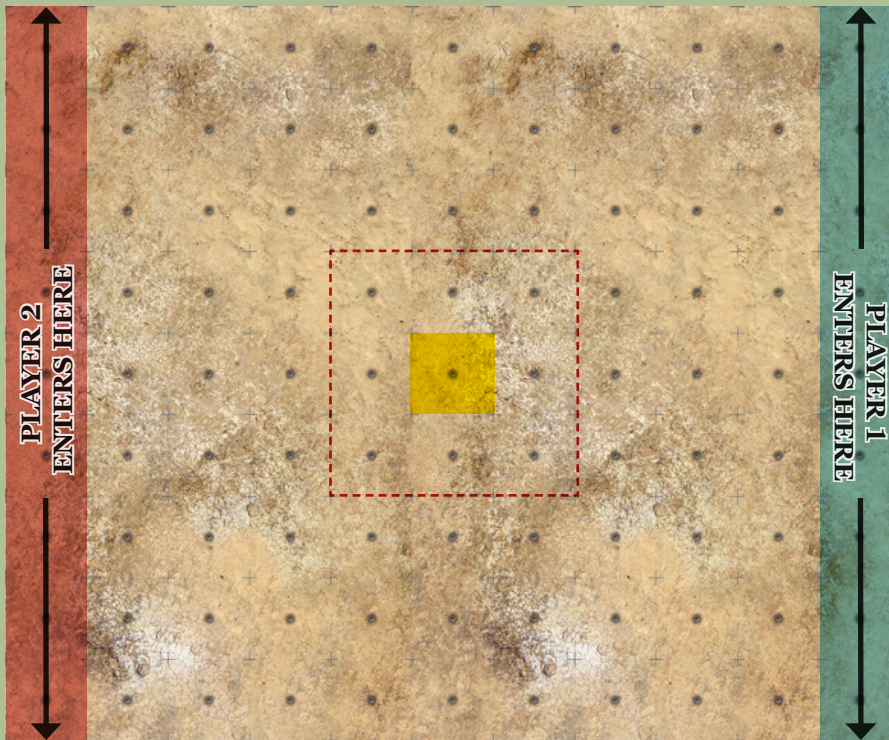


SCENARIOS




1947
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SCENARIO: WE FOUND IT



PLAYER 1: 100% (75 Army Points)

PLAYER 2: 100% (75 Army Points)

- **MISSION:** A strange aircraft -maybe a Vrill scout ship?- has crashed in the middle of the desert. We must get to it before the enemy does!

- **PLAY AREA:** 9 squares by 11 squares. Two gaming mats are necessary for this scenario. Place a gaming mat on top of the other one, on one square, to have the right sized battlefield.

- **SETUP:** Place the strange aircraft in the middle of the board (as shown on the map), it serves as the only Objective. Then players alternate placing four Terrain elements each, anywhere on the battlefield, drawn from the following list: Tree / Ruins / Walls / Pillars / Anti-Tank Traps / Ammo Crates / Buildings. These elements cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element or to the Objective.

- **DEPLOYMENT:** Each Player enters through his short edge of the battlefield.

- **OBJECTIVES:** The only Objective is the crashed aircraft. It grants Cover, can be occupied by Infantry (who is then in Cover), and does not block Line of Sight.

- **VICTORY CONDITIONS:** A Player wins if he controls the Objective at the end of a Game Turn, starting Turn 3. No enemy Unit must contest the Objective (be at Range 1 of it). Any other result is a draw.

- **RESERVES:** Player 1 Reserve (1) and Player 2 Reserve (1).

- **WEATHER:** There is no special Weather for this Scenario.

- **SPECIAL RULES: "STRANGE WAVES"**

- All Vehicles cannot operate (receive any Actions) within Range 1 of the Objective. If a Vehicle ends up a Move or March within Range 1 of the Objective, it receives only Nothing Actions for the remainder of the game.

- The Objective also blocks Radio waves. All Infantry Units within Range 1 of the crashed spacecraft cannot receive Command Squads Special Actions, but can receive verbal Command Squads Actions.

GAME TURNS

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3

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