

Introductory Scenario

ILR Mission: Recce Probe



Setting

This scenario, Recce Probe, is an infantry-only scenario that will allow you to get a feel for the basic rules described in Section 1. The scenario is designed to be played by two players using the miniatures supplied in the Albedo Combat Patrol box set (4 x EDF Heavy Infantry and 7 x ILR Skirmish Order Troops). The table is meant to be two feet by two feet, laid out according to the map shown below. The buildings can be constructed using the Albedo Terra-Block set or the card representation of these pieces from the boxed game. Ensure that there are plenty of pieces of scatter terrain to provide cover between buildings

This action does not appear in any of the official histories of the Third Lepine War, in fact the only official record off it is a contact report, hurriedly scribbled by Cpl Rawlinsky, the EDF patrol commander before collapsing for a couple of hours shut eye before leading the next patrol. 23rd Mech had gone firm on the outskirts of ????. 3rd Platoon had been tasked with defending the main comms relay against the expected ILR counter-attack. Sections were deployed with overlapping arcs of fire,

stag lists drawn up and aggressive patrolling of the perimeter commenced a text book operation. And so, Rawlinsky led his fire-team out on yet another routine defensive patrol, through the hastily evacuated industrial park that was now no-critters land between the opposing forces, when the sharp crack of a 5mm case-less round alerted her to the fact that the ILR were probing their positions.

The ILR are deploying recce patrols, at fire-team strength to probe the EDF positions in order to establish their strength and state of readiness in preparation for launching a counter attack. This scenario represents one of the many clashes between perimeter defence and reconnaissance patrols.

Scenario Specific Rules

- Terrain is set up as shown on scenario map.
- As this is an introductory scenario using a handful of miniatures, each figure is treated as a unit with its own activation dice. Any morale effects that need to be applied are applied to the single figure. If the morale effect is split, i.e. figure with highest guts advances 10", figure with lowest guts retreats 10" only the first effect is applied.
- The ILR Patrol is 6 critters rather than the textbook strength of 7, this is because we recommend that you assemble the miniatures in the box set as 5 x Rifle, 1 x Grenade Launcher and 1 x LMG for variety in early games. As a fire-team fields either a LMG or a Grenade Launcher your team will be

down a critter. Don't worry about this, it is perfectly normal, one of the critters became a casualty yesterday and has not been replaced or the section was required to supply a critter to platoon or company for 'other duties'.

- Deployment zones are marked, extending 6" from diagonally opposite corners with 3 deployment tokens, as shown on the scenario map. No figures are deployed on the table at the start of the game. Activation dice are assigned to figures in the normal way and when their activation card is drawn, the figure can either be deployed on to the table by drawing an action card and moving the distance shown onto the table, measuring the distance from any of their side's three deployment zone tokens, or held in reserve, skipping their activation.
- The scenario lasts for 8 turns.

Victory Points (VPs)

- The ILR Patrol Commanders mission is to bypass defensive patrols in order to observe and report EDF main force deployments, to do this at least one ILR figure must exit the table via the EDF deployment zone.
- The EDF Patrol Commanders mission is to prevent any ILR troops exiting via their deployment zone to report back on EDF deployments.
- 3 VPs are awarded to the recce patrol for exciting a figure via the defensive patrols deployment zone.
- 1 VP is awarded for each enemy figure incapacitated.

Scenario Notes

- None

Map



- Plate glass windows can be broken and fired through. Two figures can fire from a window, one from a doorway.
- The Large piles of crates and oil drums provide 'stone or brick wall cover' as does the corners of buildings.
- Other scatter terrain provides 'Low Obstacle' cover.

EDF Forces

Base Statistics:

G Regular
A Regular
M 2
E 3
R 4

Patrol

Cpl Rawlinsky (patrol commander)
(MPKW 2-18)
3 x Trooper (LAKW 1-56)



Replay Options

We recommend that you play this scenario several times to become familiar with the key concepts of Albedo Combat Patrol, using small forces in a quick game before moving on to the next scenario. To vary the game try some (or all) of the following options:

- Swap roles – The ILR are now mounting defensive patrols and the EDF need to exit the table to scout their positions.
- Swap the ILR support weapon
- Before the start of the game, record which deployment token each figure is going to deploy from.
- Or when a figure deploys onto the table, randomly determine which deployment token they deploy from.

ILR Forces

Base Statistics:

G Regular
A Regular
M 2
E 3
R 3

Patrol

Cpl Gannish (patrol commander)
(ML 199)
4 x Trooper (ML 199)
1 x Support Weapon (either MG202
LMG or AW 191 Grenade Launcher)