

## LOGISTICS

### □ Insertion

- Far from enemy, enemy unaware
- Close to enemy, enemy unaware
- ◐ Far from enemy, enemy aware
- ◑ Close to enemy, enemy aware
- ◒ Enemy in movement to your position
- ◓ Enemy in movement away from your position

### □ Equipment

- Insufficient equipment and ammo, get your own on the road
- ◐ Minimal standard equipment, count your rounds and make them count
- ◑ Standard full equipment
- ◒ Specific additional equipment relevant for the mission
- ◓ Heavy Equipment and additional gadgets
- ◔ Last generation equipment and reinforcements available

### ◐ Extraction

- Team will have to get out of the zone by their own
- ◐ Extraction in safe zone far from target in 1d6 hours
- ◑ Extraction in unsafe zone far from target in 1d6 hours
- ◒ Extraction in safe zone close to target as soon as is called in
- ◓ Extraction on the target as soon as is called in
- ◔ Reinforcements will arrive in 1d6x10 min. Hold the perimeter.

## INTELLIGENCE

### ◐ Objective

- Sabotage to instalation or enemy vehicle
- ◐ Assassination of a specific individual
- ◑ Hit and Run
- ◒ Recon
- ◓ Ambush
- ◔ Infiltration to obtain specific information.

### ◐ Opposition numbers

- Isolated unit
- ◐ One squad
- ◑ One platoon
- ◒ One company
- ◓ One Brigade
- ◔ One division

### ◐ Opposition strength

- Insufficient equipment and ammo
- ◐ Light opposition, maybe grenades and a machine-gun nest
- ◑ Anti-tank equipment and support vehicles
- ◒ Tanks and artillery support
- ◓ Aereal support, tanks, artillery and reinforcements coming
- ◔ All of the above and the last advances in warfare

Roll 1d6 for each aspect of the mission, some stuff you tell the players, some not. You can even tell them everything and then roll another d6 in secret to see what goes wrong. You can roll the 'what goes wrong?' dice more than once and even do it along the session just cuz, you know, everything can go wrong ;)