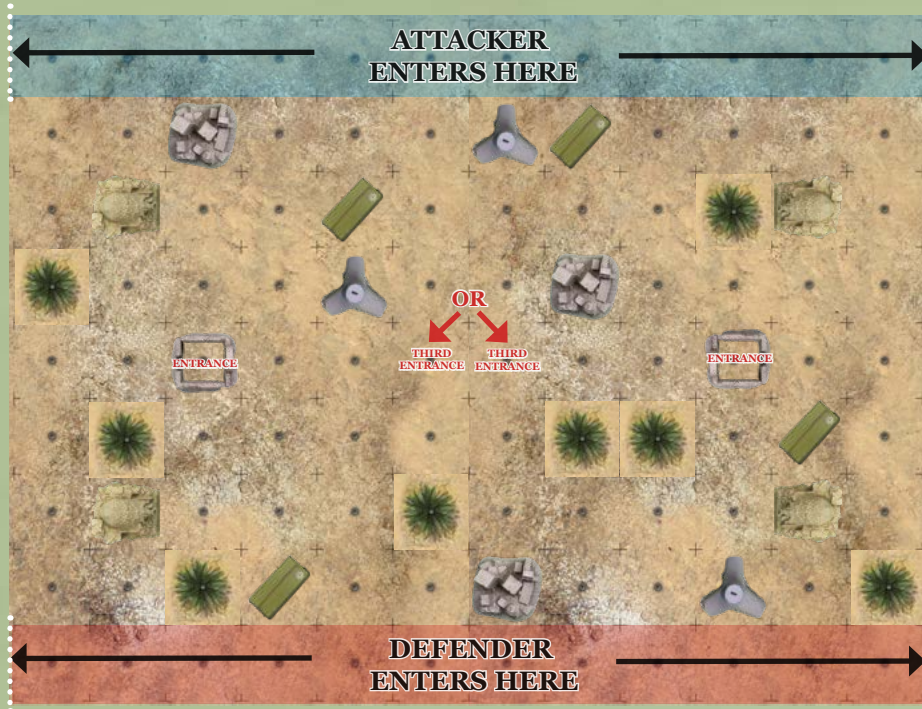


SCENARIO


TOTUS
1947

**PARADISE
LOST**

MISSION : WHAT THE...?



ARMY SIZE: ATK 100% - DEF 100%

- **MISSION:** 3 temple entrances opened in the middle of nowhere. Where do they lead? You don't know... yet. Your leadership has decided that an exploration force was needed to go through these portals and find what's on the other side.

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

- **SET UP:** On the middle line of the table, place 3 temple entrances. Each one is 1 square in size and blocks line of sight. Place one in the center of each mat, the entrances facing each other.

The last one is placed in one of the two middle squares by the winner of the initiative roll for the first round, facing this player.

Besides the entrances, the play area is 20% covered by Terrain (22 squares) of any kind.

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

- **OBJECTIVES:** Each entrance has to be entered by one or more units of your army before the end of the eighth turn.

- **VICTORY CONDITIONS:** Beginning at the end of turn four, the game ends when one player has crossed at least one unit into and out of all three temple entrances.

If both players have achieved it in the same turn (or by the end of turn four), count the kill points.

If nobody has fulfilled the above winning condition by the end of turn eight, both players lose the game.

If a player wipes out their opponent before crossing all the temple entrances, they lose the game.

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

GAME TURNS

1

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- SPECIAL RULES: Temple Entrances

Every time a unit enters a temple entrance, roll a die (direction is from the player's perspective):

-  : move the unit to the temple entrance to the left of the temple entrance you just entered. If none, use the furthest temple entrance from the one you entered.
-  : move the unit to the temple entrance to the right of the temple entrance you just entered. If none, use the furthest temple entrance from the one you entered.
-  : Chose the temple entrance to move your unit out of.

Moving a unit from one temple entrance to another does not use a point of movement.

Units cannot remain on the temple entrance they moved into.

Units must have enough movement to enter the first temple entrance, and then exit off of the temple entrance they end up in.

Units without enough movement to complete the move through the temple entrance cannot enter it.

One unit cannot enter and exit more than one temple entrance in the same move action anyway.