

Three-Map
Campaign Variant

Three-map Interdiction Table		
Movement		
Interdiction Level	Foot	Mech
0	4	5
-1	3	4
-2	2	3
-3	1	2
-4	0	1



Move +1 Box



If destroyed, no movement through
(remove at end of day)

Movement remaining after entering box 6:

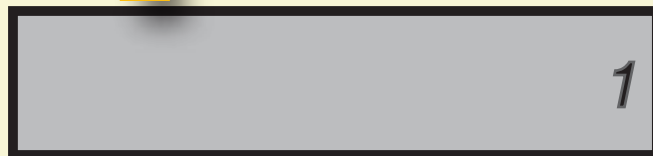
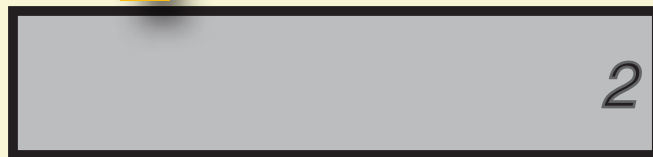
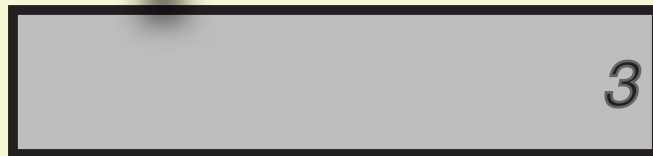
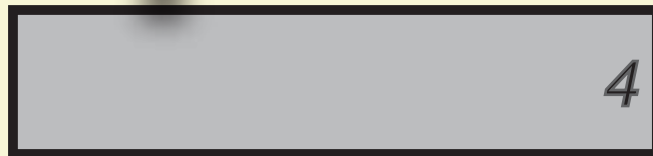
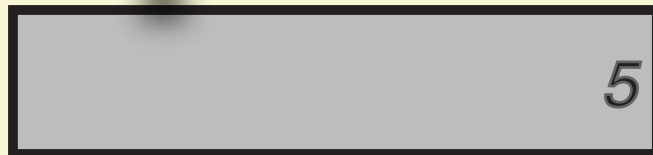
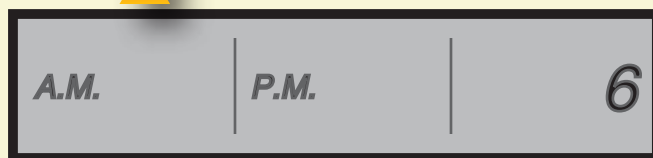
0-1: Enter next night turn

2-3: Enter current P.M.

4: Enter current A.M.

MAP D

Enter Map B



MAP E

Enter Map C

