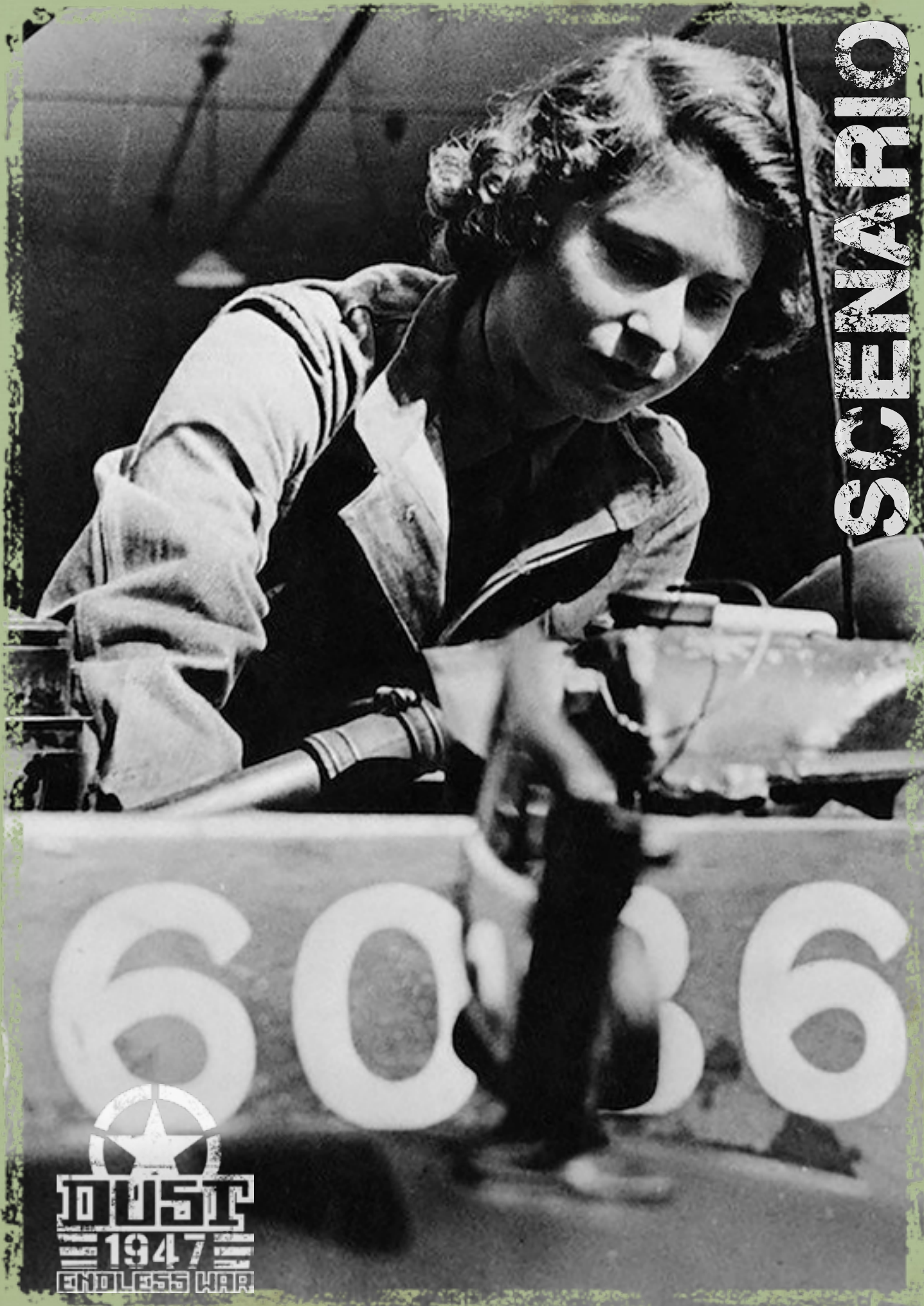
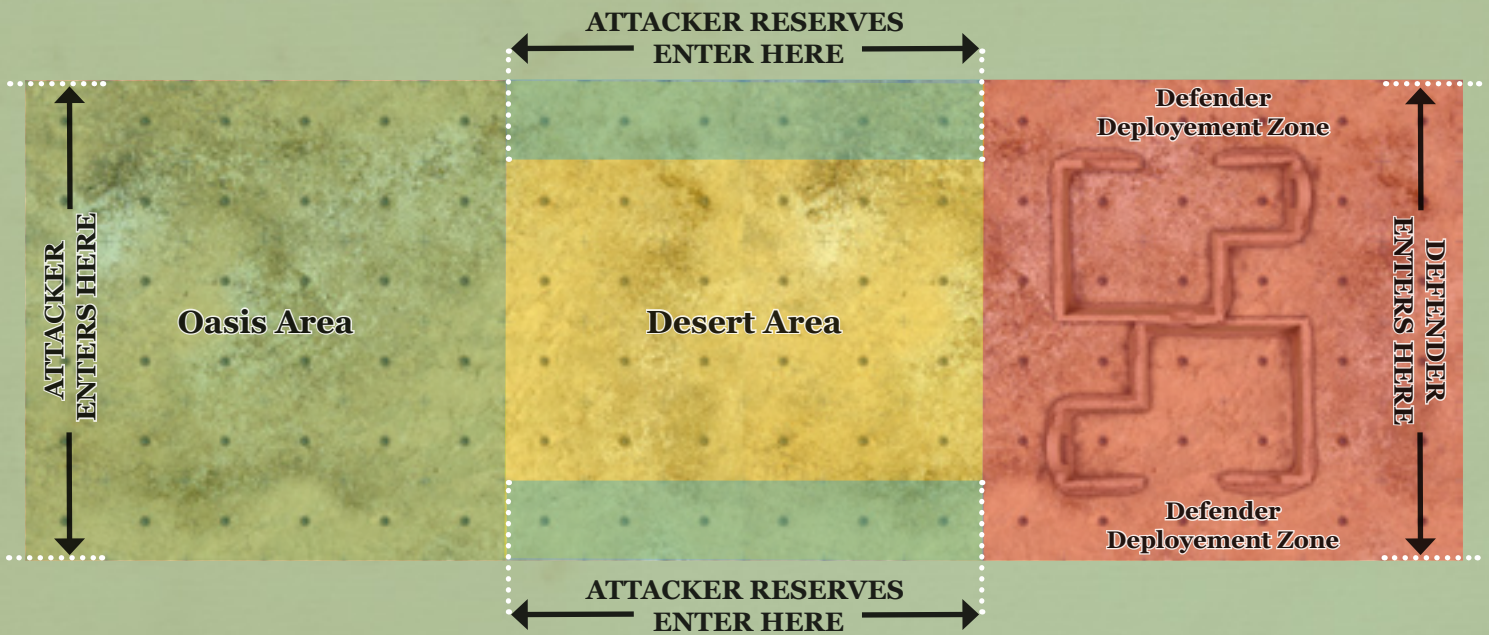


