

SOLO UNIT GENERATION AND OBJECTIVES

Roll	Unit
I-I	Elite Infantry Unit
I-A	Lesser Infantry Unit
I-G	Anti-Tank or Mortar Unit
I-S	Infantry Unit with Sandbags
A-I	Lesser Armor Unit
A-A	Regular Armor Unit
A-G	Elite Armor Unit
A-S	Armor Unit with Sandbags
G-G	Roll for Two Adjacent Units
S-S	Artillery Unit
S-G	Artillery Unit with Sandbags
Roll	Objective
I	Destroy All Infantry Units
A	Destroy All Armor Units
G	Capture Cities/Towns
S	Exit Units Off Edge of Board

To use, place markers on board where enemy units go. Then when your unit is three hexes from marker roll on table and place unit(s). When enemy plays a recon 1 card, do not draw two cards. To use objective chart, set up map with markers and ignore printed scenario objectives. Roll on objective chart for new objective.

Letter	Abbreviation
I	Infantry
A	Armor
G	Grenade
S	Star