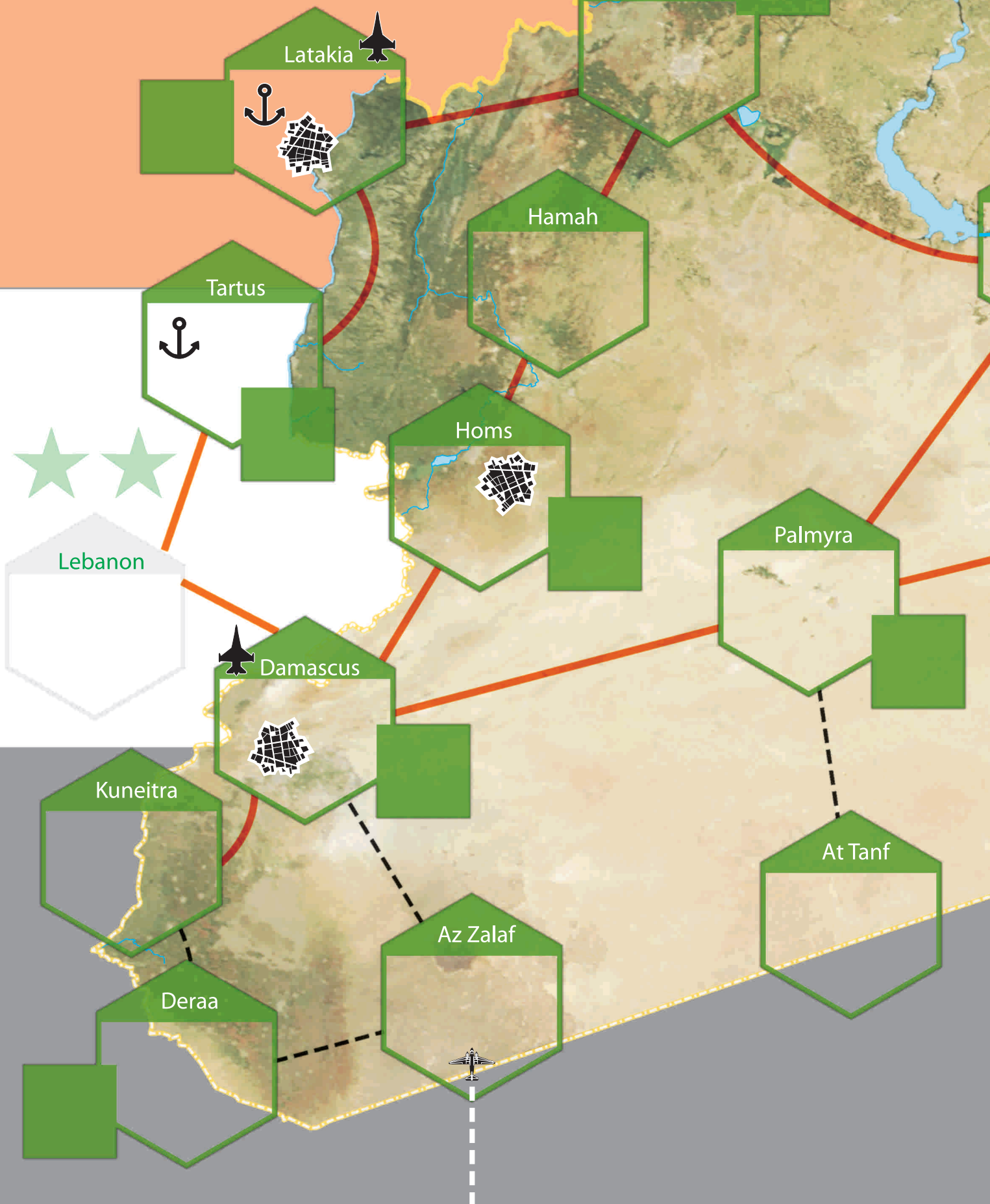
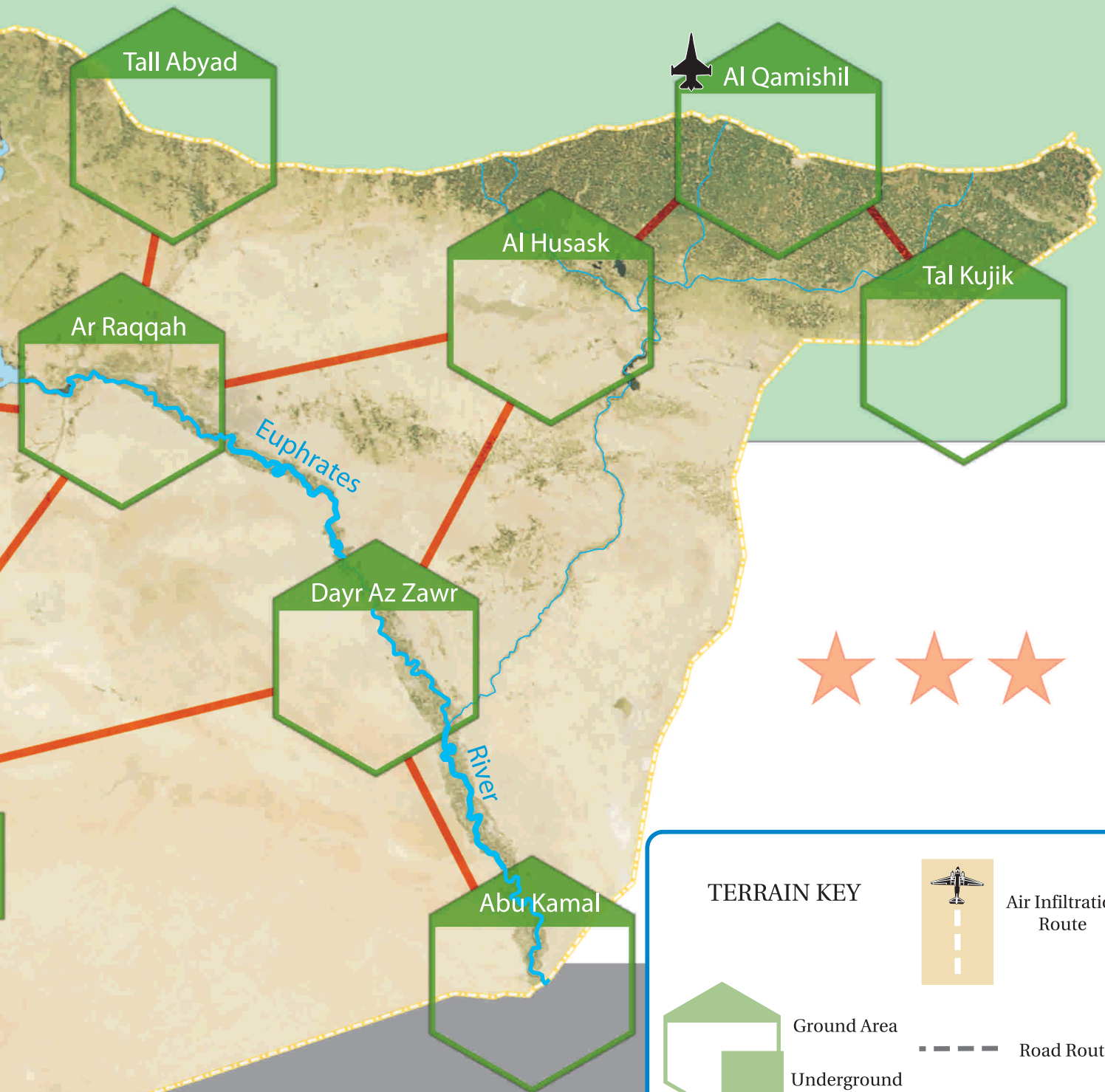












SYRIA

Game Design: Joseph Miranda
Map Graphics: Joe Youst
©2013 Decision Games Inc., Bakersfield CA
Made & Printed in the USA





TERRAIN KEY

	Ground Area		Air Infiltration Route
	Underground Box		Road Route
	City		Land Route
	Airport		Port
	River/Canal		Border