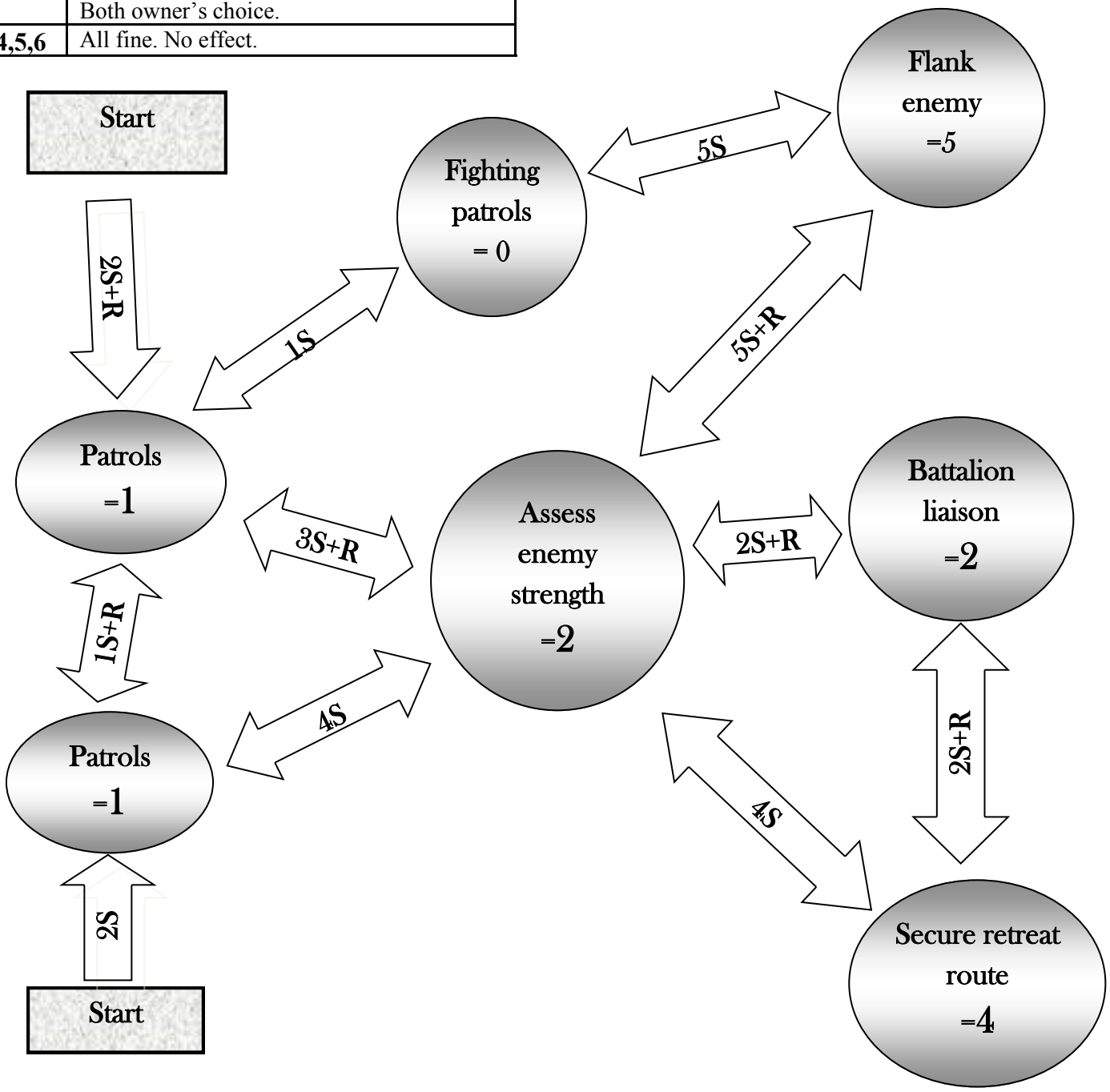
PBI Reconnaissance (73)

Risk table	
1	Miss a turn
2,3	Lose a foot base. OR Risk a vehicle. 6 =lost Both owner's choice.
4,5,6	All fine. No effect.



Method

Initial pool of 10D6. Dice pool cannot exceed 10 even with re-group.
Declare intended move/number of D6 and roll D6 to achieve successes. Each 4,5,6= 1 success.
Dice used are removed to reserve pool whether move successful or not.
Each new location gives tactical points. No tactical points if forced out of a location.
Players must record their tactical point total by placing casualty markers (no secrets).
Player can choose to re-group instead of taking a move. Re-group= roll D6 and reclaim that many D6 from dice pool reserve.
Player may choose to stop at end of own turn if 2 or more tactical points in advantage.
Else continue until a player has **8** or greater points at end of his turn ,at which point he must start game.
Count 1 tactical advantage point as 2.

Risk R= a risk must be taken if move is successful.

Blocking If attempting to swop locations with a blocking player. Carry our move and risk successfully first. THEN oblige the blocker to roll 2D6 and sum the score. Declare "higher" or lower".
Roll own 2D6. If correct then swap with blocker. If wrong then move wasted and D6 still used up.