

Control the Park



Scenario 1 - Control the Park

The Blue Kidz have noticed that no-one is using the park down the road. However they realize the Red Kidz have also noticed the vacant playground. Looks like its time for a showdown!! There is no time to get the heavy equipment, balloons and markers are all we have. Lets send them home!!

Set up the game according to the Map.

Both teams get 2 command cards each.

The Blue team goes first.

The winner is the first to get 4 Victory points. 2 victory points must be Objective Markers

Blue Team

4 x Runt Units
2x Balloonadier Units

Red Team

4 x Runt Units
2x Balloonadier Units

Defend The Phone Booth



Scenario 2 - Defend the Telephone Booth

The Red Kidz need to use the public telephone to order more Paintball ammo. Unfortunately a spy has informed the Blue kidz and they are about to make it very difficult for the Reds to reach it. Although the Blue team was not able to muster a large force, they have the benefit of the local landscaping to aid them.

Set up the game according to the Map.

Red team gets 5 command cards and Blue team gets 3 command cards.

The Red team goes first.

The Blue team Wins if it gets 5 Victory points. The Red team wins if it gets 4 Victory points but 1 victory point must be the Objective Marker.

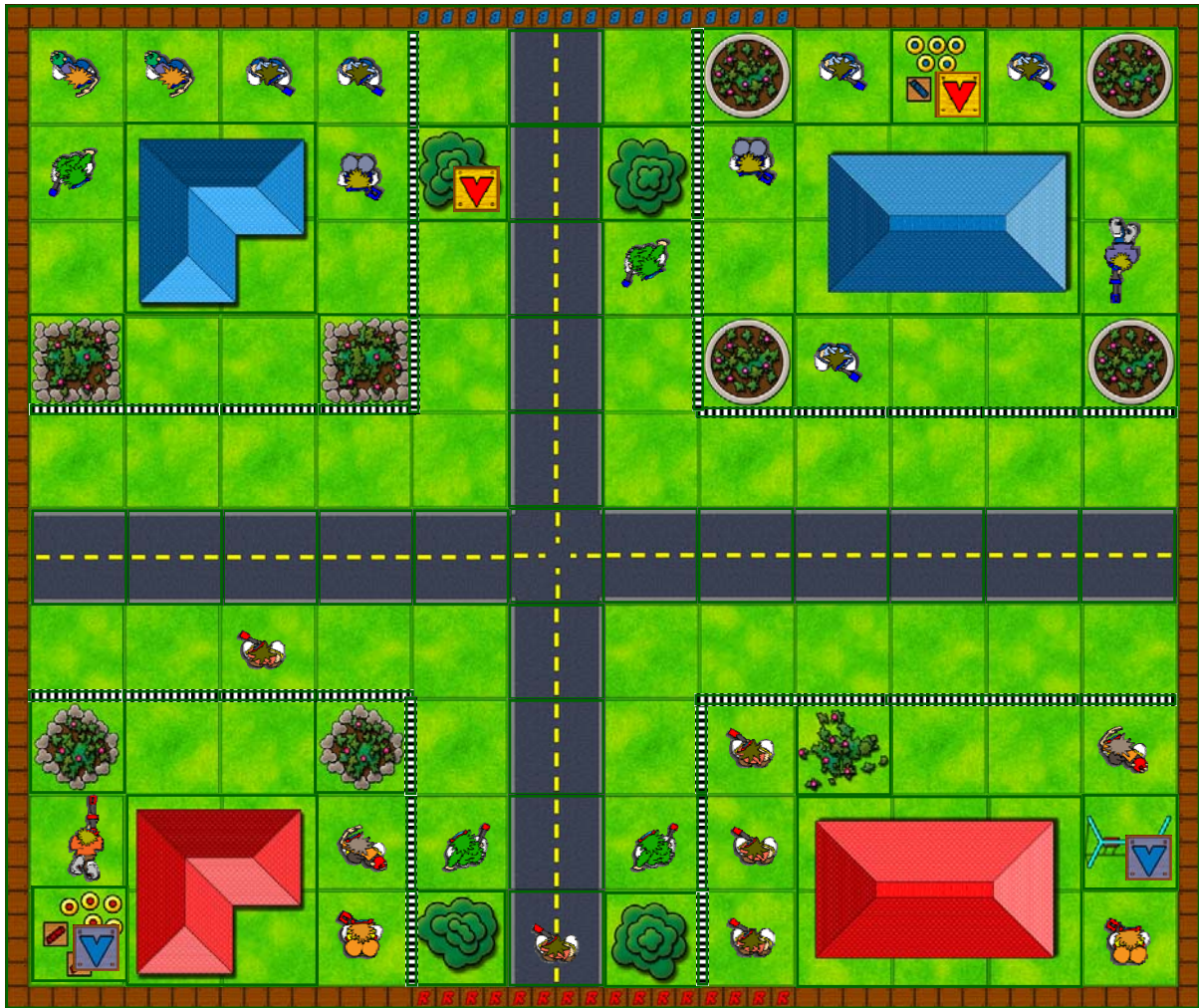
Blue Team

4 x Runt Units
1x Balloonadier Units
1x Globlobber Unit

Red Team

6 x Runt Units
2x Balloonadier Units
2x Globlobber Units

RULE the Street



Scenario 3 - Rule the street

There were Paintball parcel deliveries for most of the Kidz today. You know they want to try out their new toys, so you just know there is going to be a Confrontation today!!
Lets Rumble

Set up the game according to the Map.

Both teams get 4 command cards each.

The Red team goes first.

The winner is the first to get 6 Victory points.

