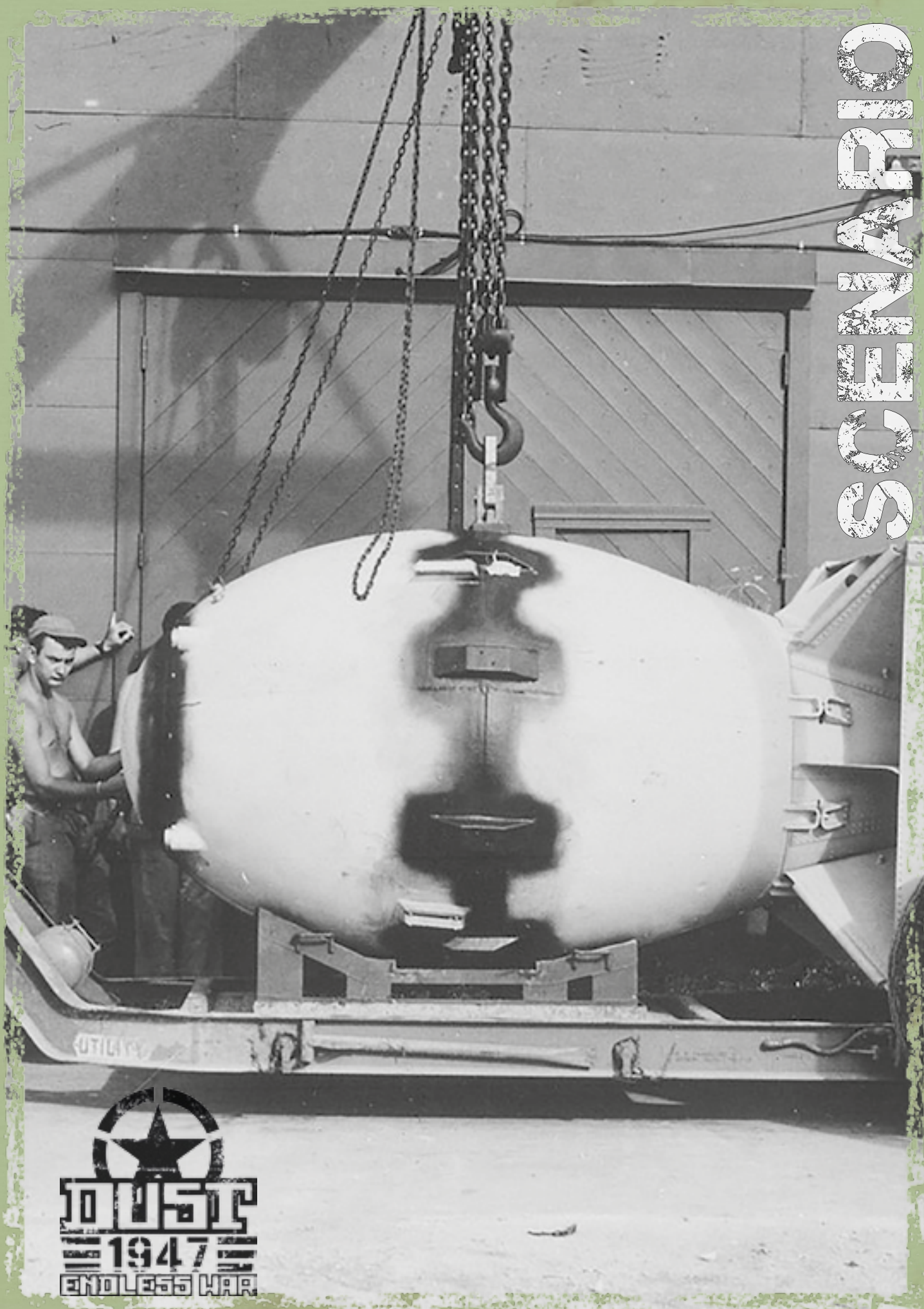
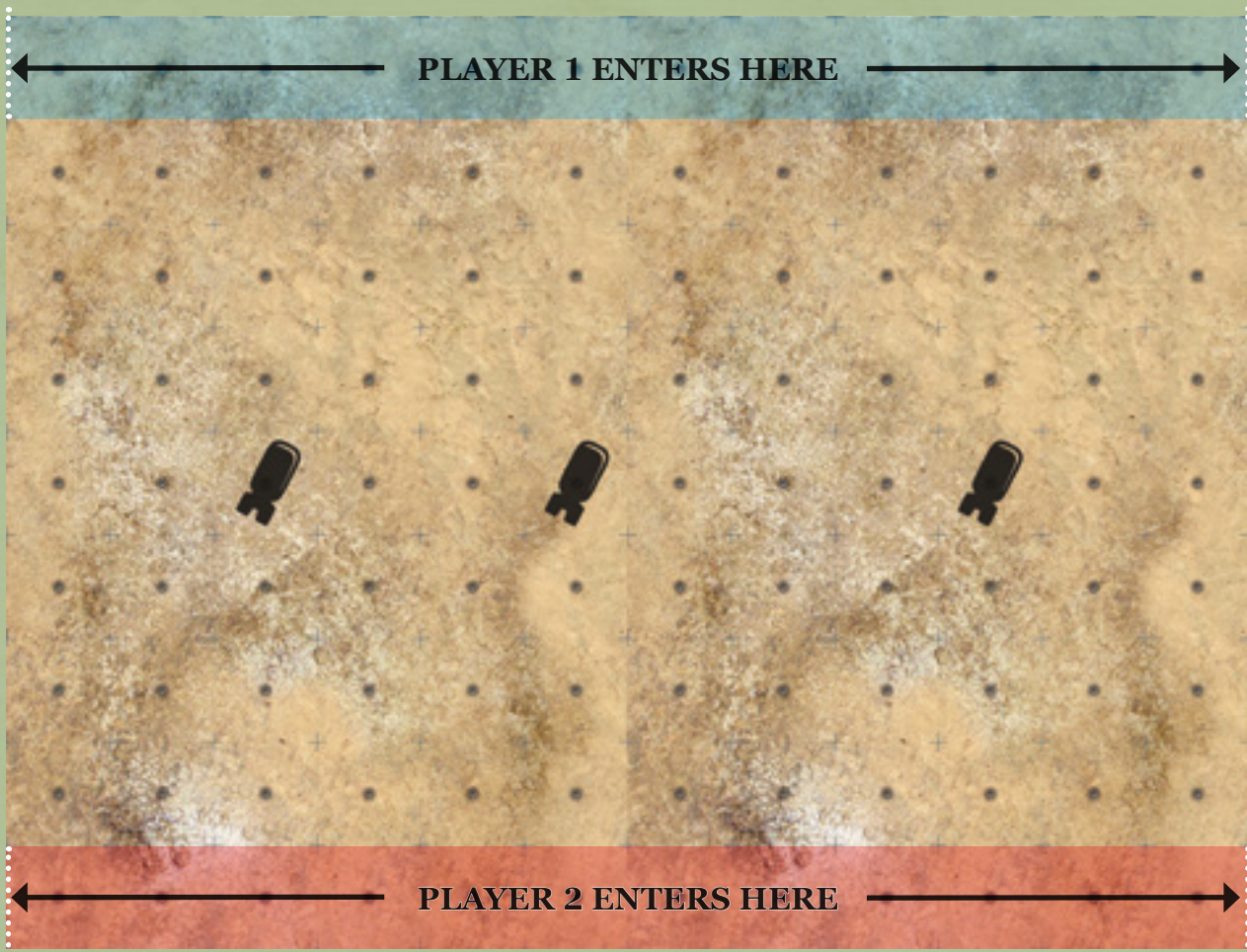


