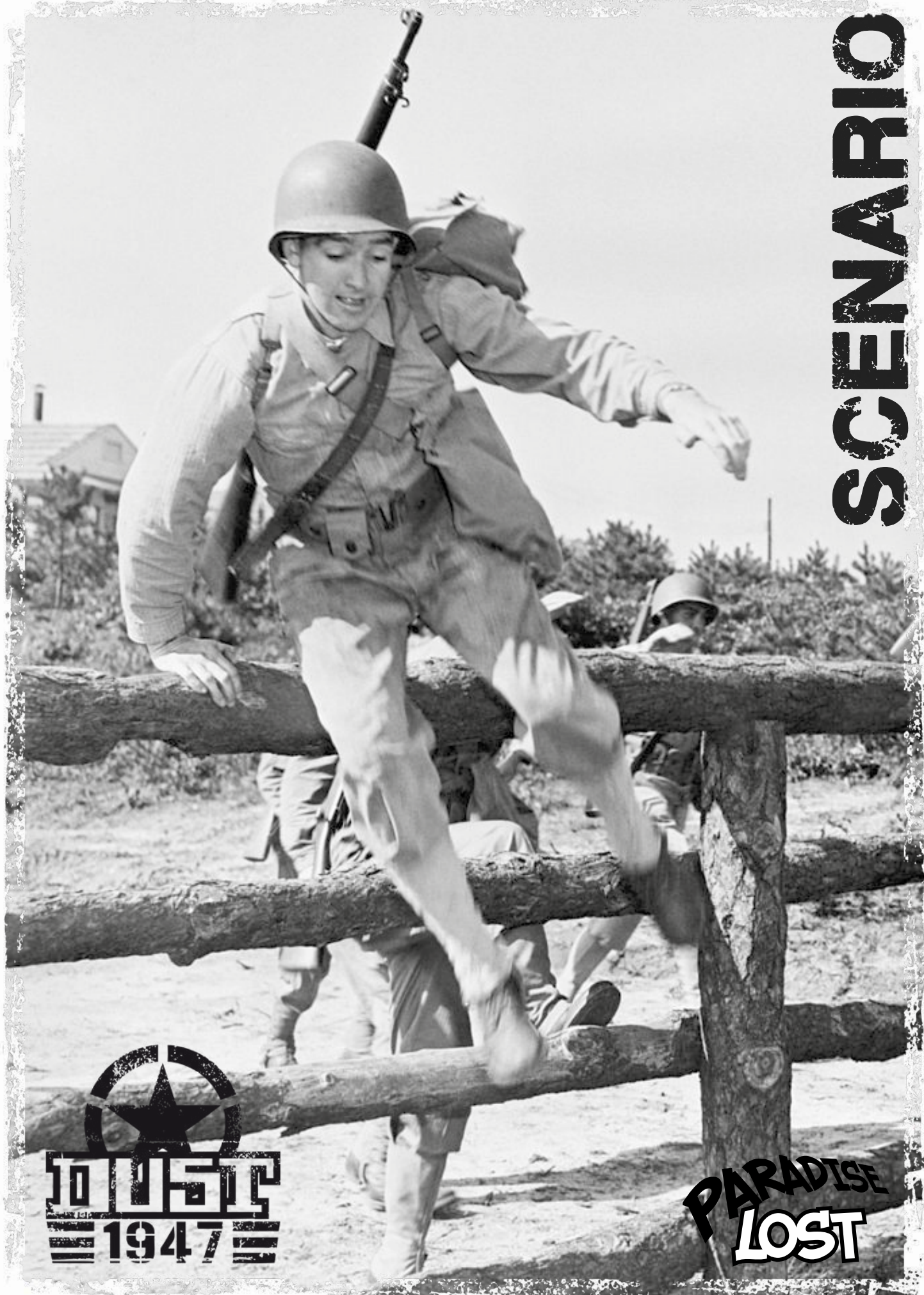


SCENARIO

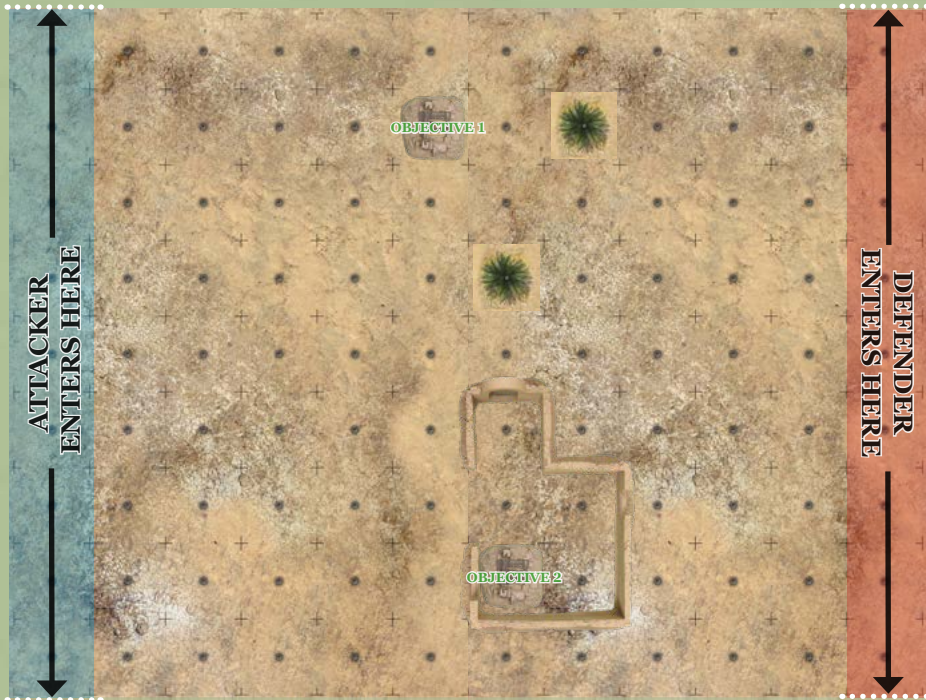



TO USTC
1947

**PARADISE
LOST**

MISSION: INFILTRATOR

- BY VICTOR SAMONTE -



ARMY SIZE: ATK - 100% DEF - 100%

- **MISSION:** We have received reports of a new weapon of mass destruction in the enemy base. Your mission is to infiltrate the enemy base, activate the VK power source, and gain access to their control panel to reveal the location of this new weapon.

- **PLAY AREA:** 12 squares x 9 squares (180cm x 120cm)

- **SET UP:** The Attacker places 2 trees and 2 tank traps on their half of the board. The Defender follows the scenario placement for the following: 1 building, 2 trees, Objective 1 (power source), and Objective 2 (control panel).

- **DEPLOYMENT:** Roll for initiative as usual. Players enter through their short side of the table.

- OBJECTIVES:

• **Power up:** From Turn 2 onwards, The Attacker's Infantry units can take a free action to Power Up the Objective 1 if there are no enemy units within Range 1.

• **Gain Access:** Once the Objective 1 is powered up, the Attacker must gain control of Objective 2. Objective 2 is controlled if there are no enemy units within Range 1.

- **VICTORY CONDITIONS:** The Attacker wins the game if they powered up Objective 1 and have taken control of Objective 2. If this Victory condition is not met by the end of Turn 8, the Defender wins.

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

- SPECIAL RULES:

• **Workforce:** Only an Infantry unit may control an objective.

GAME TURNS

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