SCENARIO




TO U.S.A.
1947
ENDLESS WAR

MISSION: A MECHANIC'S JOB



DEF: -100% (50 or 100 Army Points) - **Defender (Player 2)** - (Forces must contain at least one Infantry Unit with either the Mechanic or Engineer Skill).

ATK: -100% (50 or 100 Army Points) - **Attacker (Player 1)**

GAME TURNS



- **MISSION:** Some strange enemy tech has been found in a nearby laboratory, the type of technology that could tip the balance of the war and everybody's making a run for it! The other guys brought some eggheads to study the damned thing. Luckily, we've brought the big guns and more are on the way.

- **PLAY AREA:** 6 squares x 18 squares | 2' x 6' (60cm x 180cm)

- **SETUP:** One large Building (two regular buildings adjacent to each other) is placed in the Desert Area as depicted on the Scenario Map. In the Oasis Area, players alternate placing three Trees (and only Trees) each. In the Desert Area, players alternate placing three Terrain elements drawn from the following list: Walls / Pillars / Anti-Tank Traps / Ammo Crates. These elements can't block openings into Buildings and cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element.

- **DEPLOYMENT:** Player 1's forces enter the battlefield through the short edge of the Oasis Area.

Half of Player 2's forces are deployed inside and around the Building. The rest of Player 2's forces enter the battlefield through the short edge of their area as depicted on the Scenario Map.

- **RESERVES:** Player 1 Reserve (2).

- **OBJECTIVE:** Destroy Player 2's Engineer(s) and/or Mechanic(s).

- **VICTORY CONDITIONS:** By the end of Turn 8, Player 1 must have destroyed or driven out of the Building all enemy Infantry Units with either the Mechanic or Engineer Skill. If this condition is not met by the end of Turn 8, Player 2 wins the game!

- **SPECIAL WEATHER RISK:** Sandstorm - Low.