

Scenery	
Primary (road/rail/stream)	
Secondary (Woods, hills, buildings, etc.)	
1	
2	
3	
4	
5	
6	

Countdown		
21	14	7
20	13	6
19	12	5
18	11	4
17	10	3
16	9	2
15	8	1

Set up	
1	Arrive at the agreed venue
2	Display company and scenery
3	“First Unit” (4,5,6 to choose)
4	Reconnaissance
5	Sort out on/off table units (2 on or 2 off)
6	Choose their assets (3 in total)
7	Choose table edge
8	Attacker lays road (here to there)
9	Defender lays road (left to right)
10	Defender deploys objectives (row total =11)
11	Scenery is shared (Attacker has woods, defender has buildings)
12	Defender places his scenery
13	Attacker places his scenery
14	Attacker places tertiary scenery(10 squares)
15	Defender places tertiary scenery (10 pieces)
16	Defender deploys in rows 1,2,3,4,5,6
17	Attacker deploys in row 8
18	Attacker has first turn

Battle data		
Date of Battle	Location	Opponent
Own tactical points	Opponent tactical points	Defender/Attacker
Assets		
1	2	3

**PBI 2014  
Battle sheet**

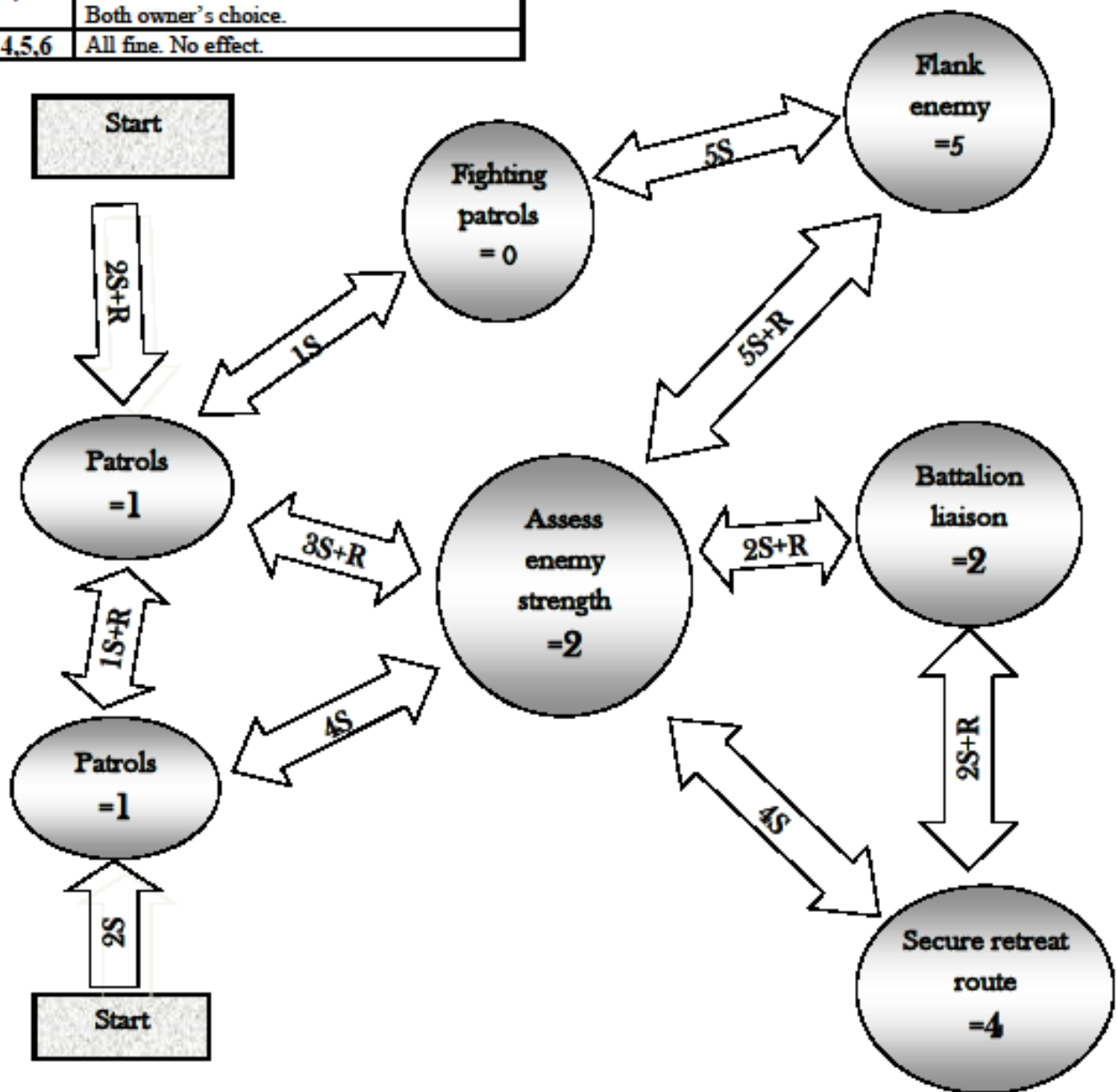
Tank and gun table				
Name	Armour	AP	HE	Notes

**93**

Company					
Type:					
	Unit type	Composition	Points	Quality	Panzerfausts
Company commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					

Risk table	
1	Opponent has are-group.
2,3	Lose a foot base. OR Risk a vehicle. 6 =lost Both owner's choice.
4,5,6	All fine. No effect.

## PBI Reconnaissance (74)



### Method

Initial pool of 10D6. Dice pool cannot exceed 10 even with re-group.

Declare intended move/number of D6 and roll D6 to achieve successes. Each 4,5,6 = 1 success.

Dice used are removed to reserve pool whether move successful or not.

Each new location gives tactical points. No tactical points if forced out of a location.

Players must record their tactical point total by placing casualty markers (no secrets).

Player can choose to re-group instead of taking a move. Re-group = roll D6 and reclaim that many D6 from dice pool reserve.

Player may choose to stop at end of own turn if 2 or more tactical points in advantage.

Else continue until a player has 8 or greater points at end of his turn, at which point he must start game. Count 1 tactical advantage point as 2.

**Risk R** = a risk must be taken if move is successful.

**Blocking** If attempting to swap locations with a blocking player. Carry our move and risk successfully first. THEN oblige the blocker to roll 2D6 and sum the score. Declare "higher" or "lower".

Roll own 2D6. If correct then swap with blocker. If wrong then move wasted and D6 still used up.