SEARCH FOR SUPPLIES

In your shooting phase, select any number of units on different objective markers in No Man's Land or the enemy deployment zone that are not Battle-shocked and eligible to shoot. Until the end of turn those units are not eligible to shoot or declare a charge.

Keep a tally, X, of how many units were selected. If X = 0 at the end of the battle round, this mission fails.

Success	**Failure**
X+1RP	+2 Misery cards
+2CP if X>=3.	