SCENARIO OPERATIONS




TO UST
1947
ENDLESS WAR

MISSION: SMASHING PUMPKINS



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

**GAME
TURNS**

- **MISSION:** Halloween is close and even on the battlefield, soldiers are looking for entertainment and spooky fun. The enemy has decided to spoil the party and wants to show your soldiers who's the king of the pumpkin patch. Don't let them do it, save the pumpkins, save the world!! Smash the pumpkins!!

- **PLAY AREA:** 9 squares x 12 squares | 3' x 4' (90cm x 120cm)

- **SETUP:** Place three pumpkins on a line parallel to the long line of the battlefield, on squares 3, 6 and 10 (see map). These are the Objectives. Gather fifteen squares of Terrain and alternate placing them anywhere on the battlefield.

- **DEPLOYMENT:** Each player enters through his long edge of the battlefield.

- **OBJECTIVES:** Each player earns points when they achieve one of the following:

-- Capturing one pumpkin: 1 point. You capture the pumpkin by having one Unit on the square it is on.

-- Destroy an enemy unit on a pumpkin: 1 point. If it is done thanks to a Range C or Improvised Close-Combat Weapon: +1 point, and the Unit that destroyed the enemy unit must move on the pumpkin square (Thus capturing the objective for a total of 3 points !). The objective is then destroyed and no one can earn any more point from it. Remove the pumpkin.

-- Staying on an objective after the round you captured it : 1 point per round.

- **VICTORY CONDITIONS:** The player with most points at the end of turn 8 wins the game.

- **SPECIAL RULE:** The pumpkins grant cover but do not block line of sight. If a pumpkin is removed, it doesn't grant cover anymore.

