

TABLE N° __



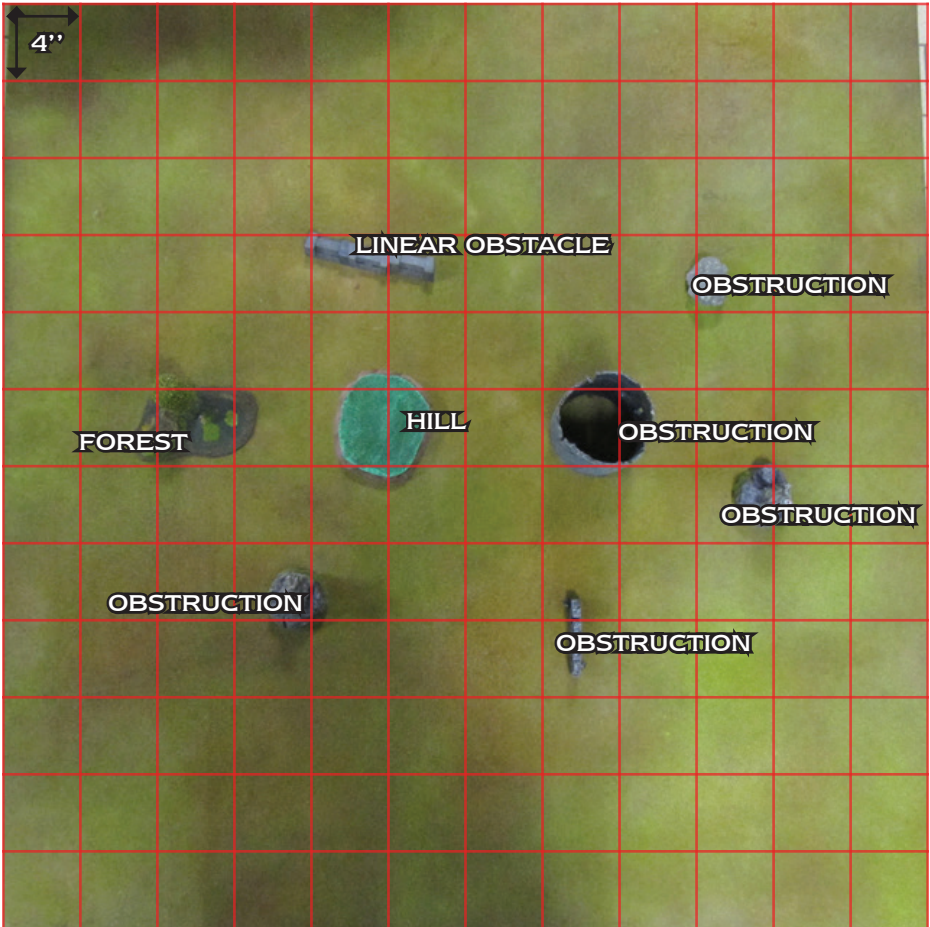
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground. Small walls are Linear Obstacles, High walls are Obstructions
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



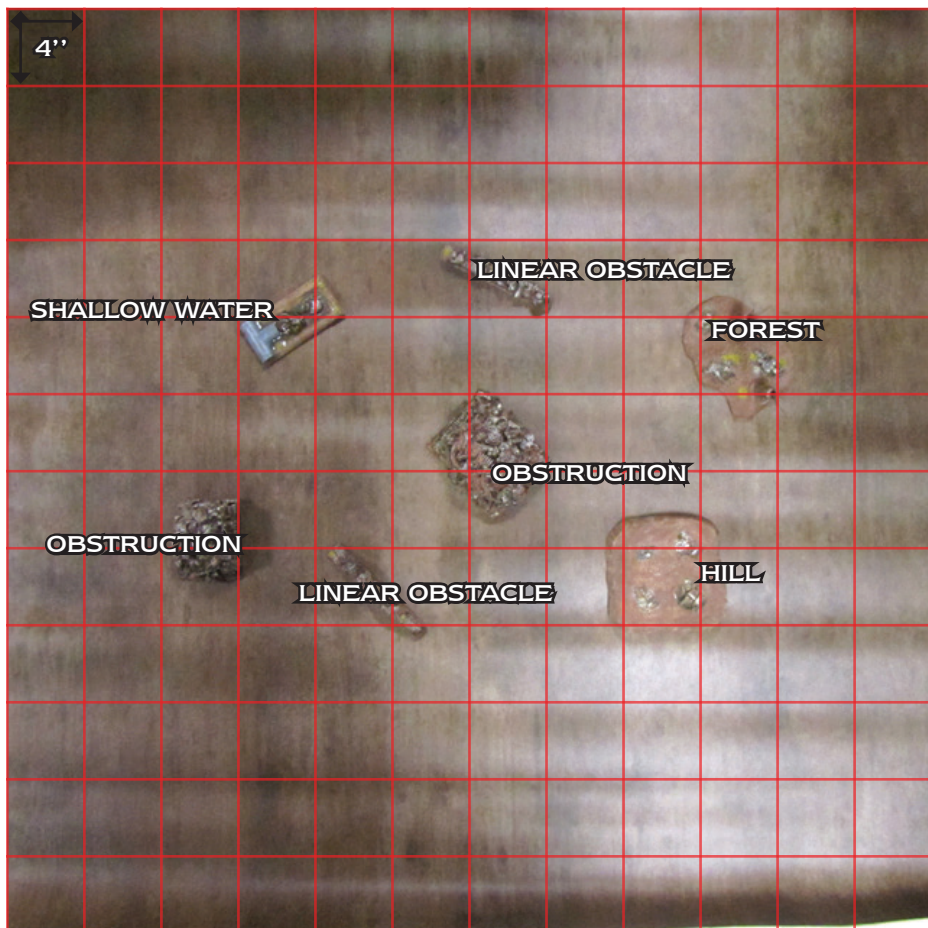
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Shallow Water = The whole base is Shallow Water, Pipes are Linear Obstacles

