

# A



## GENOA STAGING AREA

*Available Exit Roads: #20 (west), #21 (north), #22 (east)*

*\*Units in this staging area may not be attacked\**

# B



## NICE STAGING AREA

*Available Exit Roads: #17 (north) or #18 (east)*

*\*Units in this staging area may not be attacked\**

# C



## MONT CENIS STAGING AREA

*Available Exit Road: #16 (east)*

*\*Units in this staging area may not be attacked\**



# D



## St. BERNARD PASS STAGING AREA

*Available Exit Road: #15 (south)*

*\*Units in this staging area may not be attacked\**

# E



## St. GOTTHART PASS STAGING AREA

*Available Exit Roads: #8 (south-east) or #10 (south)*

*\*Units in this staging area may not be attacked\**

# F



## BRESCIA STAGING AREA

*Available Exit Roads: #3 (south) or #4 (south-west)*

*\*Units in this staging area may not be attacked\**



# G



## MANTUA PASS STAGING AREA

*Available Exit Road: #2 (west)*

*\*Units in this staging area may not be attacked\**

# H



## PARMA STAGING AREA

*Available Exit Road: #1 (west) or #22 (south-west)*

*\*Units in this staging area may not be attacked\**