

# PEACEMAKERS

You can use this **scenario log** to keep track of your wins and completed challenges.

**1 - Order in Chaos** (p.12)

★☆☆☆☆

- Peace achieved
- No casualties
- Timid invasion +★★
- Bad memories +★★

**6 - Talking in Circles** (p.22)

★★★☆☆

- Peace achieved
- No casualties
- Macaw mistrust +★★
- Press the advantage +★★

**2 - Loose Cannon** (p.14)

★★★☆☆

- Peace achieved
- No casualties
- Triple-barrel cannon +★
- Fog of war +★★

**5 - Lost in the Jungle** (p.20)

★★★☆☆

- Peace achieved
- No casualties
- Unified armies +★★
- Cascading horrors +★★

**3 - Heights of Glory** (p.16)

★★☆☆☆

Base difficulty.

Win the scenario.

- Peace achieved
- No casualties
- Rising stars +★
- The great fall +★★

**4 - Shifty Alliances** (p.18)

★★★☆☆

- Peace achieved
- No casualties
- Lethal weapons +★
- Total chaos +★★



Win the scenario with no defeated units at the end.

Each scenario has two unique challenges, which increase its difficulty.