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

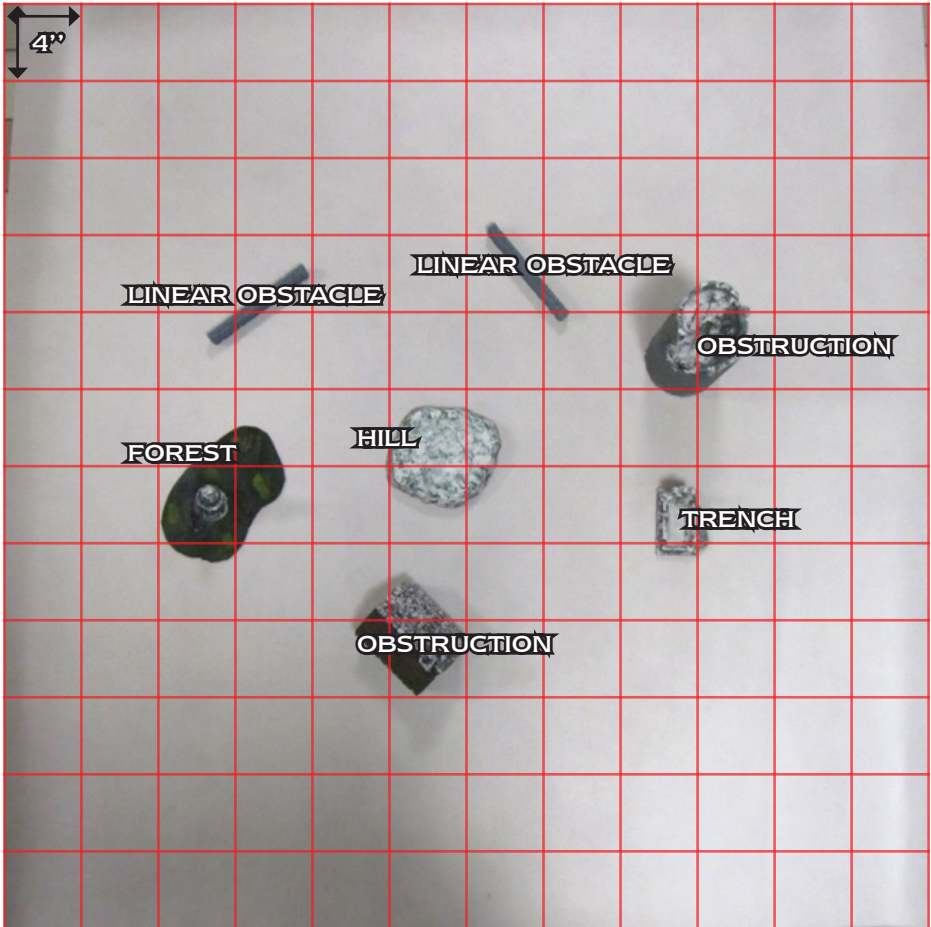
Cadre réservé au RTS

Réf carton : RTS03

Tapis : Lino Marron

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Trench = The Grave is a Trench for small bases, the Cross is an Obstruction

