HARD MODE

[PATROL TABLE] 2d6

#	Patrol	Weapons
2-	Engineers at work	FlameThrower(P) SMG*(P) SMG(P)
3	A LMG group lead by a NCO	Rifle*(V) LMG(P)
4	An hidden group of veterans	Rifle*(V) SMG*(V) SMG(P) #Hidden
5	A small patrol	Rifle*(V) Rifle*(V) SMG(P)
6	A small patrol	Rifle*(V) Rifle*(P) SMG(P)
7	A small patrol	Rifle*(P) Rifle*(P) Rifle(P)
8	A small patrol	Rifle*(P) Rifle(G) SMG*(P)
9	A small team on a roof	Rifle*(V) Rifle(P) #Elevated
10	A couple of soldiers in cover	SMG*(V) SMG*(P) #Entrenched (Light)
11	A small patrol	Rifle*(V) SMG(P) SMG(G)
12+	An officer with its adjutants	Pistol(P) Rifle*(P) Rifle*(P)

* An asterisk near the Weapon means that the enemy has a Grenade.
Enemy traits apply to the whole group of enemies

Green units in the Objectives are always considered as Private.

Only one Grenade is available at the beginning of a new Mission.