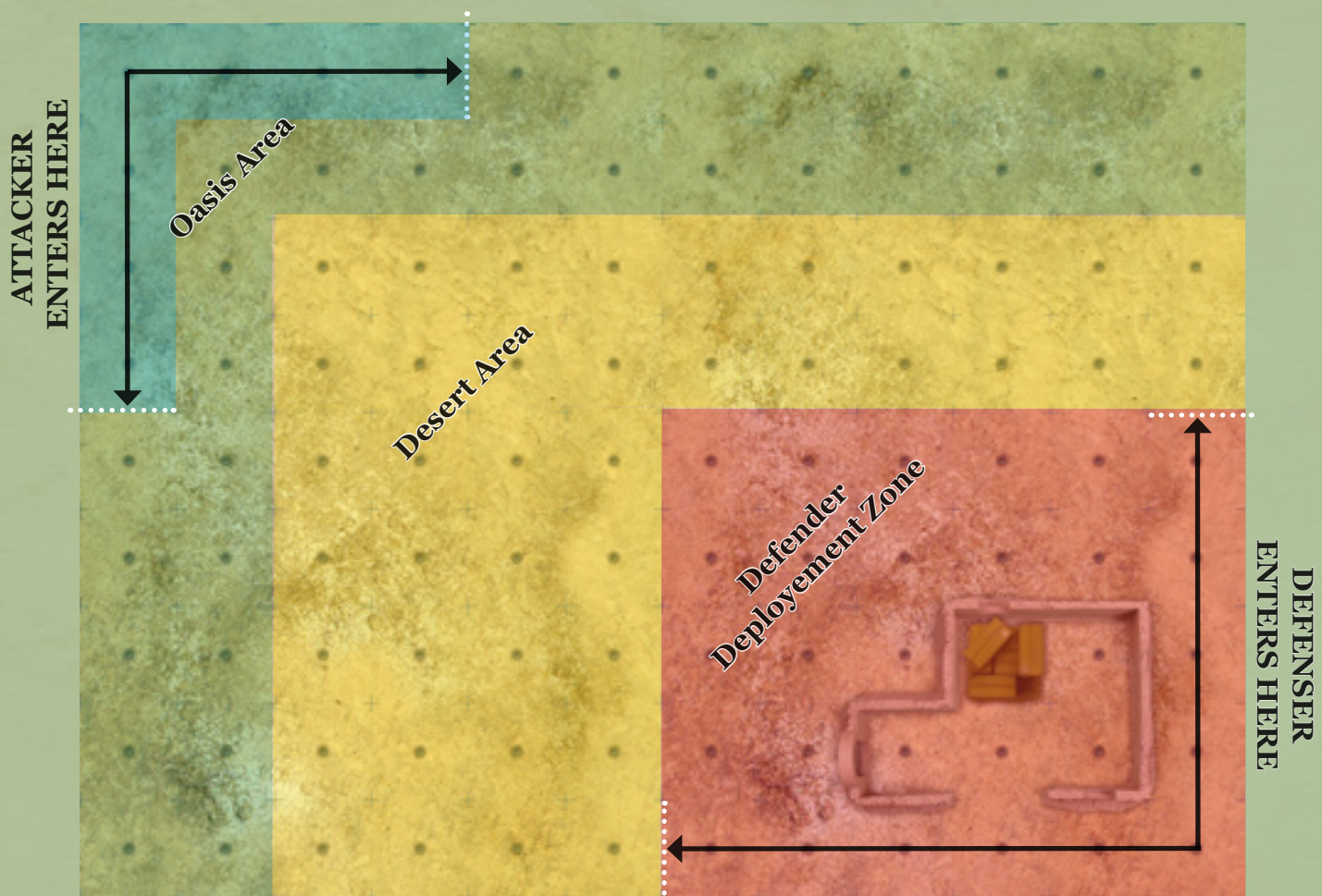


SCIENCE
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ENDLESS WAR

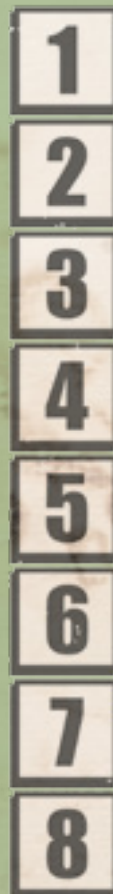
MISSION: A SMART MAN'S JOB



DEF: -75% (50 or 100 Army Points)

ATK: -100% (50 or 100 Army Points) (Force must contain at least one Infantry or Vehicle Unit with the Mechanic Skill)

GAME TURNS



- **MISSION:** Our engineers are working hard, unearthing the technology the archaeologists have discovered... There may be something of use if we can move whatever it is to a proper lab. Be advised that the enemy is on their way and will likely focus fire on anyone resembling an engineer first!

- **PLAY AREA:** 9 squares x 12 squares | 3' x 4' (90cm x 120cm)

- **SETUP:** In the Oasis Area, players alternate placing the same number of Trees (and only Trees). In the Desert Area, players alternate placing the same amount of 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. In the Defender's Area, the Defender can place Buildings or Ruins. They can't block openings into another Building or Ruin and cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element. In the same Area, an Ammo Dump can be placed by the Defender to represent the Objective (the technology being unearthed).

- **DEPLOYMENT:** The Attacker enters through the Oasis Area as depicted on the Scenario Map. The Defender may deploy up to half of their units in their Deployment Zone. The Defender's remaining units enter along the area marked on the Scenario Map. Defender units with the Mechanic Skill must be deployed adjacent to the Objective.

- **RESERVES:** Attacker Reserve (2).

- **OBJECTIVES:** The Attacker must destroy all the Defender's Mechanics. The Defender must get the tech out of the ground. To do so, they must spend an Action and perform a Mechanic Special Action, rolling one dice only, that succeeds on a 🎲 result. Only one attempt can be made for the entire player's force per turn. After the third success, the tech is removed from the ground and the Defender wins the game.

- **VICTORY CONDITIONS:** If the Defender has no more Units with the Mechanic Skill, the Attacker automatically wins the game. At the end of turn 8, the Defender wins if they have any Mechanics on the battlefield.

- **SPECIAL WEATHER RISK:** Low. The player who wins the Initiative each round rolls three dice. If three 🎲 are rolled, the Sandstorm begins. It's a Severe Weather effect.