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

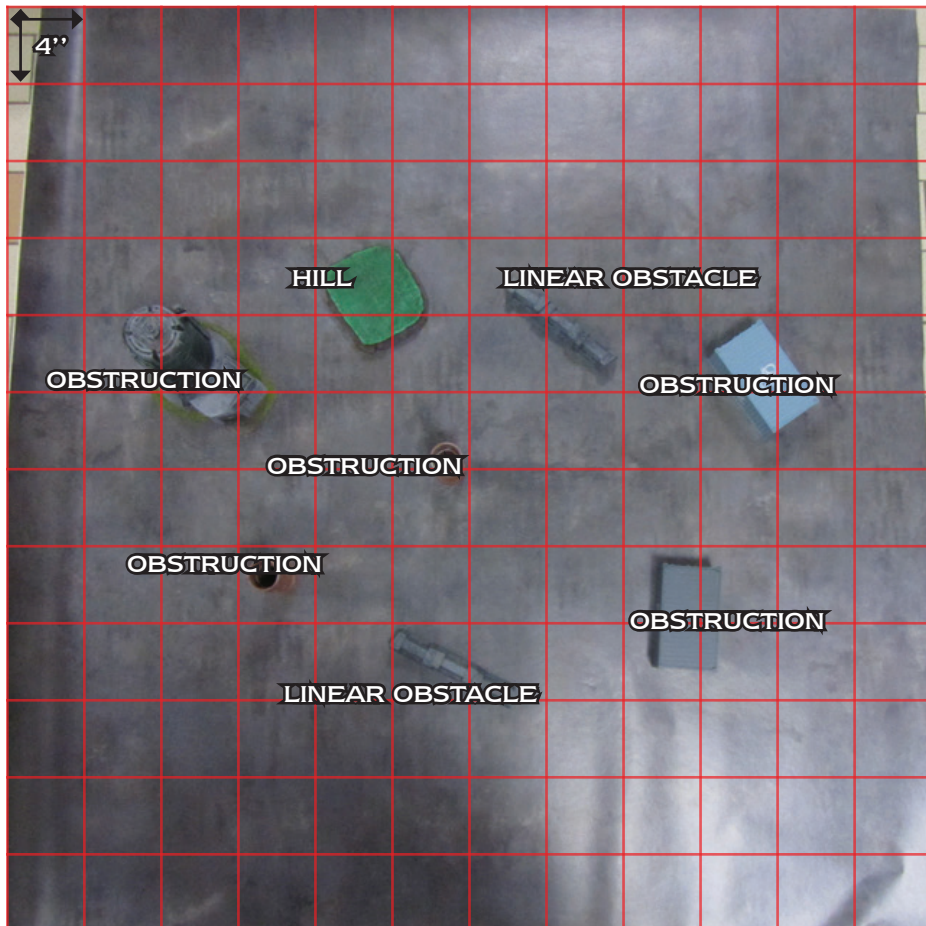
Cadre réservé au RTS

Réf carton : RTS04

Tapis : Lino Blanc

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

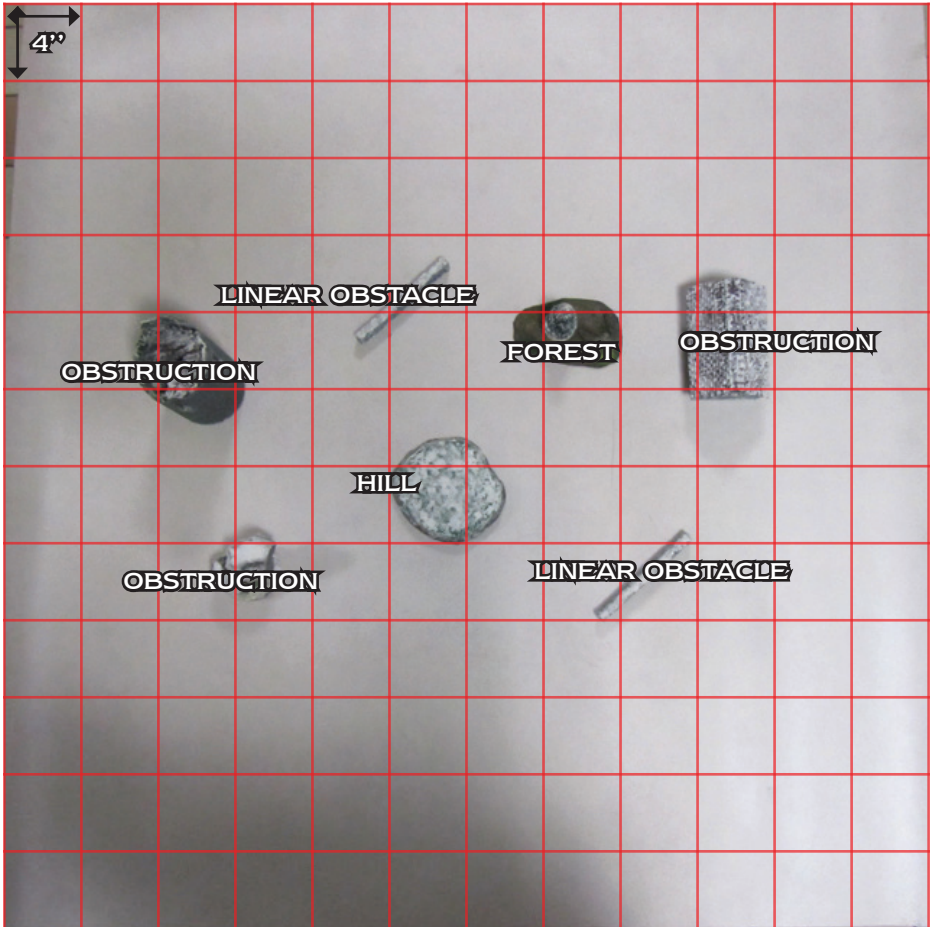
Cadre réservé au RTS

Réf carton : RTS05

Tapis : Lino Gris

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

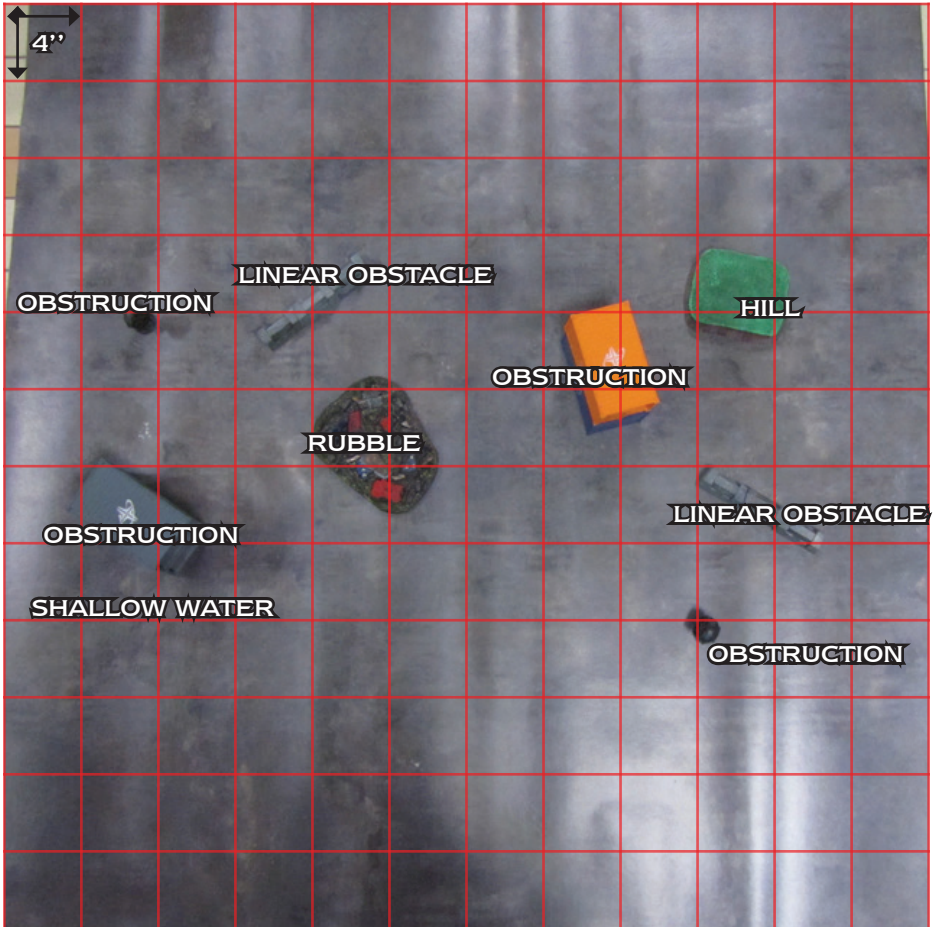
Cadre réservé au RTS

Réf carton : RTS06

Tapis : Lino Blanc

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Rubble = Rough Terrain + Cover when inside

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

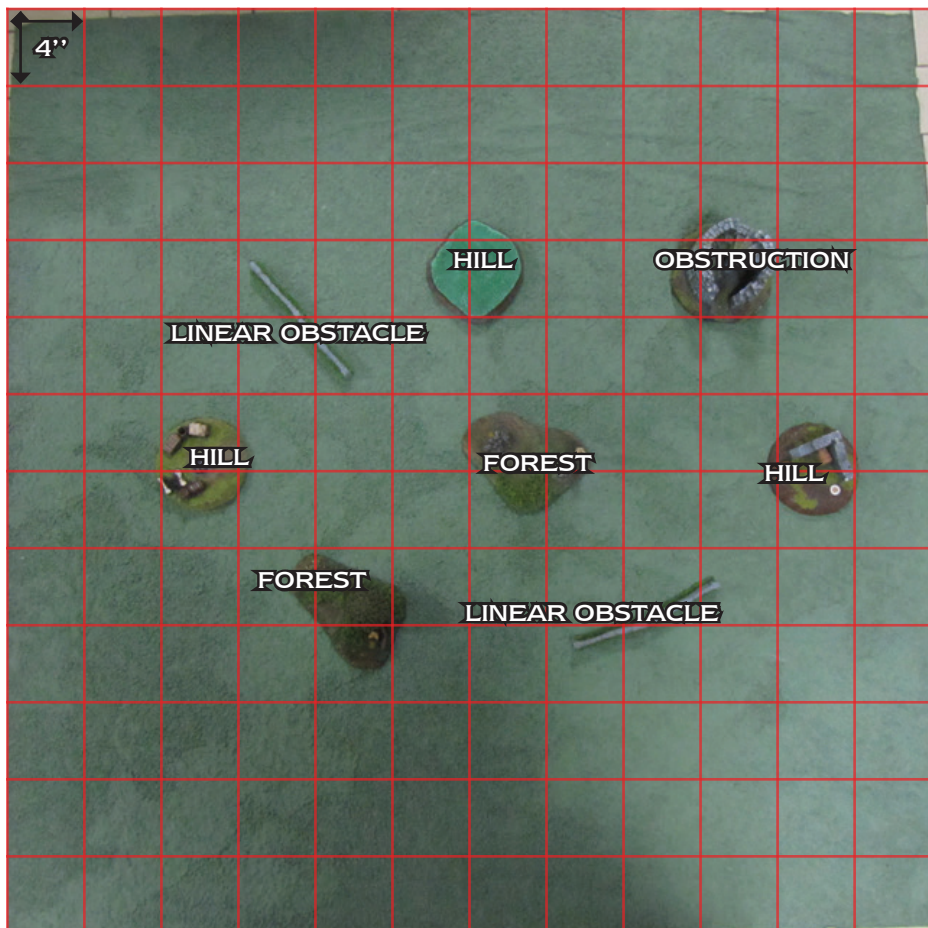
Cadre réservé au RTS

Réf carton : RTS07

Tapis : Lino Gris

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground, Low walls are Linear Obstacles
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

