RECON

Despite the high-tech alternatives, there are still times when gathering intelligence on the enemy requires the direct approach. The risk of these highly trained scouts coming under attack is offset by the value of their first-hand observations.

The Strike-teams

This scenario is for two opposing strike-teams of equal value, one attacker and one defender. 300pts is the recommended size.

Of the defender's troops, 100pts may be assigned as sentries. The remaining forces are reinforcements.

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 light to medium terrain, enough for the attackers to cover their approach but not to reach the objectives completely unseen. Suitable terrain would be ruined buildings, wrecked vehicles, piles of rubble and other similar features.

Place three pieces of enclosed scenery between 12" and 18" of the defending player's chosen board edge. These are the objectives, and should be small buildings, sandbagged emplacements or any other suitable strongpoint. Objectives should be at least 6" apart from each other.

The defender first places his sentries on or within 6" of the objectives. Players then alternate deployment of the remaining models, the defender's within 6" of his board edge, the attacker's within 6" of the opposite edge.

Deployment Map
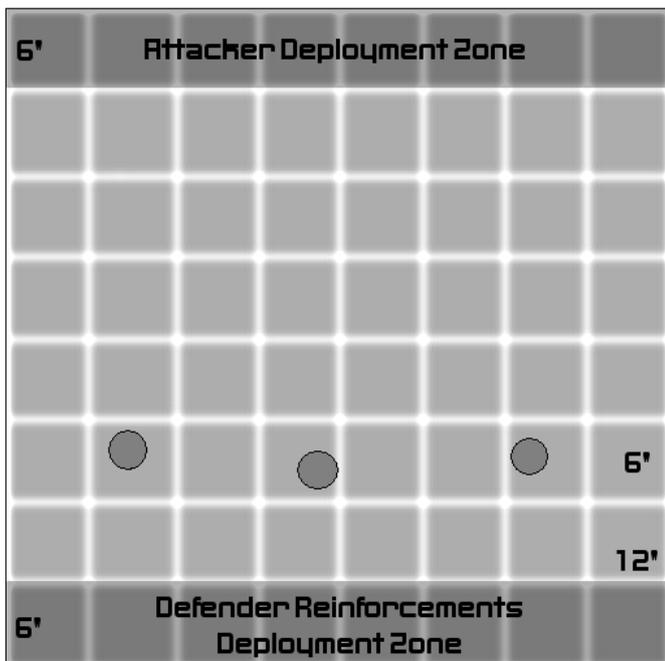
Special Rules

Scouting

Any of the attacker's models can scout an objective. To do so, the model must have LOS to the objective and be within Short range (12") of it, and spend one action under Snap-fire to scout it. A model cannot scout when panicked or engaged in close combat The model cannot carry out any other actions while scouting, but can carry out subsequent follow-on actions if it is normally able to do so. Only one objective can be scouted per action.

When a model spends an action scouting an objective, it takes an unmodified Command check. If passed, that objective is considered "discovered" for the purposes of the scenario victory conditions. If the check is failed, the objective remains "undiscovered" for the time being. If an attacking model enters an objective, it is considered to be "discovered" automatically, without the need for a scouting action or Command check.

"Discovered" objectives should be marked with a counter to prevent confusion.

Sentries

At least one sentry must be in or within 6" of each objective at all times if possible. Each objective should be represented by a terrain piece with waist-high walls making up at least three quarters of the circumference and at least 3" across.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point. The defender's sentries do not count towards the break point, and only the reinforcements are removed if they make a strategic withdrawal.

Game Length

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

- Either team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to scout out the enemy objectives to gather as much data as possible. The defender must try to drive back the attacker, and prevent their objectives from being discovered.

Victory points are awarded as follows:

- For each surviving model at the end of the game, the player receives victory points equal to the model's cost.
- For each position discovered, the attacker receives 100 victory points.
- For each position that remains undiscovered, the defender receives 100 victory points.

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 forming teams of attackers and defenders. Alternatively, the attackers may compete against each other to scout the objectives, using the Split Edge deployment map. For every additional attacker beyond the first competing in this way, the defender may assign an additional 50pts worth of sentries.