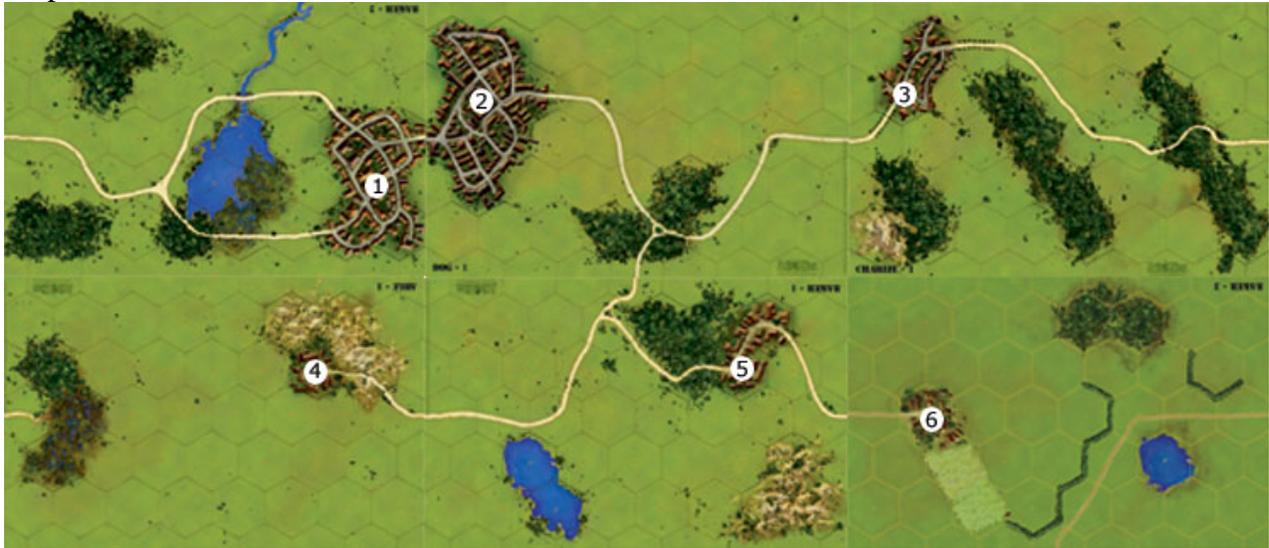


3-player scenario: Get Werner

Background:

It's 1945. The war is about over, and several German rocket scientists want to defect to the U.S. or Soviets - whoever gets there first. The Americans and Soviets know there's a secret rocket laboratory in the area, but not *exactly* where, and they also know the other guys are looking for the same lab too.

Map:



Armies:

Player 1 - 150 points Germany

Player 2 - 100 points United States

Player 3 - 100 points Soviet Union

Setup:

The objectives are the six white dots, but only one is the *actual* objective. The Germany player secretly chooses one of the six hexes to be the actual objective, writes its number on a piece of paper or something, and hides it from the other players.

Germany deploys in any hex in the two center maps, as well as any city hex on the other maps.

United States deploys within five hexes of the west edge.

Soviets deploy with five hexes of the east edge.

Scenario Rules:

Only Germany is allowed to deploy obstacles, and may have up to ten extra obstacles in addition to the normal 15-unit limit.

Germany deploys first. The US and Soviets then determine deployment order normally.

US units cannot fire at Soviet units, and vice-versa.

US units cannot fire through or into hexes containing Soviet units, and vice-versa (indirect fire

units *can* fire-through, however) .

US units cannot end a move or otherwise end a turn in hexes occupied by Soviet units, and vice-versa.

Victory Condition:

After seven turns, the location of the "real" objective is revealed. At this time, the player controlling the "real" objective wins.

If no player controls the objective, the the game continues using the scenerio rules until a player controls the objective at the end of turns 8, 9, or 10.

If the game goes past turn ten, the rules restricting the US and Soviet players are voided, and the game continues as a free-for-all until one player controls the objective at the end of any turn.

(it's not terribly important that the players stay nation-pure, or even have two of the same faction with the other in the middle, as the idea of "I know where the target is and you don't" combined with "you two have to be polite with each other and stuff" is the real concept. Mostly I just hope this isn't horrible.)