

SCENARIO

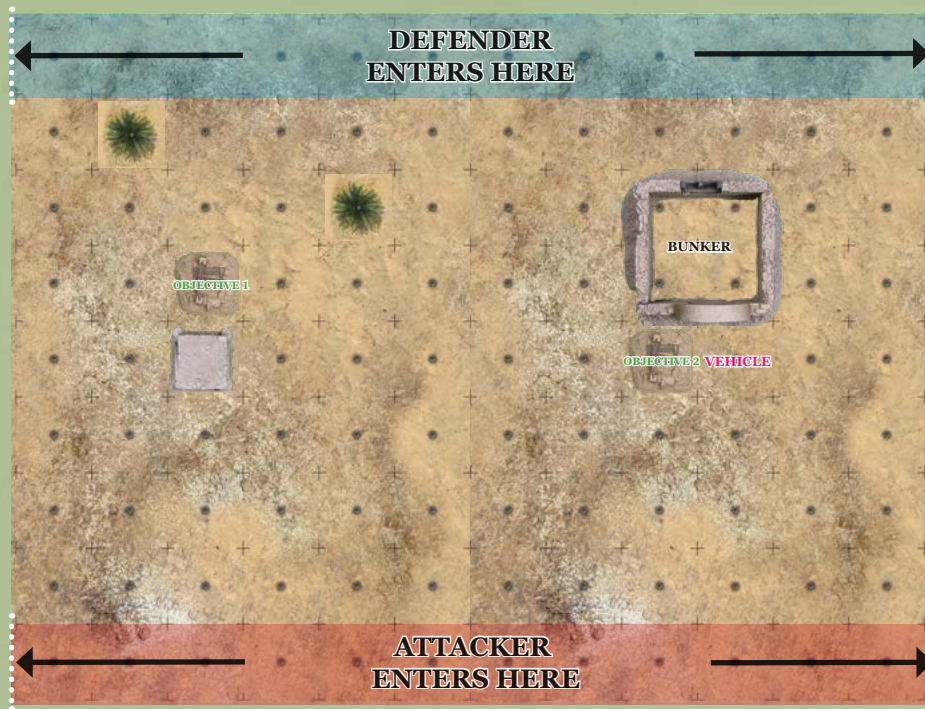



TOWNSHIP
1947

PARADISE
LOST

MISSION: PUNISHER

- BY VICTOR SAMONTE -



ARMY SIZE: ATK - 100% DEF - 100% (must have at least 1 Vehicle)

- **MISSION:** We have discovered that the enemy is planning to launch a new vehicle! We have to destroy it at all costs!
- **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 on the map above for the following: 1 bunker, 1 blocking terrain, 2 trees, Objective 1 (Bomb Site A), and Objective 2 (Bomb Site B). The Defender places a Vehicle on the marked area.
- **DEPLOYMENT:** Roll for initiative as usual. Players enter through their long side of the table.
- **OBJECTIVES:**
 - **Bomber:** The Attacker places a bomb token on a ground unit, this unit is now the "bomber".
 - **Plant the explosives:** From Turn 3 onwards, if the bomber unit is within Range 1 of an objective and there is no enemy unit within Range 2, they can take a free action to "plant the explosives".
 - **Defuse the explosives:** If the explosives are planted, the Defender has until the end of the current turn to attempt to defuse it. If there are no enemy units within Range 2, the Defender can use any ground unit to take a free action to "defuse the explosives". The Defender rolls a die and succeeds on a  or  symbol.
- **VICTORY CONDITIONS:** From Turn 3 onwards, the Attacker wins the game if they plant the explosives on any objective bomb site and it is not defused.
The Defender wins if they can prevent the Attacker from planting the explosives until the end of Turn 8 or if they can defuse the explosives after it is planted.
- **WEATHER:** Roll for weather as usual.
- **SPECIAL RULES:**
 - **Backup:** If the bomber is killed, the Attacker may use another ground unit to pick up the bomb. Take a free action to pick up the bomb when the unit is within Range 1 of the bomb token. This unit will now be the new bomber.
 - **Hot potato:** The bomber unit may take a Free action to pass the bomb to an adjacent friendly ground unit. This unit will now be the new bomber.
 - **Prototype vehicle:** The Vehicle placed at the start of the game cannot be moved or destroyed.

GAME TURNS

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