

“DEPLOYMENT ON THE BATTLEFIELD”

TABLETOP BATTLES FOR HEX BASED MINIATURE WARGAMES.

Gamed on terrain constructed from Hexon II boards and hills (see <http://www.kallistra.co.uk/>)
(you may use a similar system with identical or larger hexes if you prefer).

If you haven't read our chapter “**CREATING THE LAY OF THE LAND**” yet, please do so first.

Prior to deploying their forces, both sides have to create an army list comprising the units they are about to deploy, numbered 1 - ... for one side and 30 - ... (or 50 -, A - Z etc) for the other. For each unit in the list a **marker** (poker chip or whatever) with the unit's corresponding number in the army list marked on the flipside has to be available. Some dummy markers (10-20%) **might** be added, depending on terrain and scenario.

Both sides now place their **markers** in the hexagons they are about to deploy the corresponding units in (within their general area of deployment).

Scouting is next. (Up to) all units with scouting abilities (light) cavalry, camelry, scout cars etc) may now “*make a reconnaissance*”, forcing the opponent to replace one of his markers (which must be in direct line-of-sight of one of the players' units) with the actual unit it represents (and officers/NCO's attached to it). The opponent **may** “block” such a recce by a “counter-move” of one of his own recce-units in so far as this unit has not yet made a reconnaissance. Players must reveal the identity (but not the position) of their recce units when making a reconnaissance. Units are not actually “moved” when making a reconnaissance, but are supposed to have been scouting the battlefield whilst the armies were deploying.

	<p>The Red Army has 3 light cavalry units, but the commander does not want the enemy to know this yet and decides to use only two for his reconnaissance. The Blue Army has only 1 light cavalry unit. Red first chooses to check blue unit 2, but is blocked by (light cavalry) blue unit 4 and the identity of blue unit 2 remains hidden. Red now picks blue unit 1. This has to be placed on the table, since Blue cannot counter. Blue units 3-4-5-7 cannot be subject of investigation, since they are either masked by other units or positioned in buildings (same goes for woods). Blue unit 6 however is in plain view of Red on the hilltop and may be checked out.</p>
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For each enemy unit of which the position is revealed, the opponent may reposition one of his units (**marker**) in his deployment area or have two **markers** switch places. This ends the reconnaissance phase.

All units, officers and NCO's in direct line of sight of one of the opponent's units are now placed on the table and their markers are removed. Half/all of the dummies are also removed. Units not in line of sight of the enemy (or **inside** buildings or in woods) remain represented by their markers until coming into direct line of sight, manning battlements, moving or until they open fire, are fired upon or engaged in close combat. Dummy units may never be moved.

Battle may now be joined...