

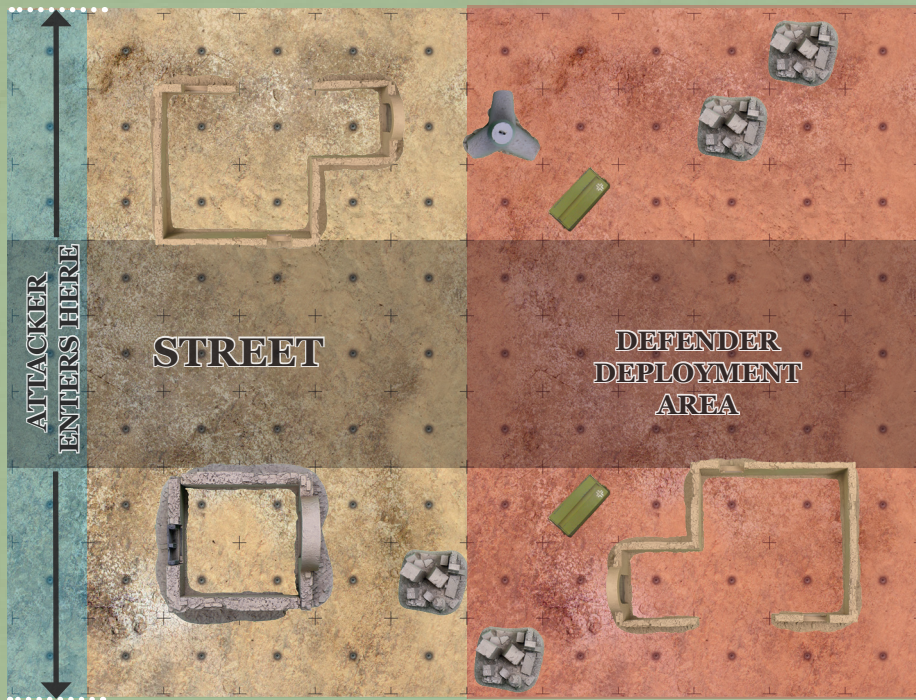
SCENARIO


TOTUSIT
1947

PARADISE
LOST

MISSION : BATTERING RAM

- BY NATHAN RIGAUD -



ARMY SIZE:

- ATK 100pts with at least one Armor 7 Vehicle, 3 Reserves (Infantry only ; see Special Rules)
- DEF 100pts (no Aircraft allowed), 2 Reserves

- **MISSION:** Enemy forces are trying to force their way through the main city street, with support from their heavy armor; like a Battering Ram. Use any means necessary to stop this heavy vehicle dead in its tracks. We can't allow that kind of firepower to break through our defenses!

- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)

- **SET UP:** A city street that is range 3 wide runs from one short edge of the play area to the other short edge. The remainder of the play area, to either side, is city. Place 20% terrain on either side of the city street.

- **DEPLOYMENT:** The Defender Deploys on the Defender's half of the play area. The Attacker enters from his short edge of the play area.

- **OBJECTIVES:** The Attacker tries to move his armor 7 vehicles on the other side of the play area, while the Defender tries to destroy the Attacker's Armor 7 vehicles.

- VICTORY CONDITIONS:

Attacker wins the game if at some point he exited more points value of his armor 7 vehicles through the defender's edge of the play area than the points value of Armor 7 vehicles remaining on the battlefield (operational or wrecked).

The Defender wins the game if at some point he destroyed more points value of his opponent's Armor 7 vehicles than the total points value of Armor 7 vehicles that are still operational or exited the battlefield.

- **WEATHER:** Weather [Random] medium risk

- **SPECIAL RULES:** The Attacker's reserves can only respawn behind one of their Armor 7 vehicles on the turn following their destruction.

GAME TURNS

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