

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

$X+1RP$
 $+2CP$ if $X \geq 3$.

Failure

$+2$ Misery cards