

SCENARIO

12



MISSION: UNDERGROUND SECRETS



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

**GAME
TURNS**

- **MISSION:** This war won't be won without the secrets hidden beneath the sands of Babylon. Several entrances to these key archaeological sites are in the area. Your mission is to get hold of these sites in time for our archaeologists to examine!

- **PLAY AREA:** 6 squares x 18 squares | 2' x 6' (60cm x 180cm).

- **SETUP:** Two Buildings are placed in the Desert Area as depicted on the Scenario Map. In the Oasis Area, players alternate placing three Trees (and only Trees) each. In the Desert Area, players alternate placing three Terrain elements drawn from this following list: Buildings - Ruins - Walls - Pillars - Anti-Tank Traps - Ammo Crates. These elements can't block openings into Buildings and cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element.

- **DEPLOYMENT:** Players' forces enter the battlefield through their respective long edge of the Play Area.

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

- **OBJECTIVES:** Four Objectives are placed as depicted on the Scenario Map.

- **VICTORY CONDITIONS:** The Player who controls more Objectives at the end of a Turn, starting Turn 4, wins the game. To control an Objective a Player must have a Unit on top of it and no enemy Unit that can capture nor contest an Objective within Range 2 (2 squares, 8"/20 cm). If these conditions are not met by the end of Turn 8, the Player who scored more. Victory Points (based on how many enemy Army Points are destroyed) wins the game.

- **SPECIAL WEATHER RISK:** Marginal. There are no weather effects for this scenario.

