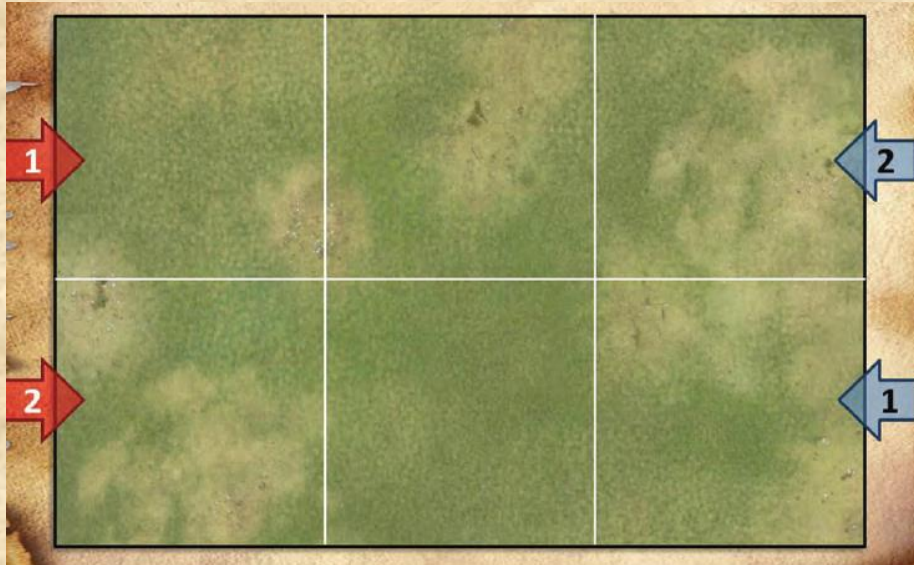


BRIEFING: THE COLLECTION



Introduction

Mexican high command has asked Capitan Gonzalez to push through American forces and seize the valuable gold artifacts at the Iglesia de Jesús Nazareno. American forces in the area don't know their specific mission but will attempt to stop them at all costs.

Deployment Points

Both sides roll a D6 to see which of their two possible entry points they use for their Primary Deployment Point, with an even chance of either. After that they place any other Deployment Points.

The Mexican Army may deploy as normal. Their opponents are slightly delayed, so will roll 2D6 each time their Force commander's card is dealt. When that cumulative total reaches 14 they may begin deploying their force on any subsequent Leader activations.

Neither side is the defender in this scenario.

Objective

To win a victory the Mexican Army must achieve its objective. Near each Church building the Mexican side must attempt a task roll, getting to 10. At the end of the game roll a D6. If the roll is less than the number of foraged items secured, it has been a successful mission. Add one to the roll if the Mexican force was pushed to zero Force Morale, subtract one from the roll if the American force was pushed to zero Force Morale.

Force Morale is set to ten for Americans and nine for Mexicans.