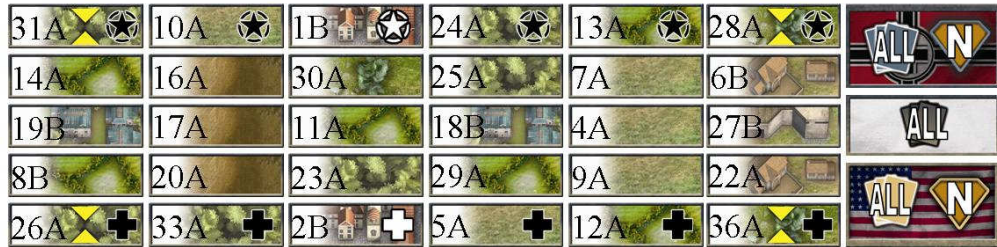


Tournament Scenario 1



Setting up the Game

MAP TILES: Arrange as shown above.

OBJECTIVES: Place an objective marker on the corner spaces: 31A, 28A, 26A, 36A.

HOME ROW: Top row for the Americans and bottom row for the Germans.

HOME BASE: 2B is the Home Base for the Germans and 1B is the Home Base for the Americans.

ACTION DECK: For the Operations Deck use ALL the action cards in the game. Shuffle the deck and place it in the play area.

UNIT DECKS: For the Germans and Americans use all of the unit cards (see below). The promotion cards cannot be used in this scenario unless both players agree.

Starting the Game

Step One: Players select sides (American or German) by any method they wish. Choose randomly if necessary.

Step Two: Using no more than 30 prestige points, select units for initial placement (first wave) from all of the unit cards on your side (American or German) in the game box. Each side is limited to six units since there are only six home row map tiles to place them on per side.

Step Three: Using no more than 30 prestige points, select units for the second wave from all the remaining cards on your side as above. Shuffle your remaining unit cards and form a Unit Deck in the play area. Shuffle your second wave cards and place them on top of your Unit Deck. In this case there is no unit limit since they are placed as reinforcements, as normal.

Step Four: Place your initial units face down on the board on your home row as you like.

Step Five: Randomly choose who will choose to go first or second. The player going second gets 10 prestige points. The first player starts with no prestige.

How to Win

A player wins immediately when he does any of the following:

- Occupies the opponent's Home Base.
- Occupies all four objectives map tiles.
- Occupies three opponent Home Row map tiles connected in a row.

In addition to the victory conditions above the player who holds the most objective, city, town, village and fortification map tiles at the end of turn five or after the time limit expires (we suggest 60 minutes) wins the game.

In case of a tie the player with the most prestige wins. If still tied then the player owning the most tiles wins. If still tied then the winner is determined randomly.