

# SCENARIO

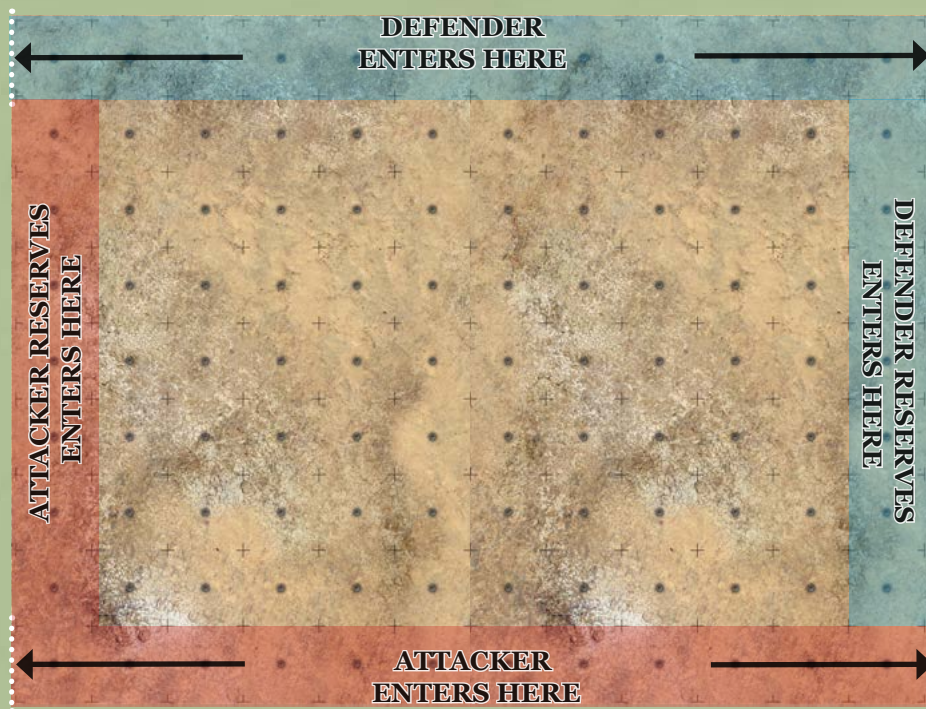


  
**TO U.S.T.**  
**1947**

**PARADISE  
LOST**

# MISSION: OPERATION TITAN

- BY VICTOR SAMONTE -



**ARMY SIZE:** ATK - 100% DEF (MIN 60% Vehicles) - 100% (MIN 60% Vehicles)

- **MISSION:** We have failed to destroy the prototype walkers, and the enemy has brought reinforcements! Destroy the enemy with your overwhelming firepower!

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

- **SET UP:** The Attacker places 3 trees and 3 tank traps on their half of the board. The Defender places 3 trees and 3 tank traps on their half of the board.

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

## - OBJECTIVES:

Gain one achievement point for each achievement completed during the mission. Each can only be completed once.

- **First Blood:** Be the first to destroy an enemy Vehicle unit.
- **Man Vs Machine:** Destroy an enemy Vehicle unit using an Infantry unit.
- **David and Goliath:** Destroy an enemy Heavy walker with a Light walker.
- **Tank Killer:** Destroy an enemy Vehicle unit.
- **Clash of Titans:** Destroy an enemy Heavy walker with a Heavy walker.
- **No Mercy!** : Destroy an enemy walker at full health with a single attack or sustained attack action.
- **Don't scratch the paint:** End the mission with a walker at full health.

- **VICTORY CONDITIONS:** At the end of Turn 8, the player with the most achievement points wins! If the achievement points are tied, the player with the most victory points (points of destroyed enemy units) wins.

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

## - SPECIAL RULES:

- **Reserves:** Each player has Reserve [2]

## GAME TURNS

1

2

3

4

5

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