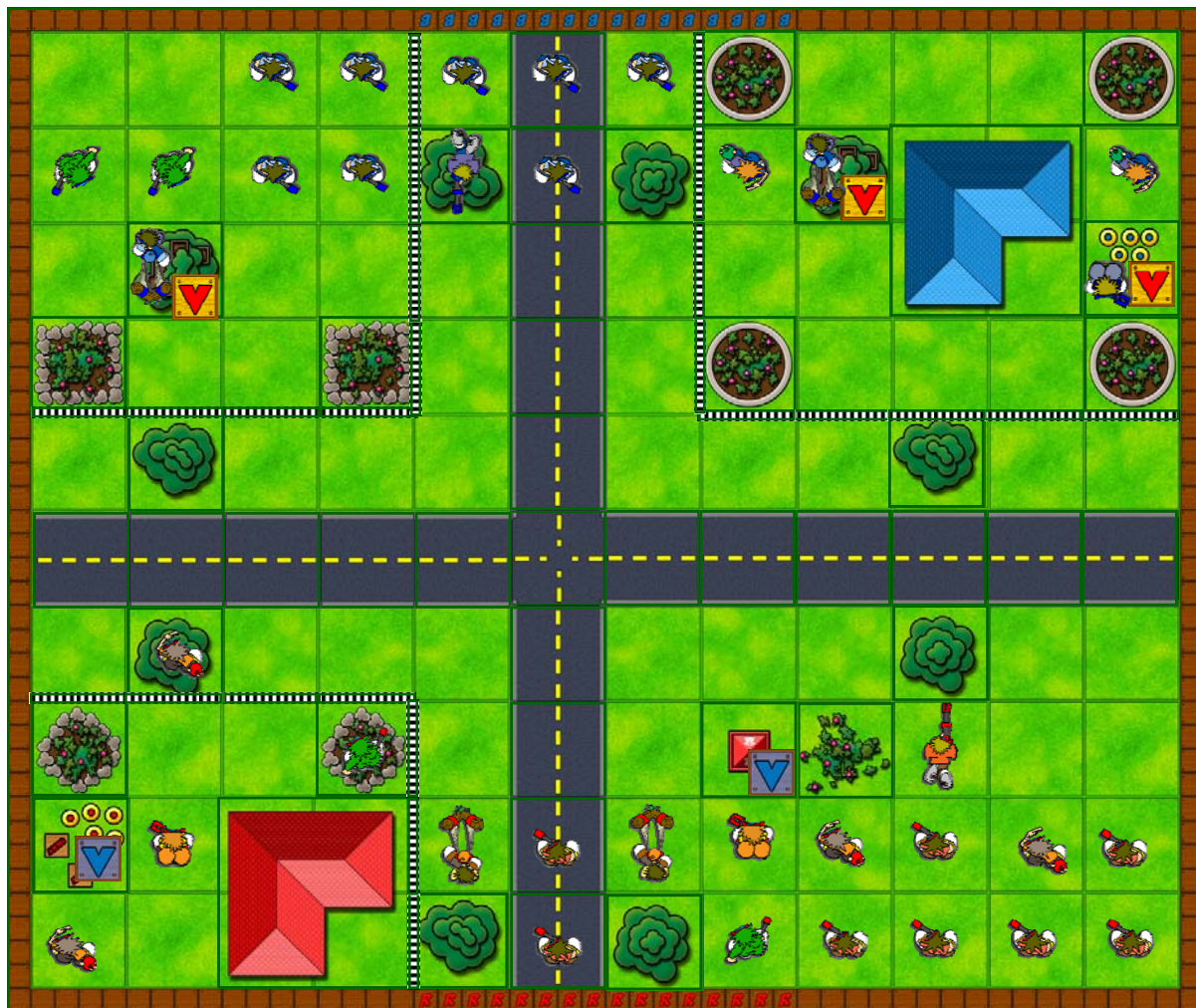
Blue Team

5 x Runt Units
2x Balloonadier Units
2x Globlobber Units
2x Bushwhacker Units
1x Sniper Unit

Red Team

5 x Runt Units
2x Balloonadier Units
2x Globlobber Units
2x Bushwhacker Units
1x Sniper Unit

Tree-house Trouble



Scenario 4 - Tree-house Trouble

The Blue Kidz were sneaking ammunition into the Tree-houses, so they can surprise the Red Kidz in the next War. However when a Balloon Launcher bomb accidentally dropped from the Tree and marked the ground beneath, the War started early!!! Watch out! The fun is just starting!!

Set up the game according to the Map.

Red team gets 6 command cards and Blue team gets 5 command cards.

The Red team goes first.

The winner is the first to get 6 Victory points. 2 victory points must be Objective Markers

