

FIRST ENCOUNTER

===== JANUARY 2014 - ESCALATION MISSION #1 =====

Your small recon force has encountered the enemy. Your objective is to engage the enemy, push them back and establish a forward observation post for the next wave of the attack. Strong enemy resistance is to be expected so you should attack in force, but be prepared to defend your ground and not allow the enemy to breakthrough our lines.

SET UP

Mission is played on a 4 foot by 4 foot battlefield. (See reverse for deployment map.) Both players roll a die. The highest scorer picks a table side. The lowest scorer then deploys a unit from his force in his set-up zone at least 16" from the table center line. Players alternate placing units in the same way until all units are deployed.

OBJECTIVE

Both sides must engage and destroy the enemy while advancing to capture ground. To capture ground, your units must be on the enemy side of the table center line at the end of the game. Empty transports do not count for capturing ground although a transport vehicle carrying troops does.

FIRST TURN

The battle begins. (All units should be on the table, no units are held in reserve.)

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6 the game ends.

VICTORY

The player that has the most units across the table center line at the end of the game is the winner. If neither side has a unit on the opposite side of the table center, the game is a draw.

DELTA 6

