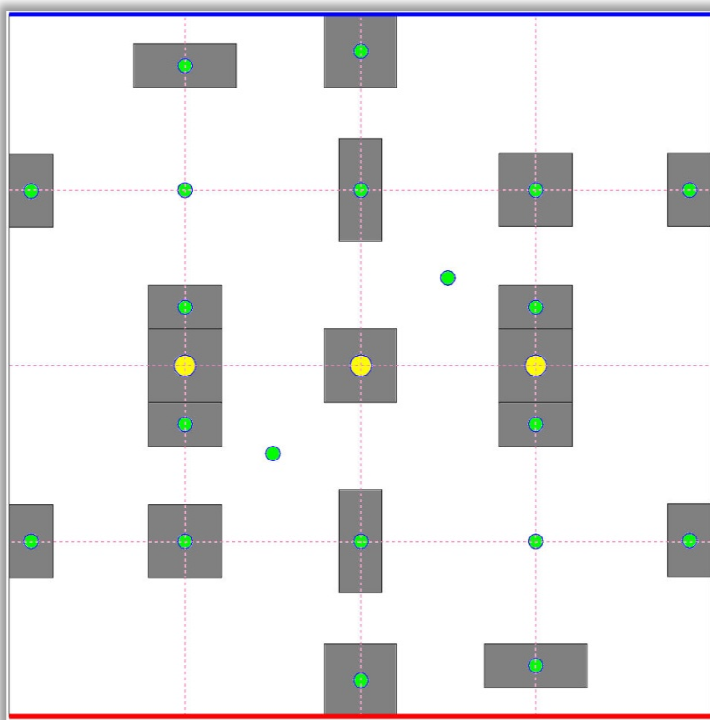


# Force Recon

Three pieces of Vital Intelligence have been detected in a nearby town. Go retrieve them and collect any other available Intel. Beware! Enemy units will be lurking nearby!



All buildings are A6 and it is strongly suggested the map is laid out as shown. The flanking central structures count as Linked; two 10DP and one 30DP.

**3 Vital Intel** (Yellow)

**20 Standard Intel** (Green, 10 per side)

**Players:** 2

**Roster Type:** Standard (1500 points is ideal)

**Deployment:** Fast Movers start in Reserve, all other units in Readiness. Forces enter on colored table edges.

**Duration:** 6 Turns

**Victory Conditions:** The player with the most VP at the end of Turn 6 wins. Ties are broken via Kill Points. Killing a Command Unit with a Commander contributes double Kill Points.

**Force Recon Scoring:** Do not roll for Intel during this mission as Objectives and Bombs have been removed as mission features. At the end of the game tally the total number of Intel collected by each player (both Vital and standard Intel). The player that collected the most Intel adds +3VP to his score. A tie in Intel collection yields no Intel VP for either side.

Pieces of Vital Intel are similar to objectives in that it: a) can only be collected by the first player that encounters it during the game, and b) they can be carried off the map via a player's deployment zone. When a piece of Vital Intel is successfully carried off the map, add +1VP to that player's score.

Example Scoring					
Player	Intel Markers Collected	Vital Intel Markers Collected	Total Intel Collected	Vital Intel Removed	Victory Points
Maximus	8	1	9 (+3 Intel VP)	0	3
Ralphius	6	2	8	2 (+2VP)	2