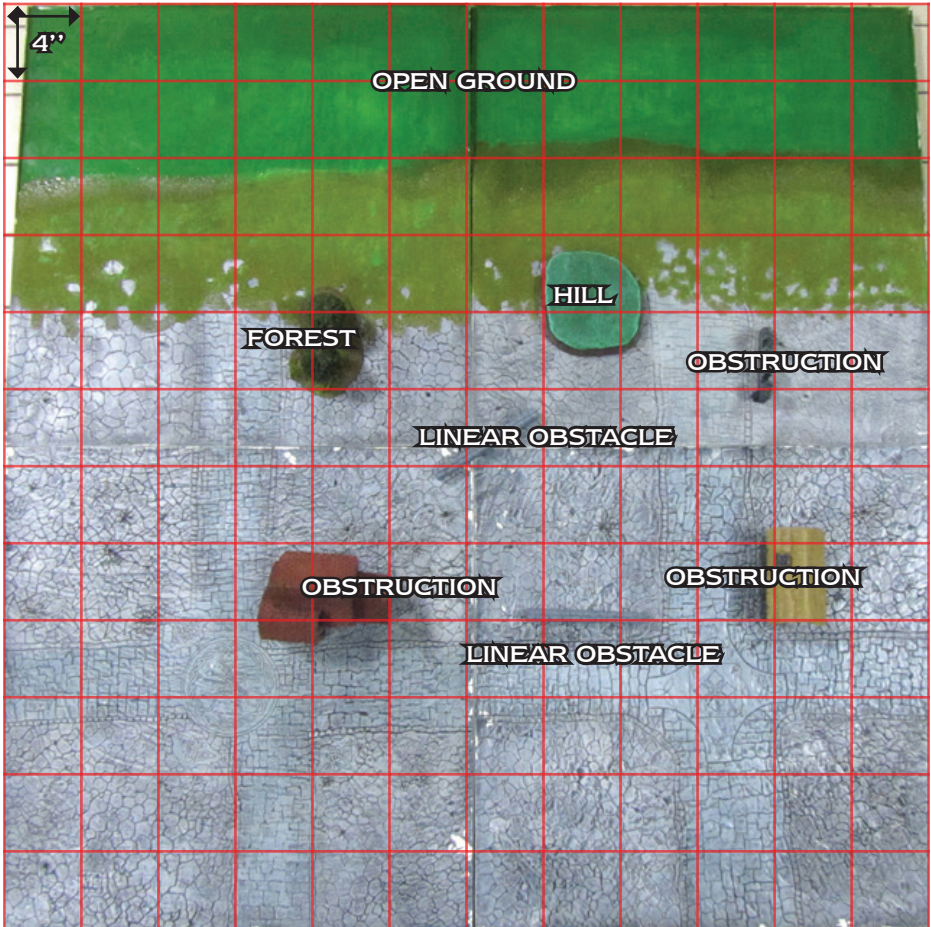
Cadre réservé au RTS

Réf carton : RTS08

Tapis : Zuzzy vert

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

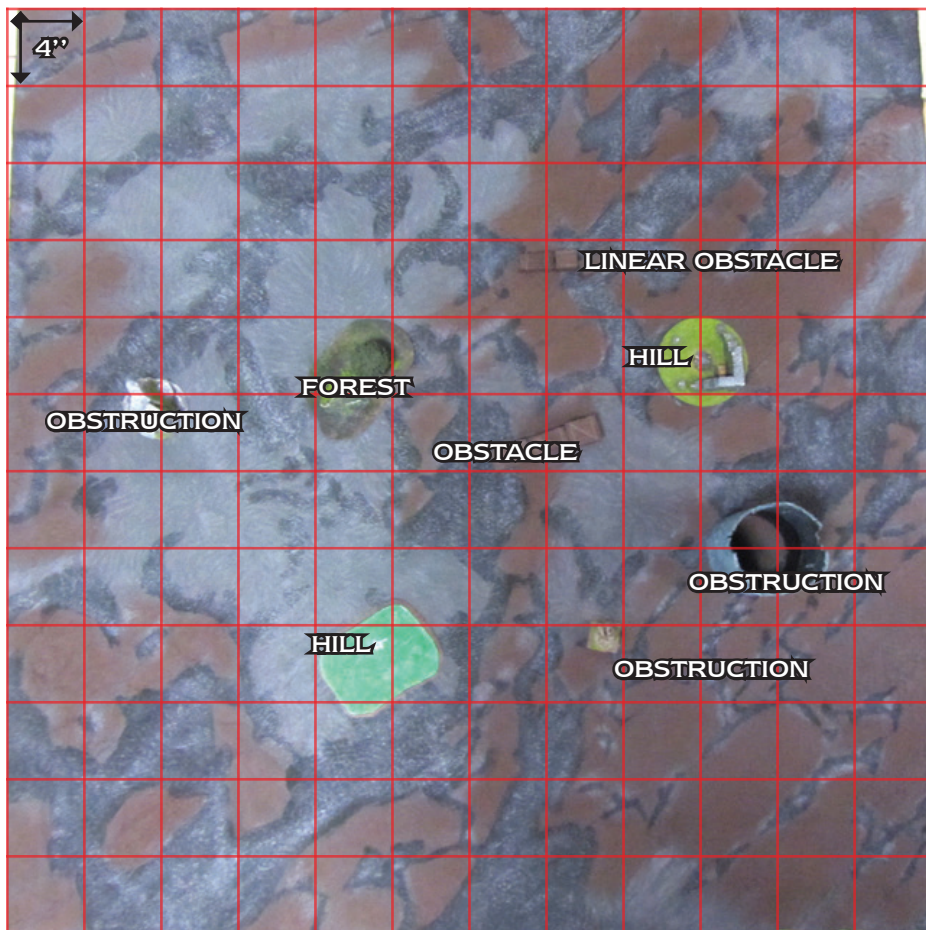
Cadre réservé au RTS

Réf carton : RTS09

Tapis : Plaques Djé

Autres décors :

