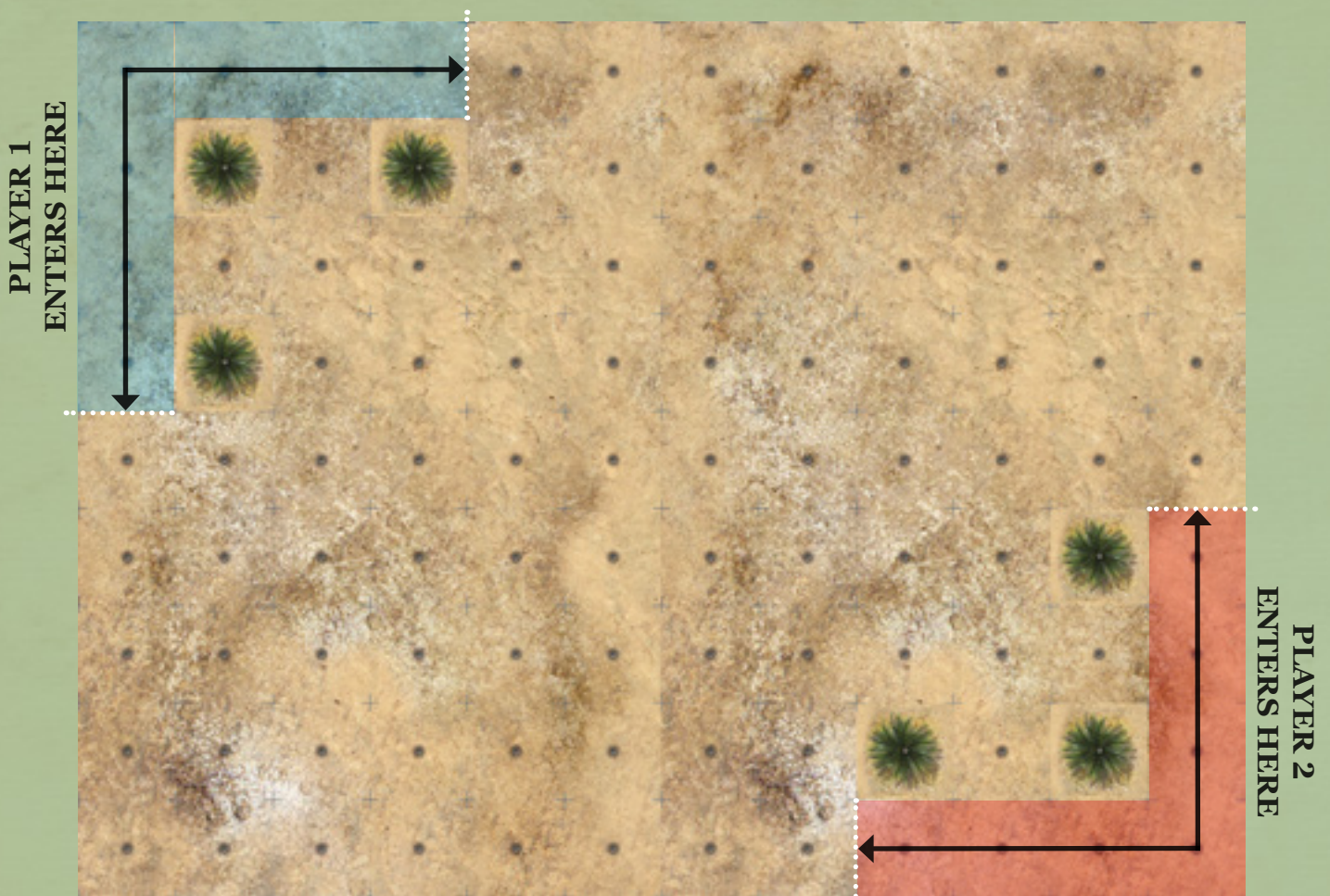


# SCENARIOS THE WAR



  
**TO U.S.A.**  
**1947**  
**ENDLESS WAR**

# MISSION: MEET YOUR FATE



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

**GAME  
TURNS**

- **MISSION:** A long and hard fought battle is coming to an end. Everything has failed so far yet this whole operation needs to be resolved! Right now, the future is left for fate to decide!
- **ARMY SIZE:** Starter Set/50 points/100 points
- **GAME RULES:** DUST 1947
- **SETTING: GRID:** Two gaming mats, placed with long edges touching. **GRIDLESS:** Table size 6' x 4' (180cm x 120cm) for 100 points. A correspondingly smaller table size can be used for smaller-point battles. Set up the trees according to figure 1. **This mission requires:** Six tree tiles.
- **PLAYER SETUP:** Players alternate placing a Terrain item onto the battlefield: **Terrain items - each player places a total of:** 1 x building tile - 3 x pillar or tree tiles - 1 x anti-tank trap - 1 x ammo crate. Players can place any terrain items onto the desert area. Terrain items cannot be placed next to each other (within 10cm / 4" for gridless).
- **DEPLOYMENT:** Each player's force enters the battlefield along their corner.
- **OBJECTIVES:** Assign an Officer (Hero Officer or Officer from a Command Squad) as the mission objective (assign a Hero if there isn't an Officer in your army). You must destroy the enemy's objective - their battlefield Officer!
- **VICTORY CONDITIONS:** A player that successfully destroys the enemy objective completes the mission. If this victory condition is not met by the end of turn 8, the player who destroyed the most enemy army points wins or if all enemy units on the battlefield are eliminated within eight turns!
- **RESERVES:** No Reserves.
- **GAME LENGTH:** The game lasts for 8 turns.
- **SPECIAL RULE: AMMO REPLENISH – AMMO CRATE.** An Infantry Unit within Line of Sight and Range 1 of the Scenery with this Skill can execute an Ammo Replenish Special Action to replenish all Limited Ammo Weapons. A Vehicle Unit within Line of Sight and Range 1 of the Scenery with this Skill can spend two Actions to replenish all Limited Ammo Weapons.

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