

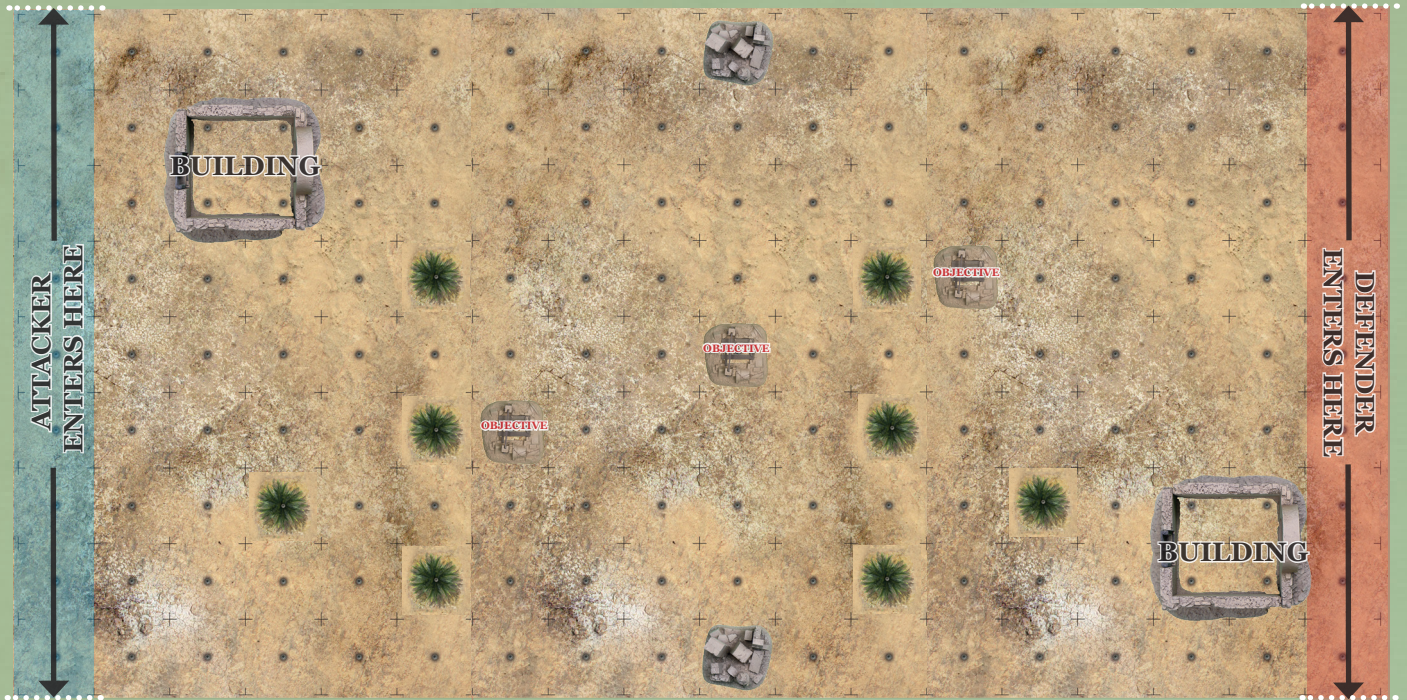
SCENARIO



PARADISE
LOST

MISSION : 3-2-1 CONTACT

- BY ADAM SHAGAN -



ARMY SIZE: ATK 100% - DEF 100%

- **MISSION:** The fight is about to begin. All the subtle strategies and cunning tactics from both sides have been foiled. To seize the prized objectives between the lines, you have no other option than finally get into the scrum...
It's clobberin' time !

- **PLAY AREA:** 9 squares x 18 squares (120cm x270cm)

- **SET UP:** Set up the terrain as described on the map above.

- **DEPLOYMENT:** Players enter from their assigned play area edge (long edges).

- **OBJECTIVES:** Place three Objective markers as described on the map above.

- **VICTORY CONDITIONS:** The game lasts 8 turns.

Starting on Turn 2, you score points at the end of each turn : the closest objective to an opponent's deployment area is worth 1 point, the middle one is worth 2 points, and the furthest is worth 3 points. The player with the most points at the end of the game wins.

In case of a tie, the player who has destroyed the most army points from his opponent wins.

- **WEATHER:** Roll for Weather as usual.

GAME TURNS

1

2

3

4

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6

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