













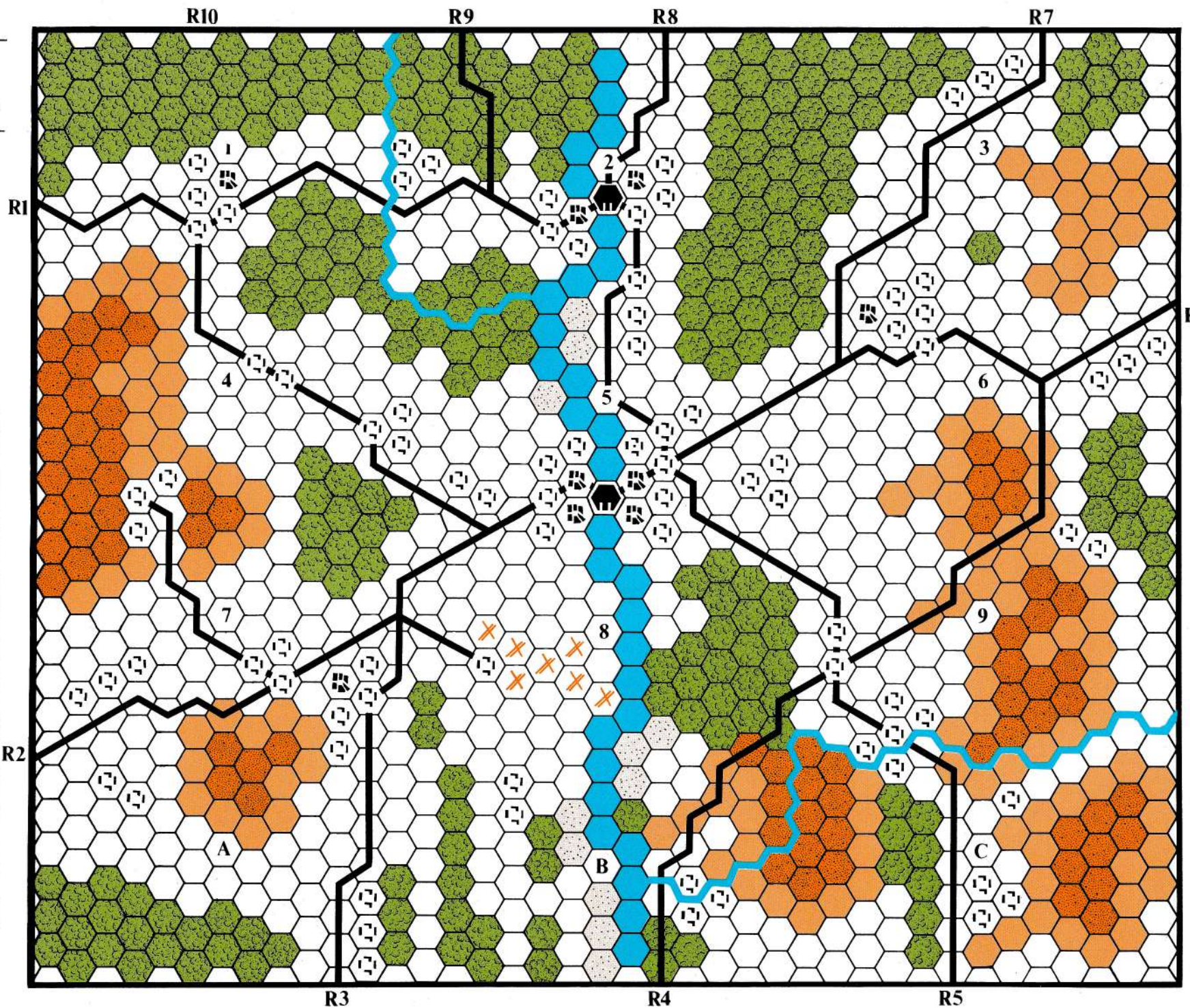
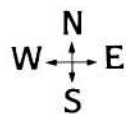


# INVASION SCENARIO

## TERRAIN KEY

-  City
-  Town
-  Lt. Rough
-  Rough
-  River
-  River
-  Sand
-  Forest
-  Open
-  Airport
-  Bridge
-  Road
-  Reinforcement Entry Hex
-  Label (Open)



# ADVANCE TO CONTACT SCENARIO

## TERRAIN KEY

-  City
-  Town
-  Lt. Rough
-  Rough
-  River
-  Swamp
-  Forest
-  Open
-  Airport
-  Bridge
-  Road
-  Reinforcement Entry Hex
-  Label (Open)

