Solo Mission 1 - Search and Destroy

July 12, 1941: Soviet Partisans have been harassing German supply wagons. In an attempt to root out local combatants, a platoon of German trackers are searching a nearby abandoned Soviet village for the Partisans and weapons stockpiles. With the first knock on a door, gunfire erupts from the surrounding woods. The Partisans must eliminate the elite German patrol before they locate the Partisan's base of operations.

Player Command: Soviet   **Round 1 Initiative:** Soviet   **Soviet CAP Allocation per Round:** 4   **Beginning Victory Points:** 1 German
Action Cards: All Action and Bonus cards 02-05. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter.
Order Cards: 15-55   **Map Setup:** Map 2. Place a German Control Marker on hex 2-G08.
Adjusting Difficulty: For an easier Mission, remove Order Card 55 from the Order Deck.

✚ German AI Forces: Tracker Platoon

Setup: Place the AI as specified below each counter & pictured on map.

The SdKfz 251 may only enter hex G08 to capture the Soviet Control Marker, if it is the only remaining German AI.

3x Rifle   **1x 251/1**
G06, H07, H08   H09

⭐ Soviet Player Forces: Partisan Resistance

Setup: Place the AI as specified below each counter & pictured on the map.

3x Rifle   **1x SMG**
G04, J05, C11   H11

Counteractions

If no Unit just **fired**:
   AI **closest** to a **spent** Unit
      ▸ **Move** towards

Mission Orders

AI in **open closest** to a Unit
   ▸ **Move** towards **cover**

Hit AI **closest** to a Unit
   ▸ **Rally**

Victory Points

Soviets:
1 VP: Immediately, for each eliminated German.
1 VP: Immediately, for control of hex G08. Lose VP if control is lost.
Germans:
1 VP: Immediately, for each eliminated Soviet.

⏱ Mission Track

1 Start Mission	2 Sniper Fire	3	4 Auto-Rally
	Roll 1D6 1 = 0 Soviet CAP 2-3 = -1 Soviet CAP 4-5 = -2 Soviet CAP 6 = -3 Soviet CAP CAP losses are for current Round only.		As AI Action: Hit AI closest to a Unit - 'Auto-Rally', even if spent.
5	6 Bog Down	7	8 Swift Action
	Roll 1D6 1- 4 = the SdKfz 251 is immobilized until the end of the round. Then the AI attempts to execute the current order card as normal.		The AI performs 2 actions in a row, drawing a new Order card for the second action. Only then is it the Player's turn.
9	10 Zeal	11	12 End of Mission
	The Player immediately receives 2 extra CAPs for this current Round only. Then the AI attempts to execute the current order card as normal.		

Mission Track

Space 4: If the Mission Track Marker ends on space 4, the hit AI closest to a Unit will take the Auto-Rally action. Once taken, it is the Player's turn. If no AI is hit, the AI continues to execute the Card Order.

Space 8: The AI will attempt to execute an order on the current Order Card. After making any AP Spent Check, another Order Card is drawn and the AI will execute another order. Only then is it the Player's turn again.

All other actions on the Mission Track are in addition to any normal order execution on the current Order Card.

Note: The wording on this Mission Track is consistent throughout all of the rest of the Missions. 'As AI Action' *replaces* any order the AI would normally attempt to execute on the current Order Card. If a Mission Space does not begin with 'As AI Action', then any Mission Track action influences or is in addition to the normal Order Card execution progression.

Replaying the Mission as the Germans

Players have the option to play this scenario as the Germans, letting the Soviets be controlled by the AI. During setup, the German Player receives 4 CAPs and receives 1 card at the beginning of each turn instead of the Soviet AI. Use Order cards 1-42. Also reverse who the Mission Track affects, except for space 6. Everything else in the mission remains the same, including the Germans beginning with 1VP.

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