

No Mans Land – A Mini-Campaign

Mission Cards

<p>M1: Snatch Squad</p> <p>Capture one or more prisoners for Intelligence to interrogate.</p>	<p>M6: Stand By</p> <p>Stay in your defensive positions and keep watch to your front and flanks. Don't let your opponent know you have chosen this option. The referee should play out the scenario as if the player was on table, possibly using civilian movement or random off table interventions to spice things up (e.g. artillery fire).</p>
<p>M2: Patrol</p> <p>Aggressively patrol the area to your front and report on and disrupt any enemy activity. You must plan a route that covers the entire table - it is up to the referee how this is achieved.</p>	<p>M7: Set Ambush</p> <p>Set an ambush for any enemy forces moving through your area of operations.</p>
<p>M3: Escort Infiltration Team</p> <p>Escort a platoon-sized infiltration team to a position 3/4 of the way across your area of operations and then return to your defensive positions leaving them to cross in their own time.</p>	<p>M8: Recovery Mission</p> <p>Recover something valuable (e.g. an abandoned tank, car, horse, buried treasure, drugs cache, boyhood mementoes, food) from just in front of the enemy lines. This might be for personal use or to placate some senior commander.</p>
<p>M4: Cloak and Dagger</p> <p>With only yourself and a single squad, escort a single infiltrator to a position 3/4 of the way across your area of operations, avoiding enemy contact while you do it, and then return to your defensive positions leaving the infiltrator to cross in their own time.</p>	<p>M9: Set up Observation Post</p> <p>Escort an observer (e.g. artillery observer or engineer) to a forward position where he can observe enemy positions. The observer won't know if a position is suitable until you get there. Once in position the observation takes 10 turns.</p>
<p>M5: Escort Mine Laying/Booby Trapping Team</p> <p>Escort a sapper squad on a mine laying/booby trapping mission. Roll 1d6 for the number of mines/traps to be laid. Roll 2d6 for the number of turns the sappers must remain stationary to lay a particular mine/trap. The referee must map their positions accurately.</p>	<p>M10: Flank Security</p> <p>Provide flank security for a friendly company sized unit who are moving across your front to mount an attack elsewhere on enemy lines.</p>