

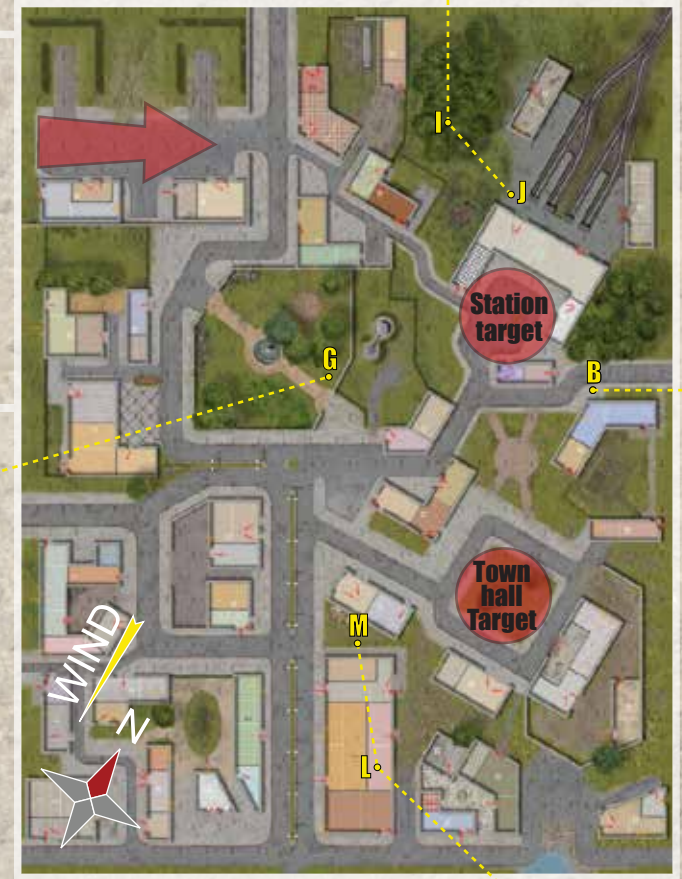
Shadows

Sébastien de Peyret

City of Gelnhausen, 15 February 1985, 2300 hrs

Captain Bolden, wounded on the previous day, has resumed command of the remnants of his unit. He knows his area of operations perfectly. With the ad hoc platoons he has left, he is a real threat for the soft targets established in downtown Bad Kissingen. The captain decides to infiltrate with 3 elements in order to strike the Soviet CP and logistics center. He

has noticed some patrols and a security element in its barracks and knows his objectives are spread between the train station and the city hall, but has no more details. He decides to use the underground routes to approach the objectives and then exfiltrate his men. There is a need to surprise, strike hard and, if possible, return with no casualties.



NATO / US 3rd Armored Division Team Bolden

Events

- Fulda Events Table
- Build a 3-card deck using the NATO cards from Scenario 4

Underground

The NATO player first of all places the Underground Access markers as follows:

- B: 2123
- G: 2212
- I: 3317
- J: 3019
- L: 1.6
- M: 1013

The player places 3 additional Underground Access markers with no letter, at least 5 EPs from D, G, I, J, L or M.

Dummies

The player may deploy their two dummies from the Underground Access markers of his choice.

Night vision

Blocks with a silhouette on a yellow background are equipped with night vision goggles.



	Platoon Wallace ☆☆		Support Scout ☆☆☆	CP
IMPULSE FORCE 1	0 PLT COMD	2 INFANTRY	4 SCOUT	1 ? DUMMY
	3 INFANTRY			2 ? DUMMY

Unit Card - Infantry Unit Card - Recon
Setup - enters on Turn 1 via Underground Access markers B, G, I, J, L and M

Setup - the 2 dummy blocks included in Impulse Force 1's OOB may be allocated between Impulse Forces 1, 2 & 3 as the player wishes.

	Platoon Caelan ☆☆		Support Engineers ☆☆☆	CP ☆☆
IMPULSE FORCE 2	0 PLT COMD	2 INFANTRY	2 ENGINEERS	CP 5 SNIPER

Unit Card - Infantry Unit Card - Engineers Unit Card - CP
Setup - enters on Turn 1 via Underground Access markers B, G, I, J, L and M

	Platoon Crispin ☆☆		Support	CP ☆☆
IMPULSE FORCE 3	0 PLT COMD	2 INFANTRY		CP 6 SNIPER
	4 INFANTRY			

Unit Card - Infantry Unit Card - CP
Setup - enters on Turn 1 via Underground Access markers B, G, I, J, L and M