TABLE N° __



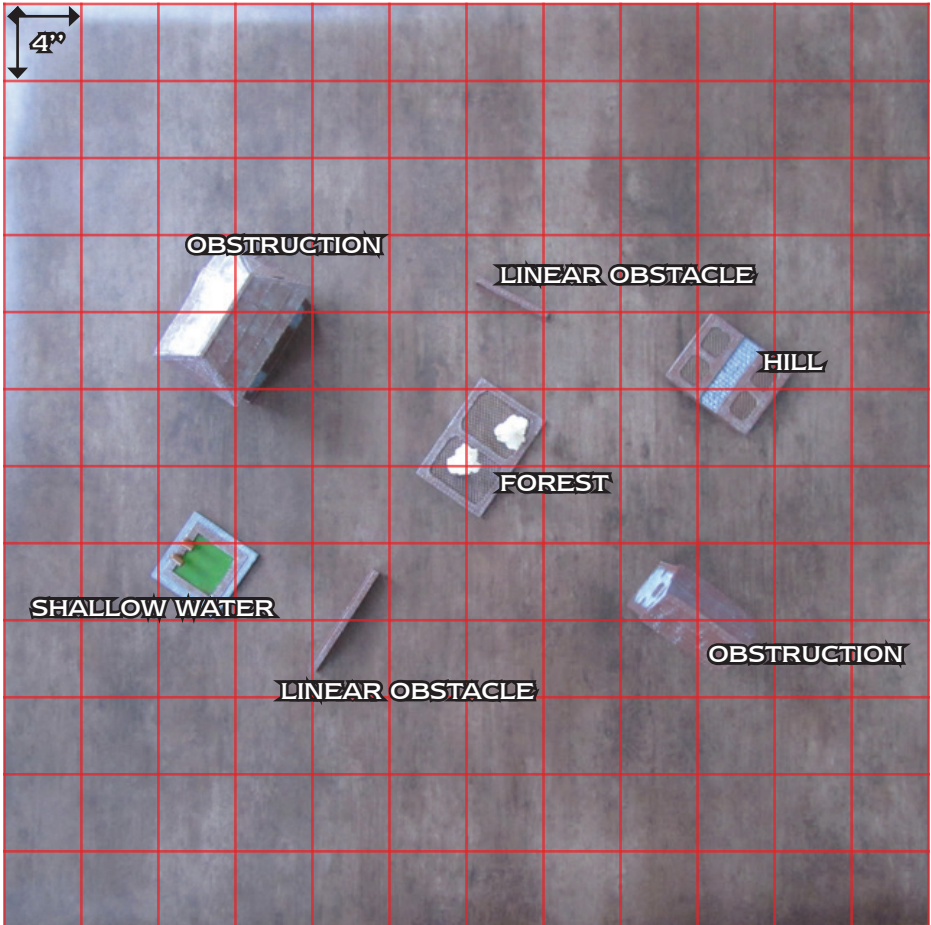
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground, Walls are Obstructions
 Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Shallow Water = Green area is Shallow Water, Pipes are Linear Obstacles, the rest is Open Ground

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

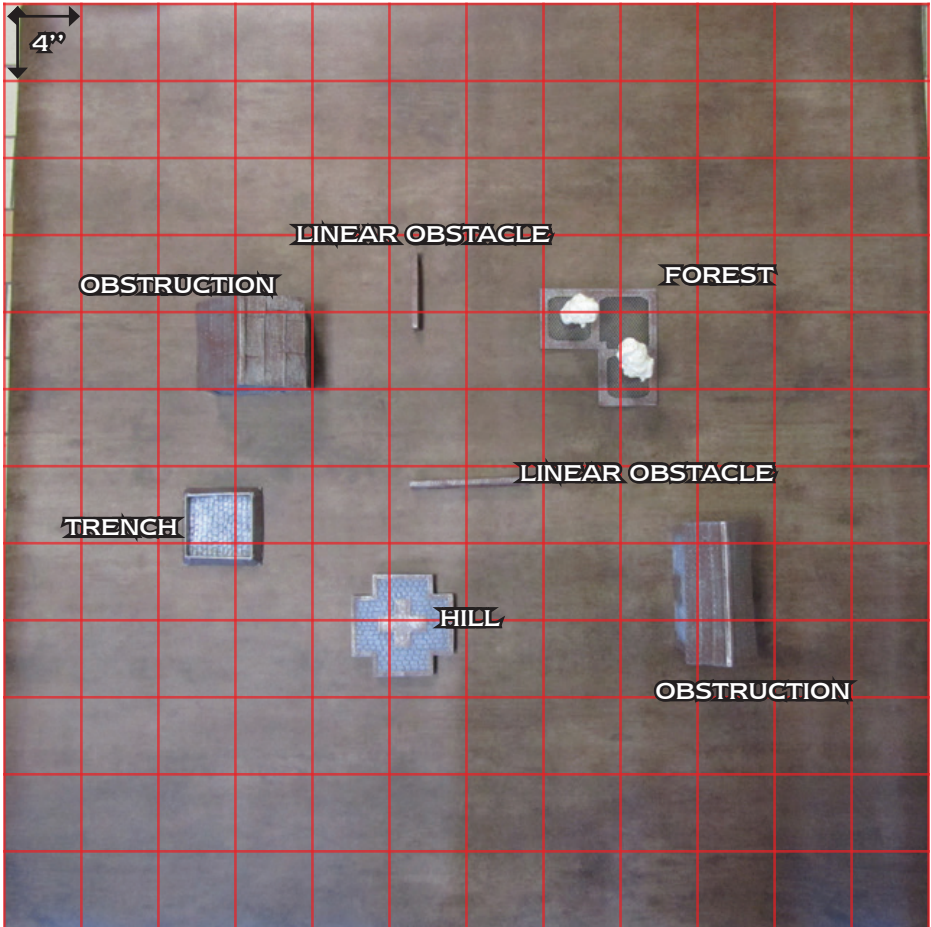
Cadre réservé au RTS

Réf carton : RTS11

Tapis : Lino marron

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Trench = the whole element is a Trench

