

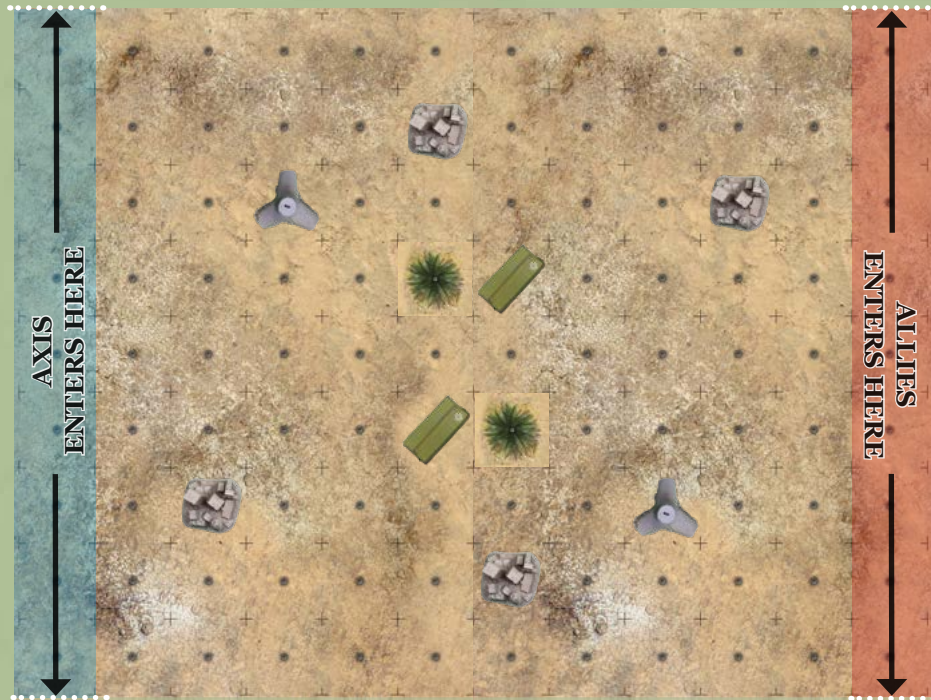
SCENARIO




TO THE TOP
1947

**PARADISE
LOST**

MISSION : MIDNIGHT RUN



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

- **MISSION:** Reclaim the resupply drop under the cover of darkness.
- **PLAY AREA:** 12 squares x 9 squares (180cm x 120cm)
- **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 (short edges).
- **OBJECTIVES:** The player must return the farthest ammo crate from their deployment edge before the end of turn 6.
- **VICTORY CONDITIONS:** The first player to return the farthest ammo crate from their deployment zone is victorious.
 - If both players return their ammo crates in the same turn, or if no infantry units are available to pick up the ammo crates for either force, play continues to SUDDEN DEATH.
 - SUDDEN DEATH: If both players return the Ammo Crate in the same turn, or if no Infantry units are available to carry the Ammo Crate for either force, the force with the Ammo Crate closest to their deployment zone is victorious. If this is also a tie, see SEVERE SUDDEN DEATH.
 - SEVERE SUDDEN DEATH: When both players have no Infantry units remaining, and are tied for the distance of Ammo Crates to their respective deployment zones, each player rolls 5 Faction Dice. The player with the most  symbols ( symbols are tie breakers) is Victorious.
- **WEATHER:** Roll for weather as usual.
- **SPECIAL RULES:**
 - **Night Raid:** Forces are attempting to seize their resupply crates under the cover of darkness. Maximum range distance is 6 squares.
 - **Reserves:** Players may redeploy 1 Infantry unit eliminated in a previous game turn ONCE during the game.
 - **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.
 - Ammo Crates are only picked up by Infantry units spending an action to do so. Ammo Crates cannot be passed to other squads. If a unit is eliminated while carrying an Ammo Crate, the Ammo Crate drops in the square. A unit carrying an Ammo Crate counts as being in cover. Units carrying an Ammo Crate may not March Move.

GAME TURNS

