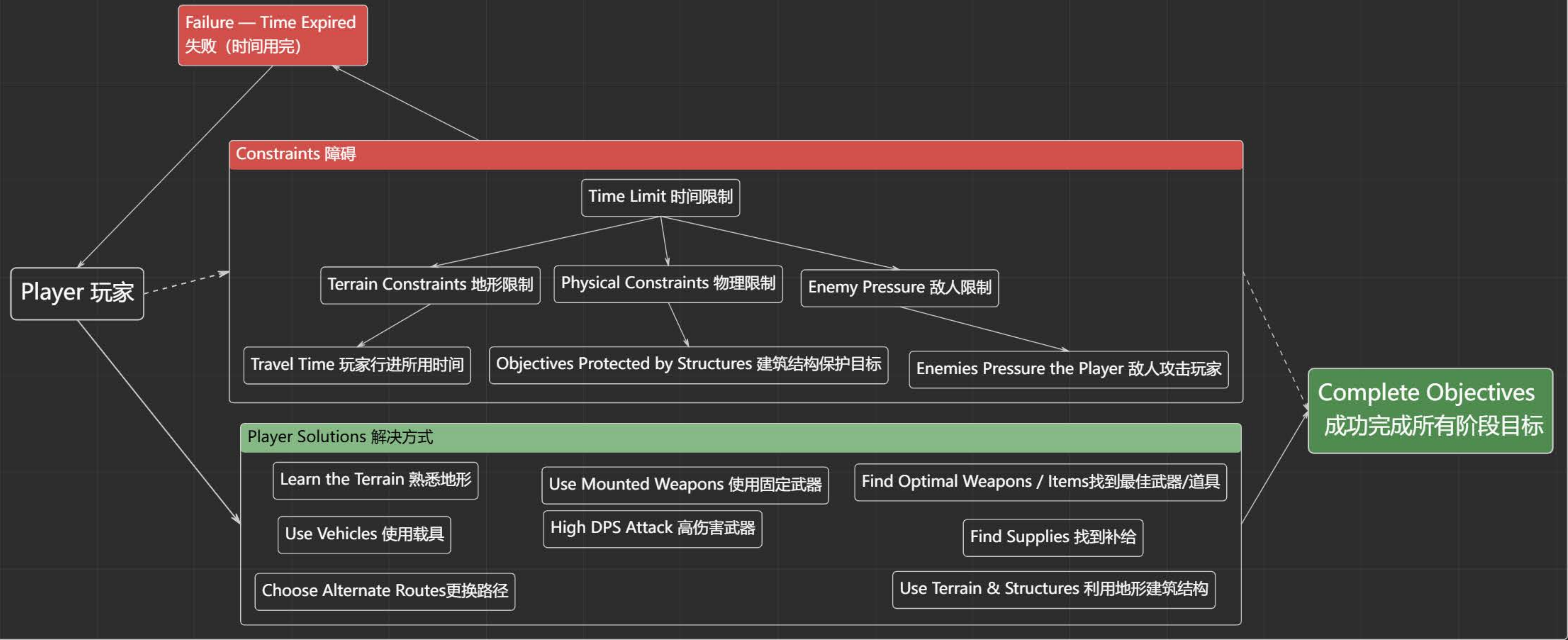
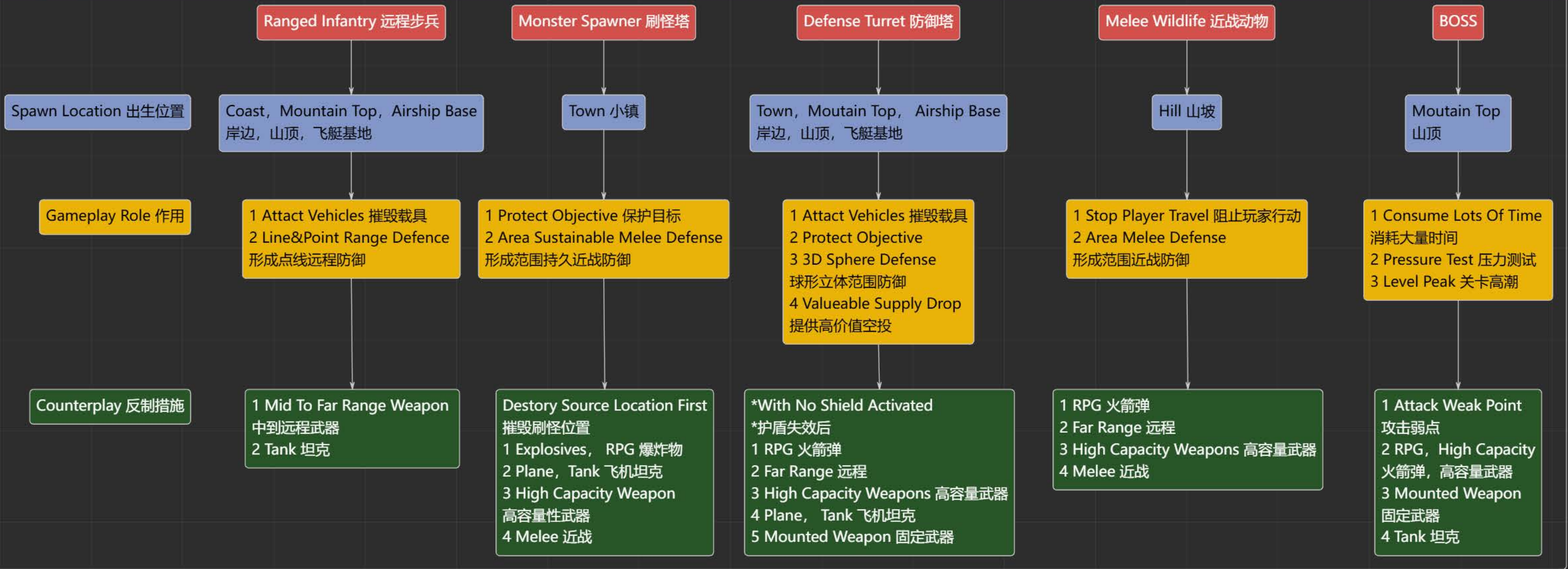




Difficulty Variables 难度可变量
Time Limit 时间限制
Enemy Strength 敌人强度
Weapon Availability 武器可用性
Vehicle Availability 车辆可用性
Player Character Status 玩家角色属性
Supply Availability 补给可用性
Destructiveness 建筑可破坏性
Path Availability 路程可用性

Enemy Design 敌人设计



Phase 2 阶段2

Phase 3 阶段3

Phase1

阶段1

Phase4 阶段4

Start & Prep Phase

开始和准备阶段

