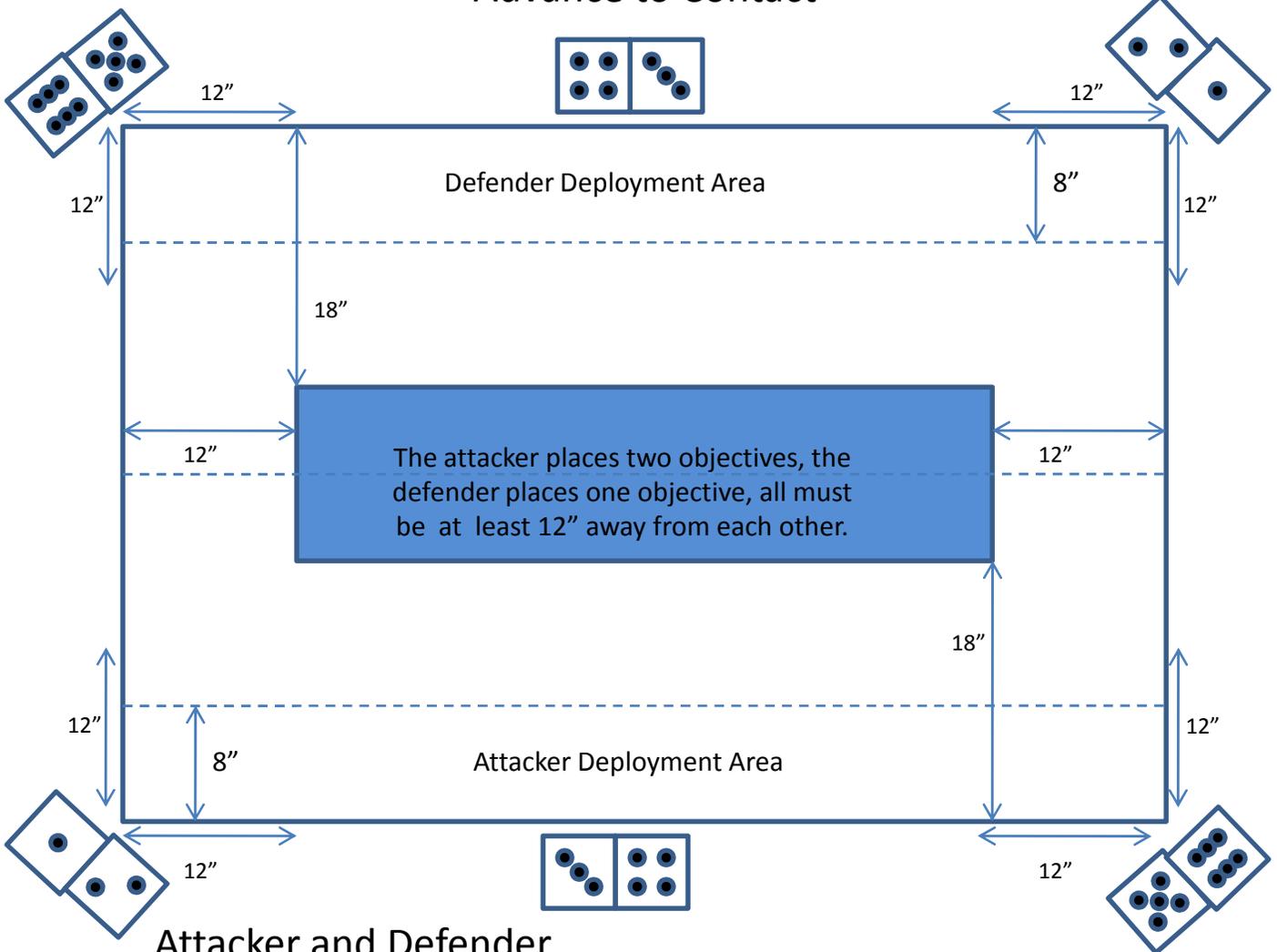


## Advance to Contact



### Attacker and Defender

Your orders are to conduct a Reconnaissance in Force, and establish contact with the enemy. Once in contact, you are to defeat him.

### Special Rules used

Fair Fight, Delayed Scattered Reserves, Modified Mobile Battle.

### **Preparing for Battle**

1. A Recon/Mechanized Company will always be the attacker. If neither side is a Recon /Mechanized Company, Armor will always attack Infantry, and two similar forces will roll off.
2. The Attacking player chooses which side to attack from.
3. Starting with the attacking player, alternate placing objectives in the objective area.
4. Starting with the attacker, each player alternates placing their mobile platoons. Gun and artillery platoons/teams placed at the beginning of the battle start the game towed. Infantry teams start the game in their transports. Platoons that are not mobile are kept in reserve. Each player may also keep 1 mobile platoon off board as a reserve.
5. The Defender places their Independent teams first, followed by the attacker placing their Independent teams.

### **Beginning the Battle**

1. Because Recon In Force uses the Mobile Battle special Rule, all teams count as moving at the start of the battle. Artillery batteries may not bombard on the first turn (This rule supersedes the RHA rule).
2. As a modification to Mobile Battle, neither side may roll for air in turn One.
3. Players may elect to deploy their artillery off table using the Across the Volga rules. To do so, On their half of turn One they must declare that they are deploying their artillery off the table. To do so takes One turn. As a result of deploying off table, the platoon does not count towards the company total when determining if the company is below half strength. Once declared to be across the Volga, Artillery Platoons cannot be brought on board. A player does not have to make a reserve roll to take this action.
4. Players start rolling for their Reserves on turn Two.
5. When a reserve platoon arrives, roll a die and consult the graph. The Platoon must enter in that area.

### **Ending the Battle**

The battle ends when:

- A player starts their turn in possession of two of the three objectives, or
- One side fails a company morale test before the Game time runs out, or
- The Game runs out of time.

### **Deciding who Won**

The player that holds two objectives has secured the victory, forcing the enemy to retreat from contact. Calculate your Victory Points using the Table on Page 195.

If Neither side holds two objectives at the end of the game, use the Fair Fight rules to determine Victory Points.