













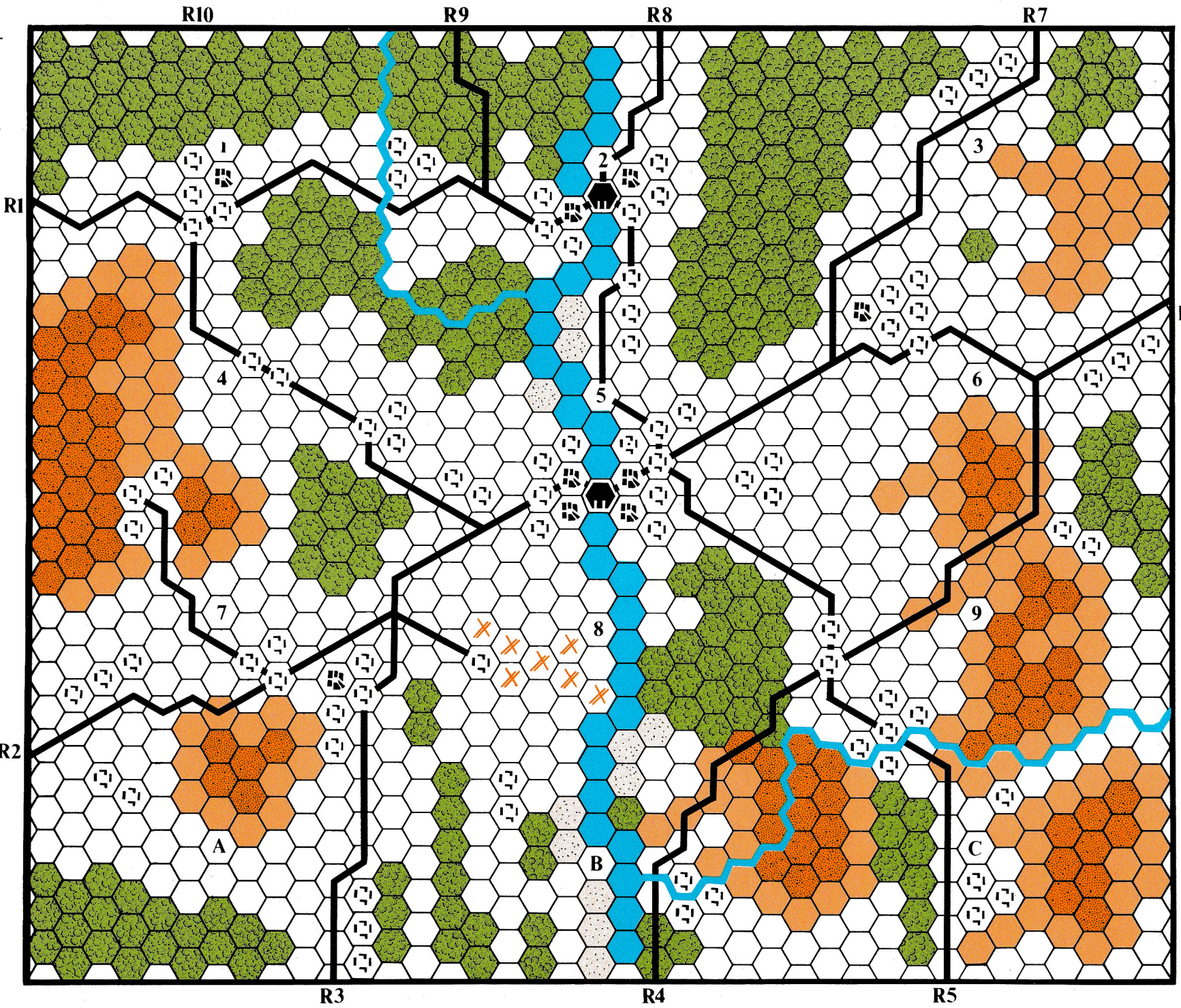
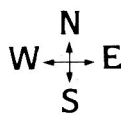


**INVASION
 SCENARIO**

**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)