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

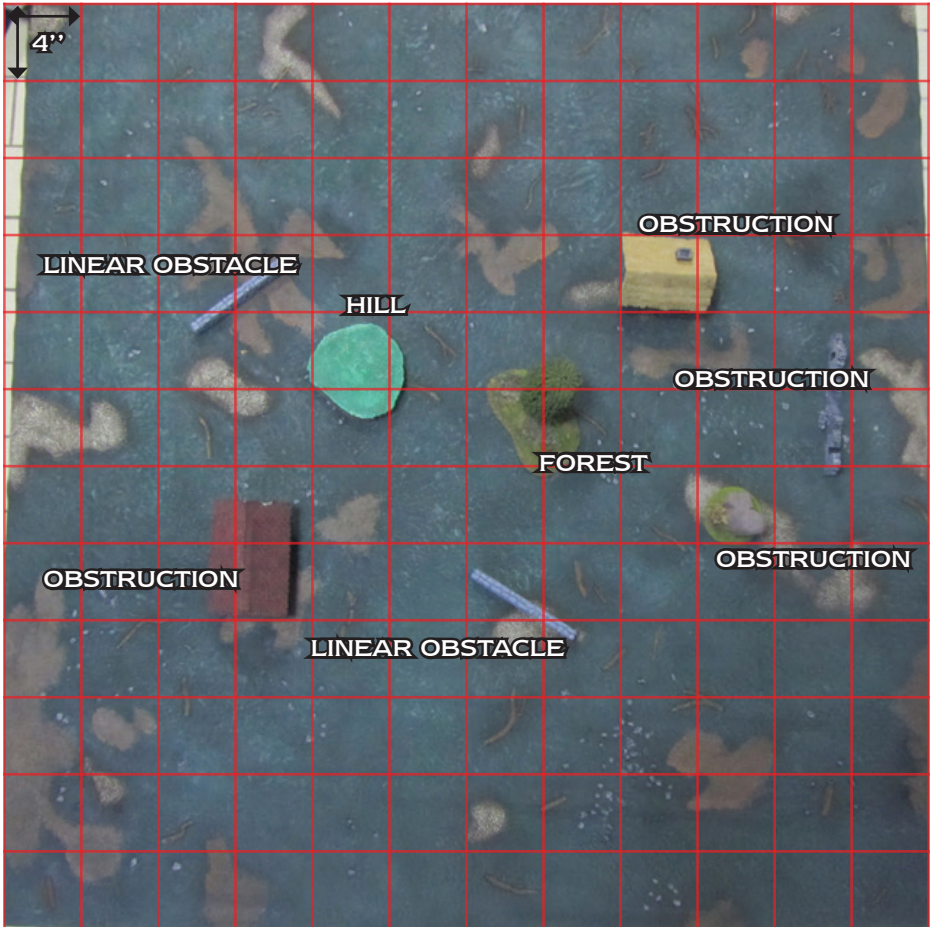
Cadre réservé au RTS

Réf carton : RTS12

Tapis : Lino Marron

Autres décors :

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

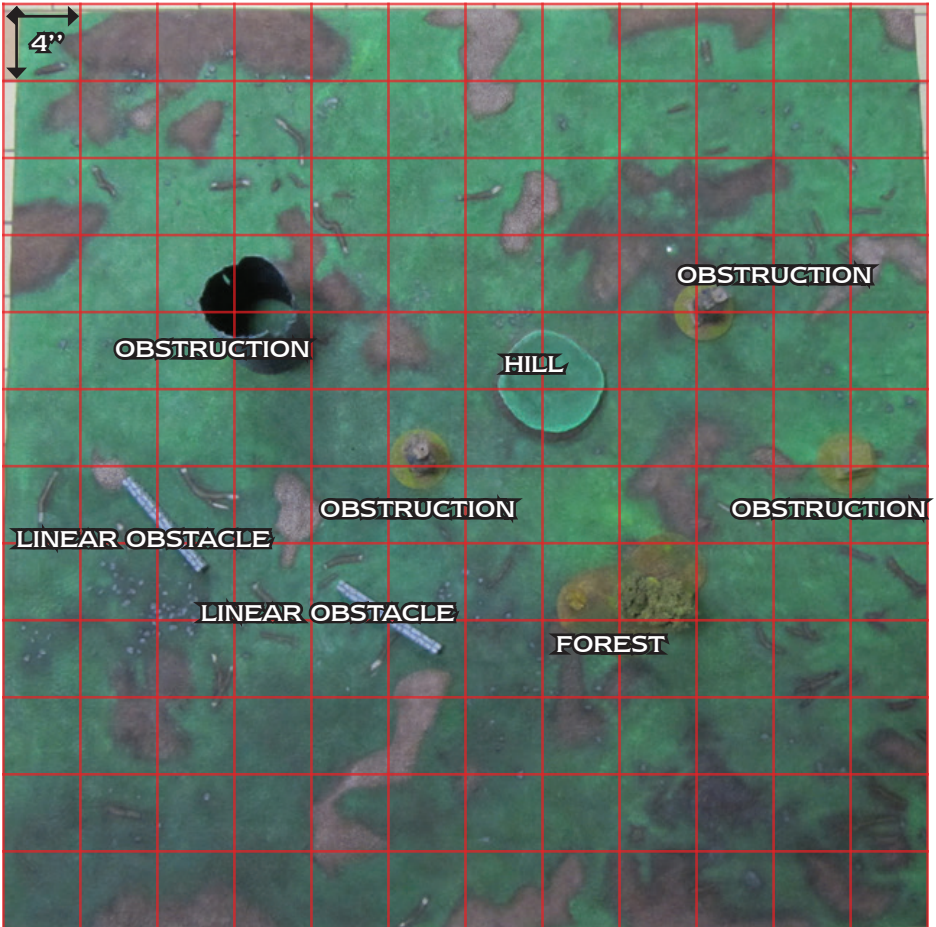
Cadre réservé au RTS

Réf carton : RTS14

Tapis : Zuzzy peint

Autres décors :

TABLE N° __



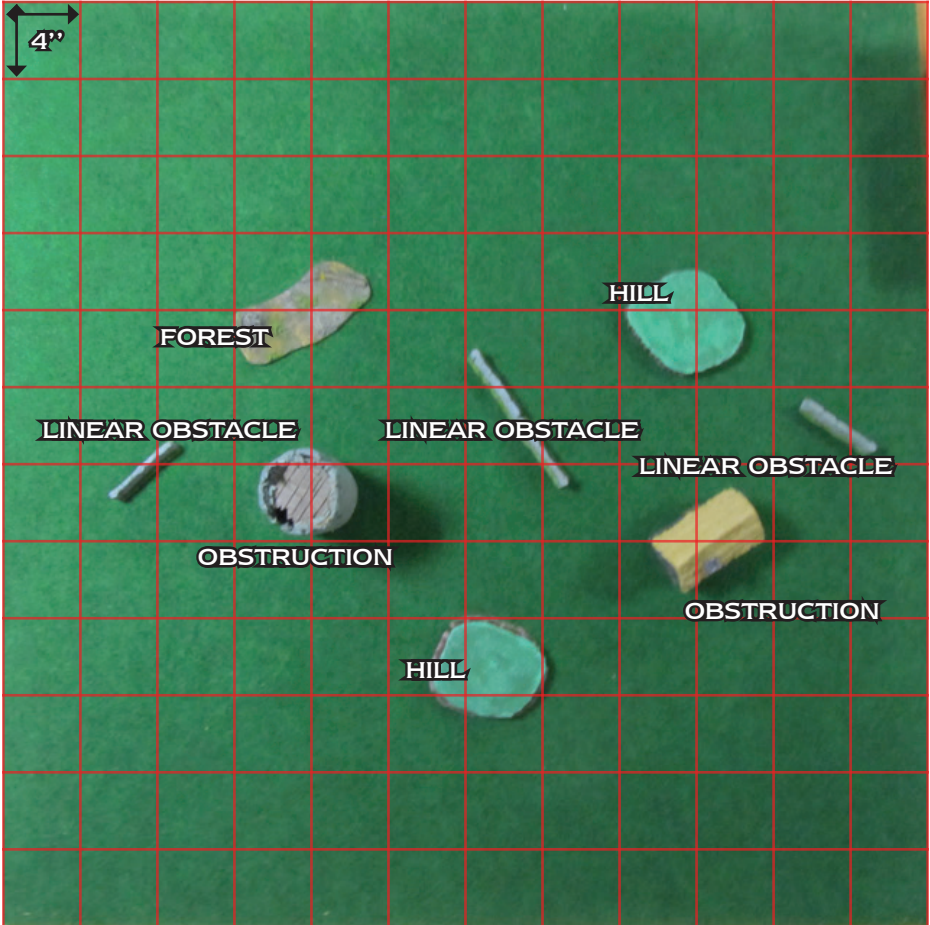
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



