enemy, it is removed and, if not a dummy, replaced with the model it represented. If the counter hadn't been activated, the model must subsequently be issued Snap-Fire orders.

If a counter is revealed during its own activation, the model replacing it counts as having been activated, and if above CAL 0, cannot roll for any available follow-on actions in that turn.

A player can voluntarily reveal an unactivated counter – this does not count as an activation, so the model may be issued orders.

Dummy counters cannot reveal enemy counters.

Announce that the counter is a dummy before the enemy counter that came into LOS is removed. Note that dummies that "spot" each other are both removed.

### Fog of War

Fog of War limits all LOS to a maximum of 18" range.

### Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point.

### Game Length

The game lasts for six turns, or until one of the following criteria have been met:

- Either team is completely withdrawn, either voluntarily or by strategic withdrawal.
- Either strike-team is completely revealed.

Models on either team can voluntarily withdraw by moving of their deployment edge once five or more enemy models have been revealed.

### Objectives and Victory Conditions

Both teams are trying to reveal at least five enemy models, while concealing as many of their own forces as possible. Dummy counters do not count towards this total.

Victory points are awarded as follows:

- For each enemy model revealed, the player gains victory points equal to that model's cost.

The winner is the player with the most victory points at the end of the game.

### Multiplayer Variant

This scenario is suitable for three or more players, by using the Table Edges deployment map for up to 4 players.