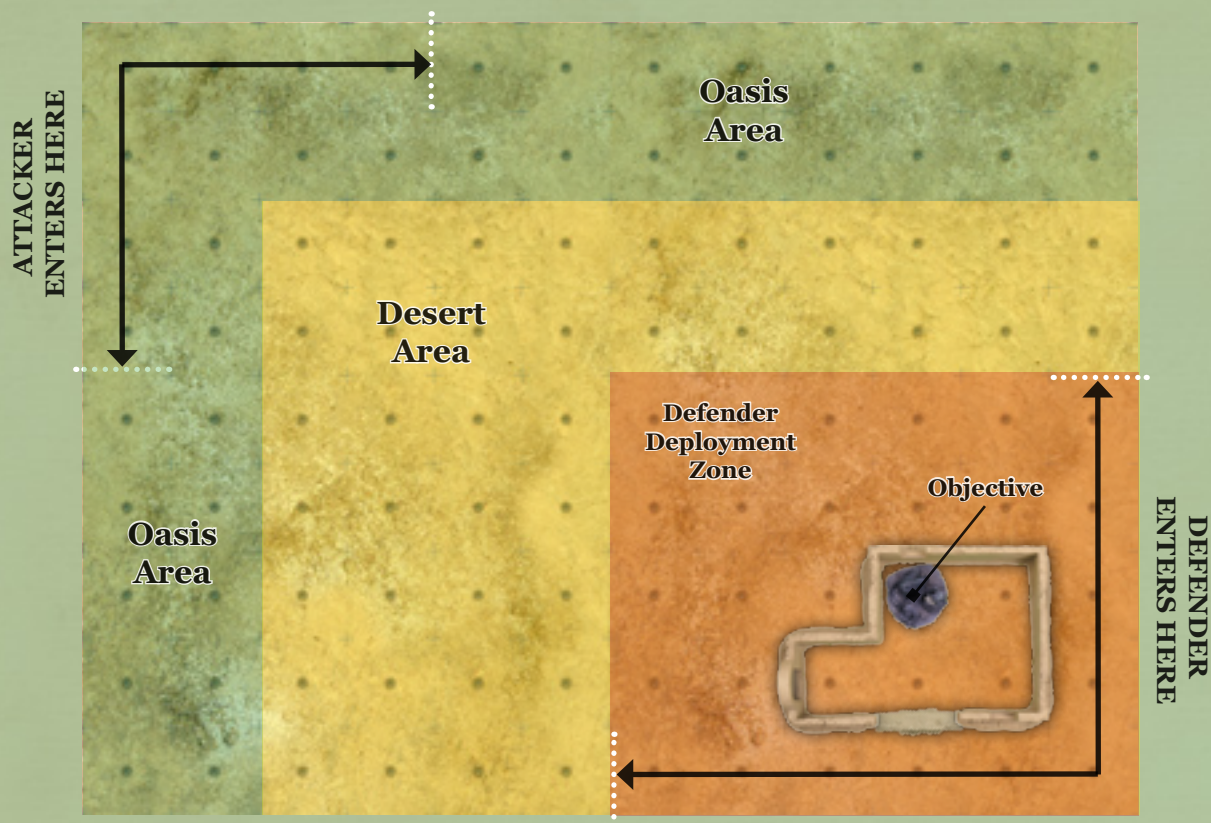


AMERICAN WAR CROSS



1000000
1947
ENDLESS WAR

MISSION: SECRET WEAPON



GAME RULES: Dust 1947

ARMY SIZE: Starter Set / 50 points / 100 points

- **MISSION:** The enemy has a new secret weapon to test. Let's blow it to pieces before it fires on our lines!

- **REQUIRED UNITS:** The Defender must have at least one Unit with the Mechanic rule. This may include a Command Squad, an Engineer Squad, Vehicle, or a Hero with the Mechanic rule.

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 battles.

- **PLAYER SETUP:** Players alternate placing a terrain item onto the battlefield: **In the Oasis Area**, the Attacker can only place Trees. This Terrain 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 Walls, Pillars, Anti-Tank Traps and Ammo Crates (no Tree, Building, Structure or Ruin). These elements can't be placed adjacent (within 10cm / 4") to other Terrain. **In the Defender Deployment Zone**, the Defender can only place Buildings and Ruins. He can't block entrances into Buildings with Terrain and can't place two adjacent (within 10cm / 4") pieces of Terrain. The Secret Weapon (an Ammo Dump or Rocket Prototype) is placed inside a Building (see Map).

- **DEPLOYMENT:** **The Attacker** enters along the Oasis corner (see map). **The Defender** can deploy up to half their units inside its Deployment Zone and enters along their corner (see map).

- **OBJECTIVES:** **The Attacker** must destroy all Required Units (see above) of the Defender to prevent the Secret Weapon from being fired. **The Defender** must fire the Secret Weapon! To do so, place one Required Unit next to the objective. **Starting Turn 3**, it can do one Special Action to fire the Secret Weapon, rolling one die and succeeding on [ARMY]. Only **one** Unit can attempt to fire the Weapon each Turn and only once per Activation.

- **VICTORY CONDITIONS:** If the Attacker prevents the weapon to fire and destroys all Required Units, they win the game. If the Defender manages to fire the Secret Weapon, they win the game.

- **RESERVES:** The Attacker can place one destroyed Infantry Unit and one destroyed Vehicle in Reserve.

- **GAME LENGTH:** The game has no Turn limit.

- **WEATHER:** Sandstorm Risk – Low.