

Mission ATF 1

Recon by Fire



BRIEFING: Your brigade has been ordered to take Aprillia, a small government designed farming community on the *Via Anziate*. In order to ensure the safety of the battalion leading the attack, your force must reconnoiter the area for the enemy's presence. If enemy units are found, the number and location of all strongpoints and fortifications are of prime value. Additionally, should the possibility of capturing some of the enemy present itself, reasonable risks should be accepted to take prisoners, especially officers. However, preservation of your force must also be a concern; this is only one small step on the road to Rome.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN	DR	SAN	dr	AC#	dr	RE#	dr	RE#
2-3	6	2-4	5	≤4	2	1	5/6	1	5/6
3-4	5	5-6	4	≥5	3	2-3	4/5	2	4/5
5-7	4	7-9	3			≥4	3/4	3-5	3/4
≥8	3	≥10	2					6	2/3

MAPBOARD SELECTION & ACTIVATION (13.):

INITIAL MAPBOARD: The entire Aprillia map is in play. Other mapboards may not be activated at any time. FRIENDLY board edge is the south edge.

VPO LOCATIONS (14.):

There are no VPO in this Mission

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1b and 4.1e [NOTE: 4.12 is in effect for building location placement]

SEQUENCE:

S? are set up first. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

Mission will end after 12 turns. Contrary to 12.5, the exiting of FRIENDLY forces off the FBE does not automatically constitute an ENEMY victory.

VP SCHEDULE (12.6; 9.41, 17.1321):

- ENEMY receives Casualty VP inflicted multiplied by a factor of four [EXC: non-personnel losses are not multiplied]
- FRIENDLY receives ½ VP for every ENEMY S? activated as well as 1 VP for every fortification/Gun placed on-board and normal (doubled) CVP for prisoners.

FRIENDLY side must accumulate at least 20 VP in order to win, and must gain more VP than the ENEMY.

MISSION SPECIAL RULES:

1. FRIENDLY forces are as follows:

- 4xCarrier A
- 3xCarrier C
- Carrier, 2in MTR
- Carrier MMG B
- 9x248 (in addition to inherent crews of Carriers)
- 9-2
- 8-1
- Offboard Observer at level 1 on south board edge. This represents a module of 76mm OBA with SMOKE only with Plentiful ammunition.

If wishing to use non-historical forces, see Mission 3 Special Rule 3 for transport, and substitute own forces.

2. Weather is clear; EC are wet.

3. SS units may never be activated. Substitute 548 Elite units for any SS unit activated.

4. This Mission always takes place in January 1944 in Italy.