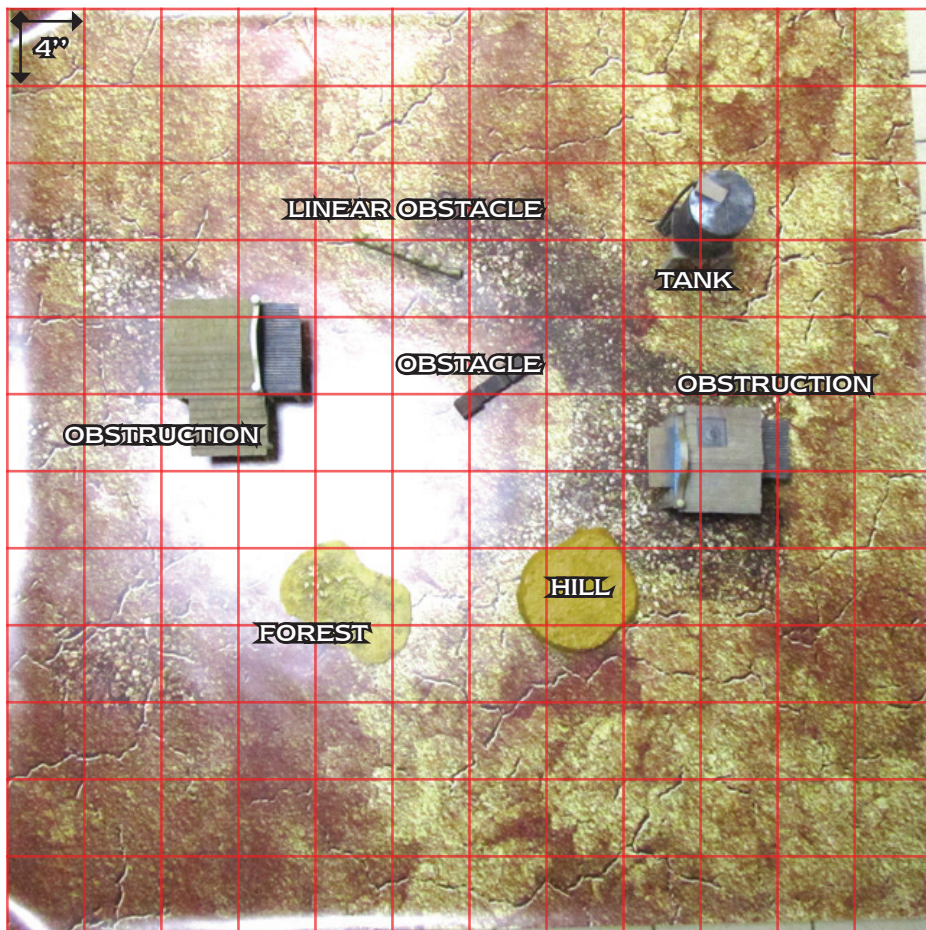
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

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Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Tank = Legs are obstructions, Upper Tank blocks LOS.