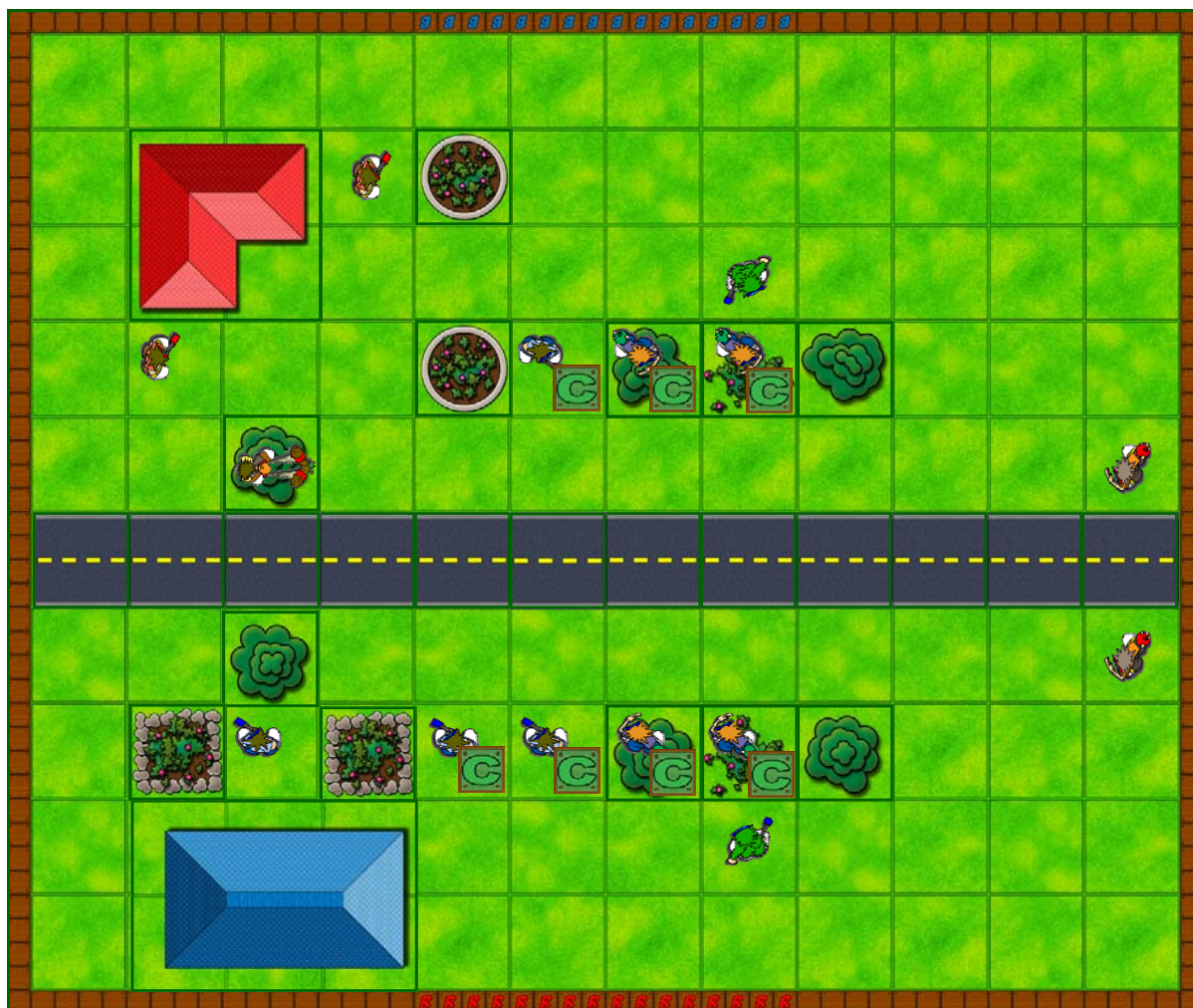
Blue Team

8 x Runt Units
 2x Balloonadier Units
 1x Globlobber Unit
 2x Bushwhacker Units
 1x Sniper Unit
 2x Balloon Launcher Units

Red Team

6 x Runt Units
 3x Balloonadier Units
 2x Globlobber Units
 2x Bushwhacker Units
 1x Sniper Unit
 2x Balloon Launcher Units

Ambush



Scenario 5 - Ambush

A couple of Kidz from the Red team has just come back from the shops loaded with Sherbet for the rest of the Team. The Blue team have set up an ambush to have a little bit of fun, and maybe score some Sherbet for themselves.

Set up the game according to the Map.

Red team gets 3 command cards and Blue team gets 1 command card.

The Red team goes first. At the start of the Red team's fourth Turn, the player may place his Reserves in any square adjacent to the Red house

The Blue team Wins if it splats the two Red Balloonadier units and sends them home. The Red team wins if it gets one Red Balloonadier unit back to the Red house. Other results are a draw!

Blue Team

4 x Runt Units
4x Balloonadier Units
2x Bushwhacker Units

Red Team

2 x Runt Units
2x Balloonadier Units
1x Balloon Launcher Units

Reserves

2x Runt Units
1x Balloon Launcher Units

Balloon Bedlam



Scenario 6 - Balloon Bedlam

A Father of one of the Kidz, has just started work at the local balloon factory. He was given a huge number of free samples which he passed out to the neighbourhood. All the Kidz decided to have a free for all down at the local Park. Balloons only!!

Set up the game according to the Map.

Both teams get 3 command cards each.

The Blue team goes first. Whenever a Balloonadier Unit is splatted and goes home, instead of removing them from the board, move them to any square in the teams back row. Balloon launchers are removed as normal.

The winner is the first to get 5 Victory points. 1 victory points must be an Objective Marker.

Blue Team

4x Balloonadier Units
2x Balloon Launcher Units

Red Team

4x Balloonadier Units
2x Balloon Launcher Units