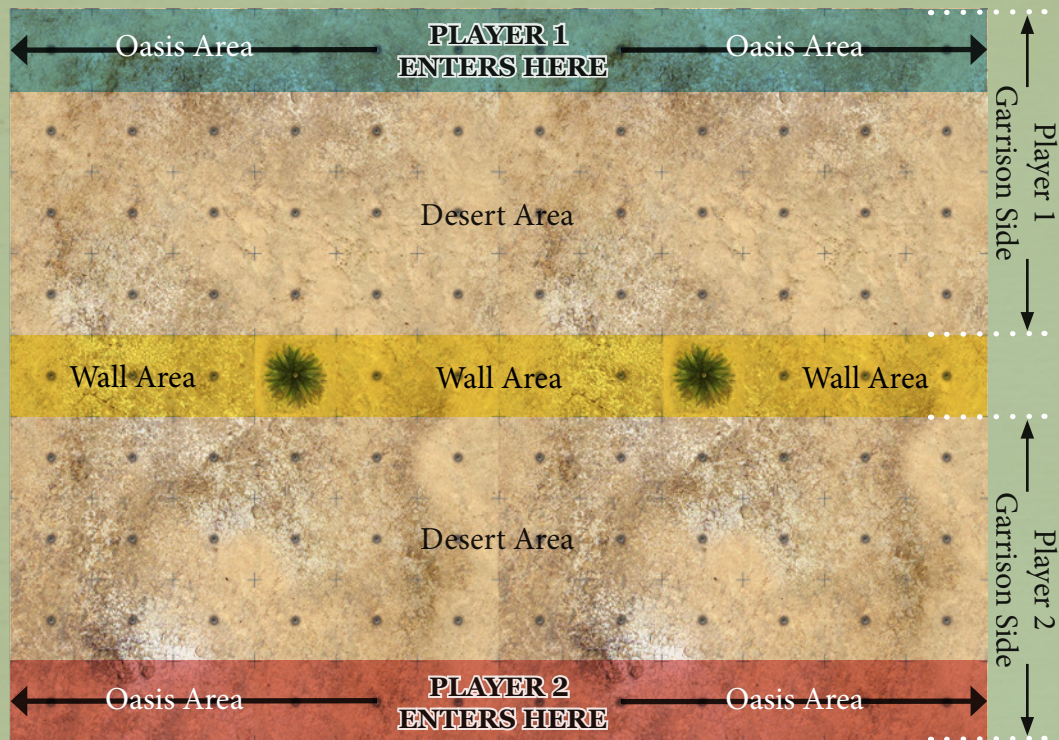


CRIMINALS



TOP SECRET
1947
ENDLESS WAR

SCENARIO: THE GREAT SAND WALL



PLAYER 1: 100% (100 Army Points or more)

PLAYER 2: 100% (100 Army Points or more)

- **MISSION:** A huge sandstorm has created a great wall of sand at the front, between two opposing forces. It's time to see who can control this natural defensive position!
- **PLAY AREA:** Two gaming mats / 3' x 4'
- **SETUP:** Arrange the battlefield as shown on the map. The Great Sand Wall in the middle is made of Impassable Terrain that block Line of Sight. Tall Pillars, Statues, etc. can be used, or any type of hills you might have. There are two openings in the Wall, each one occupied by a Tree. Players alternate placing three Terrain elements each in each Oasis area, drawn from the following list: Tree / Ammo Crate / Antitank Trap. Then Players alternate placing four Ammo Crates each, in each Desert Area. All the Terrain elements above can't be place within Range 1 of each other. Each side of the battlefield (Desert plus Oasis) is called the Garrison Side.
- **DEPLOYMENT:** Players' forces enter the battlefield through their respective long edge of the battlefield.
- **OBJECTIVES:** Both Players must protect their Garrison side and invade their enemy's.
- **VICTORY CONDITIONS:** Occupy two squares of the enemy Garrison at the end of a Turn, starting Turn 5 (excluding Aircraft). If this condition is not met at the end of Turn 8, calculate Victory Points as usual.
- **RESERVES:** Player 1 Reserve (2) and Player 2 Reserve (2).
- **WEATHER:** Sandstorm Risk – High.

GAME TURNS

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