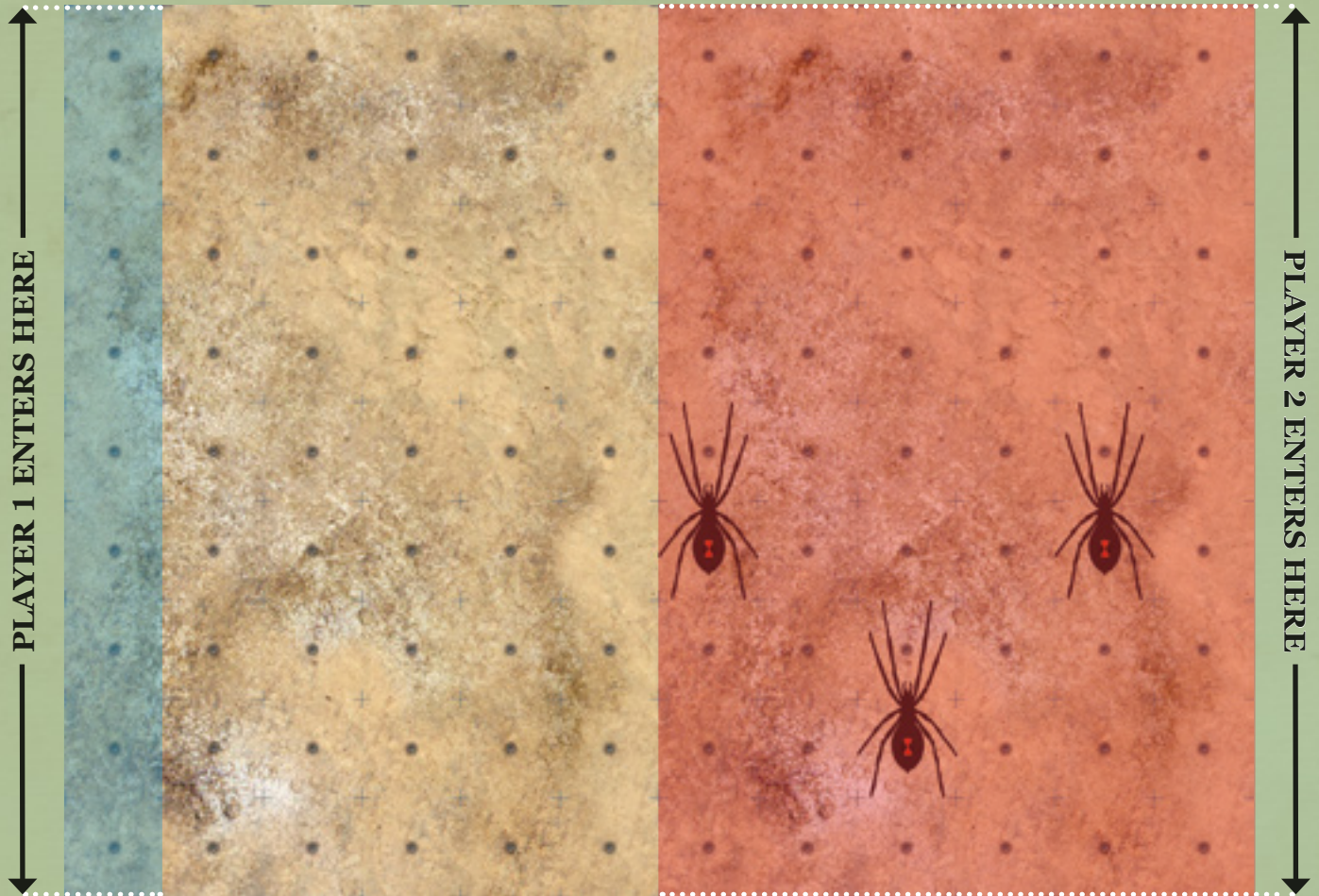


SCENARIO



TOWNSHIP
1947
ENDLESS WAR

MISSION: IT CAME FROM THE DESERT



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

**GAME
TURNS**

- **MISSION:** The Blutkreuz Scientists have been experimenting with the creatures from the desert and VK. Some of the monstrosities they created are about to be unleashed on a nearby village for experimentation in live environment. The Desert Scorpions followed their tracks in the sands of Babylon and are calling for help to stop the massacre. Capture the spiders !

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

- **SETUP:** The table is split in two. Gather twelve squares of Terrain and alternate placing them anywhere on the battlefield. The Defender places three spiders on his half of the battlefield. These are the Objectives. The first is placed on the first column of squares closest to the middle of the board (Defender's side). The second is placed anywhere two columns behind and the third on the column just before the Defender's table edge. No spider can be placed within Range 1 of any edge of the battlefield or on Impassable Terrain.

- **DEPLOYMENT:** The Attacker enters through his short edge of the battlefield. The Defender deploys everything on his side of the battlefield before the Attacker enters the battlefield.

- **OBJECTIVES:** The Attacker must capture the spiders by entering the square they are in before the end of the 8th round. The closest spider to the Attacker's edge of the table will grant 1 point, the second one 3 points, the last one 5 points. The Defender must prevent the spiders from being captured. The defender must place one unit on the square the spider is. That unit is stuck on that square for the whole game, or until it is destroyed. If the Defender holds the Spider furthest from the Attacker edge of the table, they gain 1 point, then 3 point for the middle spider and 5 points for the spider closest to the middle of the table.

- **VICTORY CONDITIONS:** The player with most points at the end of turn 8 wins the game.

- **SPECIAL RULE:** Any Unit that is on the same square as a spider cannot move for the rest of the game.

