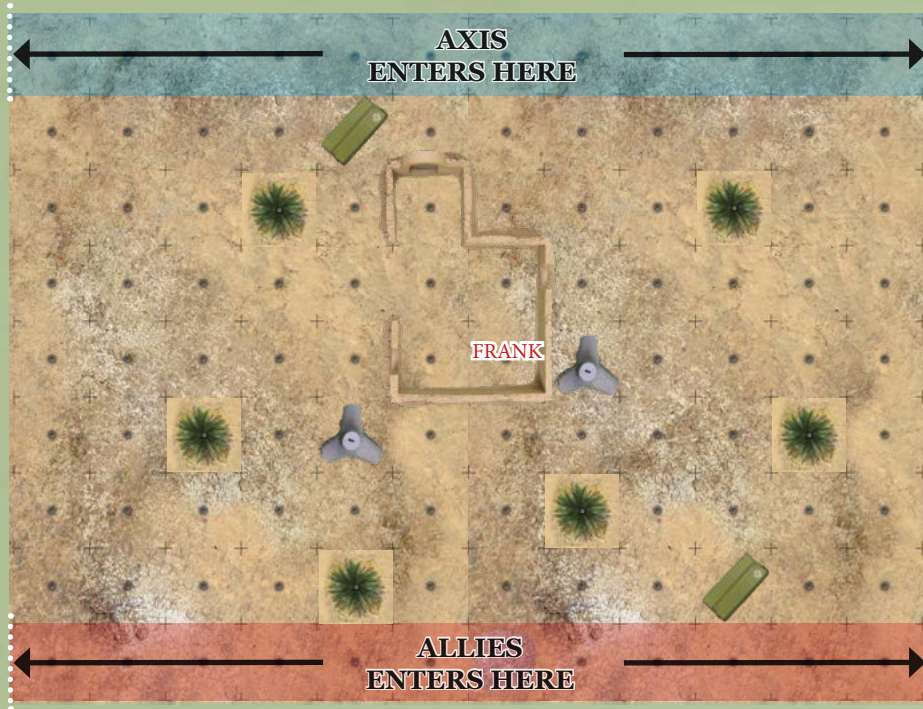


SCENARIO




PARADISE
LOST

MISSION : JAIL BREAK!



ARMY SIZE: All units available for each force in the Battle Box.

- **MISSION:** The Diabolical General Major Sigrid Von Thaler has managed to capture Master Sgt. Frank Stone after the last engagement. The units under Master Sgt. Stone have rallied and are coming to his aid.
- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)
- **SET UP:** Arrange the terrain tiles, ammo crates, and tank traps according to the map above.
- **DEPLOYMENT:** Players enter from their assigned play area edge (long edges). Frank is already set up according to the map above.
- **OBJECTIVES:** Allied Players seek to free Master Sgt. Stone from custody and keep him alive for extraction. Axis Players are to keep Master Sgt. Stone from escaping.
- **VICTORY CONDITIONS:** The Allied Player is victorious if Master Sgt. Stone is released from custody and alive at the end of turn five. If these conditions are not met, the Axis Player is Victorious.
- **WEATHER:** Roll for weather as usual.
- **SPECIAL RULES:**
 - **Locked Up:** Frank Stone has been captured and begins the game secured in an Axis cell. He can be activated and returned to the control of the Allied player if a friendly unit can be within range 1 of him and spend an action to release him from his bonds and rearm him. Frank Stone will be active in the following turn after he is released.
 - **Enter Sandman:** When a unit Sustains or Salvos, roll a die. On a  it only counts as an Attack Action but still uses both actions.
 - Units inside a Building are considered to be in cover.

GAME TURNS

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