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

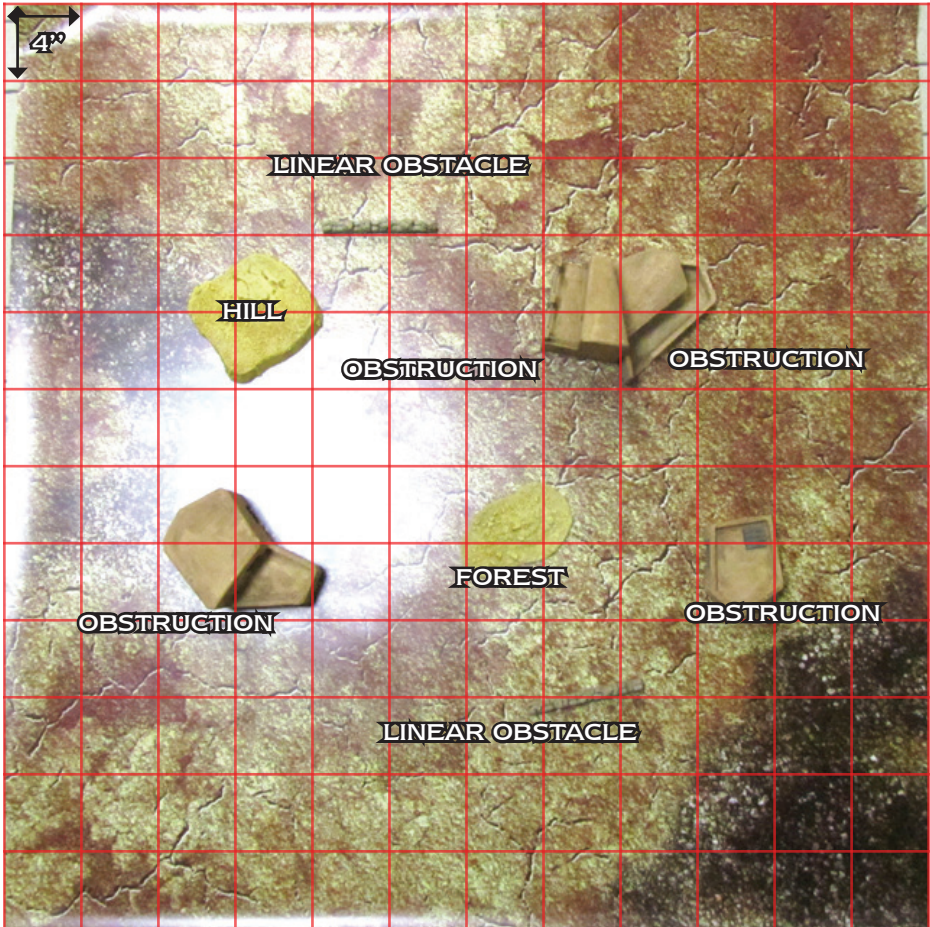
Cadre réservé au RTS

Réf carton : RTS17

Tapis : Bâche désert

Autres décors : Western Kolossal

TABLE N° __



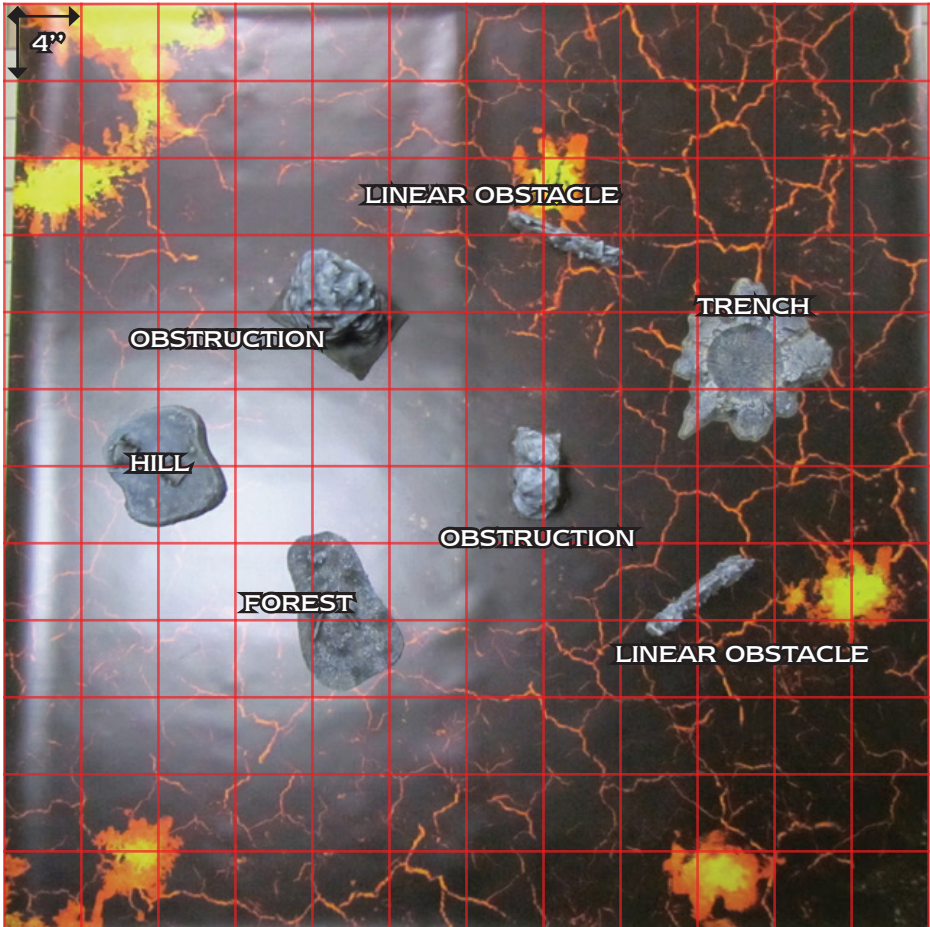
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground
Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° __



Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:

Hill = Elevation + Open Ground

Trench = The inside of the crater is a Trench, the rest is Open Ground

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

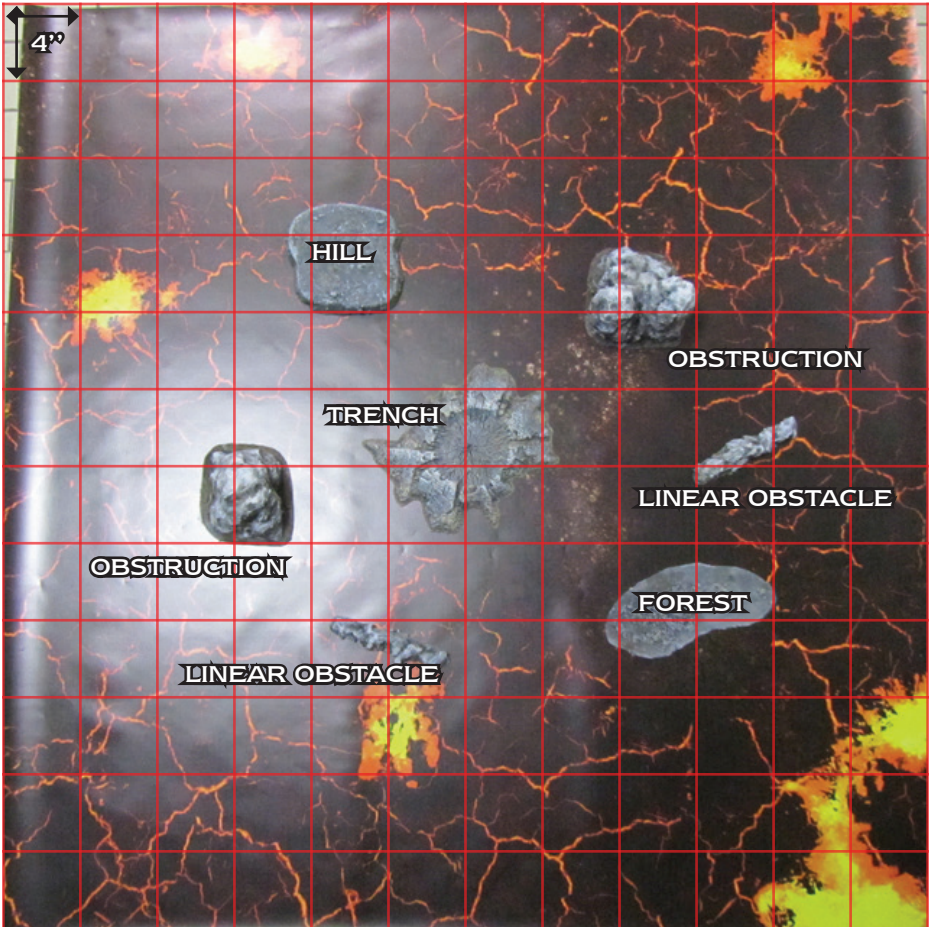
Cadre réservé au RTS

Réf carton : RTS19

Tapis : Bâche volcan

Autres décors :

TABLE N° __



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Notes on terrain:

Hill = Elevation + Open Ground

Trench = The inside of the crater is a Trench, the rest is Open Ground

Obstructions and Obstacles provide Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

Cadre réservé au RTS

Réf carton : RTS20

Tapis : Bâche volcan

Autres décors :