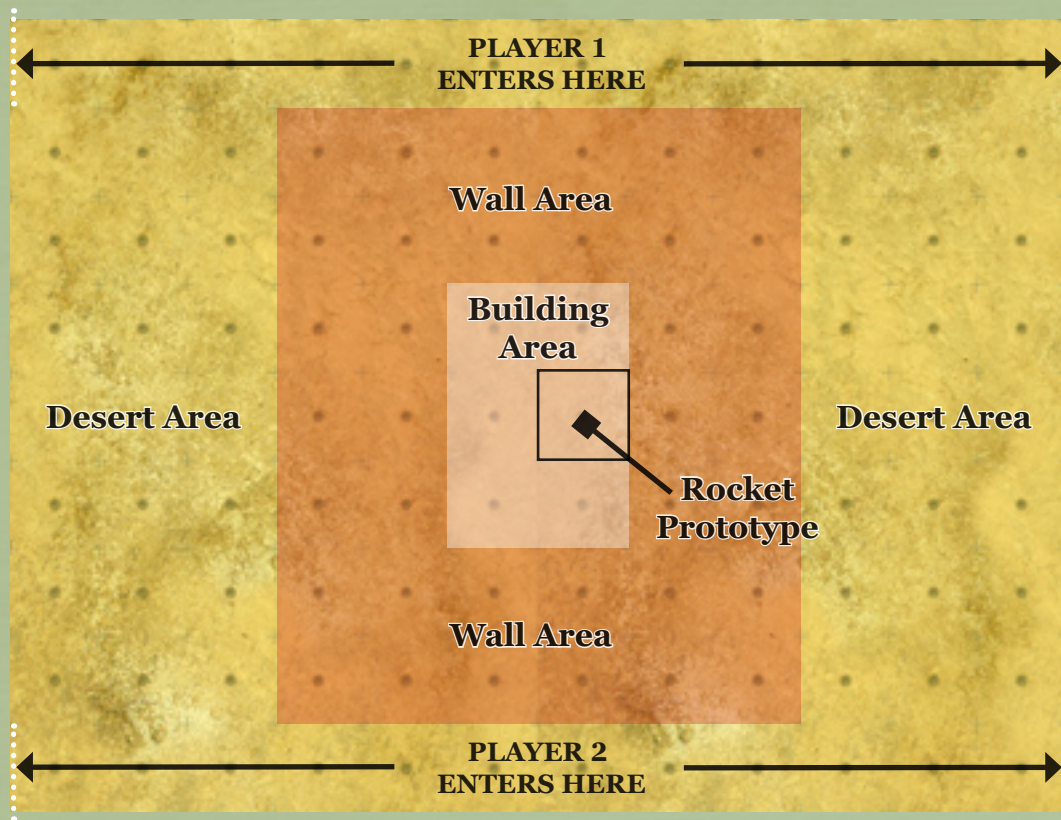


CRONICA  
DE LA  
GUERRA



1947  
END OF WAR

# MISSION: KILLING WITHOUT MERCY



**GAME RULES:** Dust 1947

**ARMY SIZE:** Starter Set / 50 points / 100 points

- **MISSION:** There's a nice piece of equipment over there. Let's get it before the other guys do! Spare no effort!
- **SETTING: Grid:** Two gaming mats, placed with long edges touching. **Gridless:** Table size 6' x 4' (180cm x 120cm) for 100 points and up. A correspondingly smaller table size can be used for smaller battles. The Rocket Prototype model is the objective for this scenario.
- **PLAYER SETUP:** Players alternate placing a terrain item onto the battlefield: **In the Building Area**, the Players must place the Rocket Prototype. This Terrain cannot block openings into Buildings and can't be placed adjacent (within 10cm / 4") to other Terrain. **In the Wall Area**, both Players can place Ruins or Walls. These Terrain pieces cannot block openings into Buildings and can't be placed adjacent (within 10cm / 4") to other Terrain. **In the Desert Area**, both Players can place any Terrain item, but not two adjacent (within 10cm / 4") to each other.
- **DEPLOYMENT:** both Players enter through their respective table edges.
- **OBJECTIVES:** both Players must occupy the objective (the Rocket Prototype) or destroy all enemy forces.
- **VICTORY CONDITIONS:** A player successfully occupies the objective by having a unit (other than aircraft) within Range 1 of the objective (or in base contact, when playing gridless), at the end of any Turn after Turn 3 and with no enemy inside the Building. If this victory condition is not met by the end of turn 8, the player who destroyed the most enemy army points wins.
- **RESERVES:** Both players can place one destroyed Infantry Unit and one destroyed Vehicle in Reserve.
- **WEATHER:** Sandstorm Risk – High.

**GAME  
TURNS**

1

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3

4

5

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