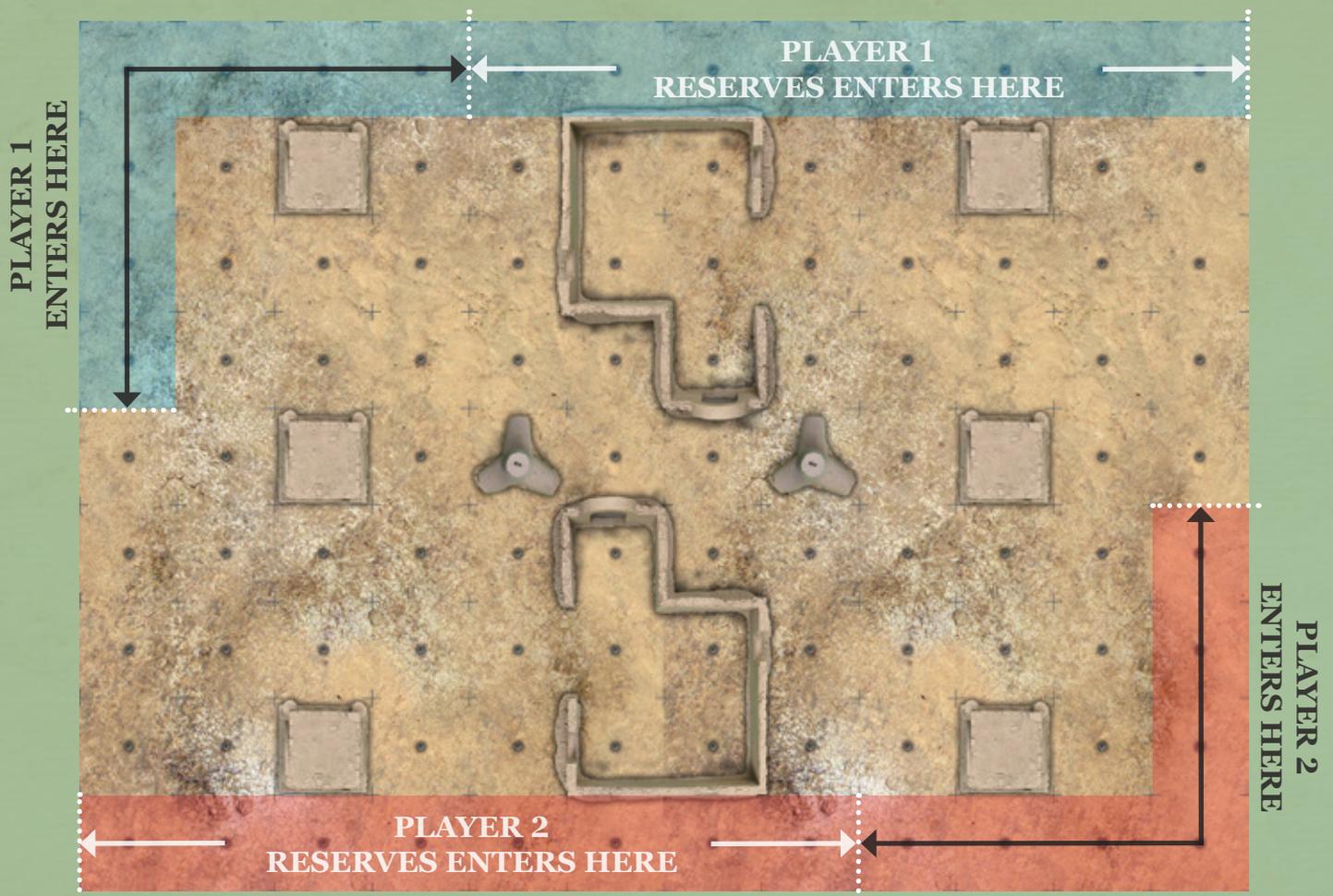


SCENARIOS
THE
MAYNARD
RIO




TO U.S.A.
1947
ENDLESS WAR

MISSION 5: FINAL DESTINATION



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

**GAME
TURNS**

- **MISSION:** When the enemy shows initiative, it's time to show who's the strongest! At the right time and place, brave soldiers are the key to victory in this war! Do not hesitate and show no mercy!
- **ARMY SIZE:** Starter Set/50 points/100 points
- **GAME RULES:** DUST 1947
- **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-point battles. Set up the buildings, pillars and anti-tank traps according to figure 1. **This mission requires:** Two building tiles - Six pillar tiles - Two anti-tank traps.
- **PLAYER SETUP:** Players alternate placing a Terrain item onto the battlefield: **Terrain items - each player places a total of:** 3 x tree tiles - 1 x ammo crate. Players can place any terrain items onto the desert area. Terrain items cannot block openings into buildings.
- **DEPLOYMENT:** Each player's force enters the battlefield along their corner.
- **OBJECTIVES:** Destroy all enemy forces.
- **VICTORY CONDITIONS:** The player who destroyed the most enemy army points wins or if all enemy units on the battlefield are eliminated within eight turns!
- **RESERVES:** Each player may place all eliminated units (not including Heroes) in Reserve. This can occur once for each unit.
- **GAME LENGTH:** The game lasts for 8 turns.
- **SPECIAL RULE: AMMO REPLENISH – AMMO CRATE.** An Infantry Unit within Line of Sight and Range 1 of the Scenery with this Skill can execute an Ammo Replenish Special Action to replenish all Limited Ammo Weapons. A Vehicle Unit within Line of Sight and Range 1 of the Scenery with this Skill can spend two Actions to replenish all Limited Ammo Weapons.

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