

SCENARIO

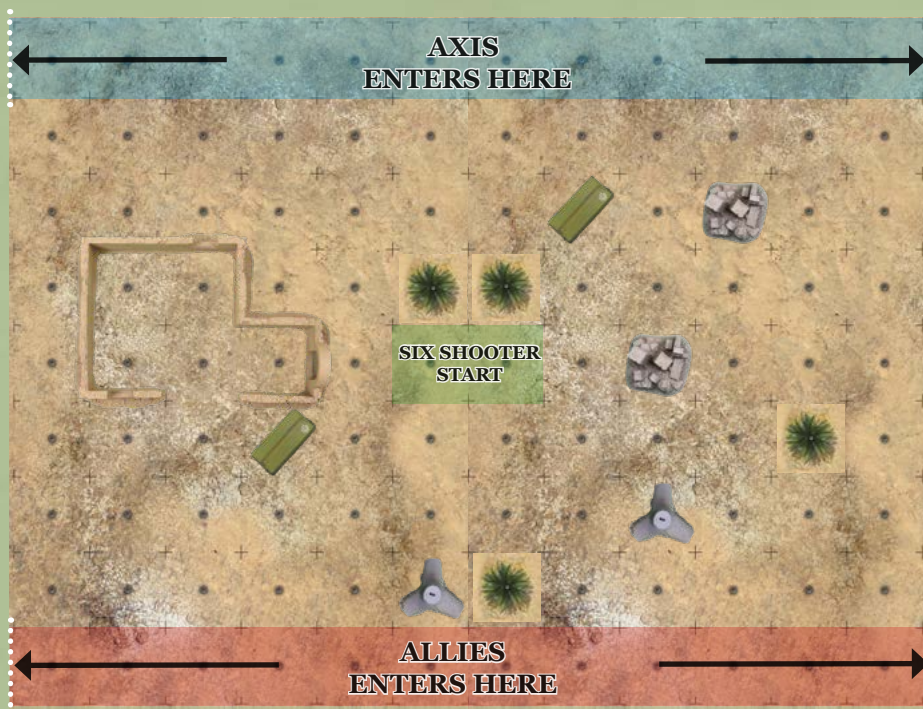



TO U.S.T.
1947

PARADISE
LOST

MISSION : ANYBODY HAVE TRIPLE A?

- BY THE BOLTER CLUB -



ARMY SIZE: All units available in the Battle Box for the Blutkreuz forces. The USMC have all units except the Six Shooter.

- **MISSION:** While returning from the Midnight Run to retrieve the resupply, the Six Shooter encountered a systems failure caused by damage endured during the supply raid and broke down! To make matters worse, the supplies recovered from the previous night are strapped to the Six Shooter.

The mechanic for the Six Shooter, Moriarty, despite his constant negative waves, swears the part he needs to get the tank up and running is back at camp. It is a race for the forces of the USMC to repair and recover the Six Shooter before they are discovered by a Blutkreuz patrol.

- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)

- **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).

- **OBJECTIVES:** The USMC must reactivate and have the Six Shooter completely exit the play area via their deployment edge before turn 6. The Axis must prevent this from happening, by any means necessary.

- **VICTORY CONDITIONS:** The USMC player is victorious if the Six Shooter exits the play area via the USMC deployment line before the end of turn 6. If the reactivated Six Shooter is prevented from exiting the field by the end of turn 6 due to turns running out or destruction, the Blutkreuz forces are victorious. If the Six Shooter is not reactivated by a successful QUICK FIX or is immobilized at the end of the game, refer to the following special rules.

- **GOAL LINE DEFENSE:** At the end of turn 6 if the Six Shooter did not benefit for a successful QUICK FIX, or is Immobilized by a Critical Hit, and is not destroyed, the Six Shooter is considered an objective. It still has tons of supplies strapped to it. The force with the most units within range 1 of the Six Shooter are victorious. The Six Shooter cannot count itself for units controlling the objective. If this is also a tie, refer to SEVERE SUDDEN DEATH.

- **SEVERE SUDDEN DEATH:** If both players are tied for the units controlling the inactive or immobilized Six Shooter, each player rolls 5 Faction Dice. The player with the most ★ symbols (⊕ symbols are tie breakers) is Victorious.

GAME TURNS

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6



- **WEATHER:** Roll for Weather as usual.

- **SPECIAL RULES:**

- **Quick Fix:** Any USMC units are capable of delivering the part to Moriarty (counts as crew) to repair the Six Shooter. Any unit within Range 1 of the Six Shooter tank can spend an action to attempt a Quick Fix. USMC players roll two dice when spending an action to Quick Fix the Six Shooter. On a roll of  or , the Six Shooter is reactivated and rejoins the USMC force, at full health. Once the vehicle is reactivated, no more Quick Fixes can be attempted.

- **Crippled Six Shooter:** The Six Shooter counts as impassable terrain until it is reactivated by a USMC unit. Once a Quick Fix is successful, The Six Shooter rejoins the battle as an active vehicle unit for the USMC forces. It may not March Move, and is therefore limited to Move actions as it has sustained significant damage from the previous encounter.

- **Nobody said nothing about locking horns with no Snow Lynx:** Upon reactivation, the main armament of the Six Shooter counts as unloaded. The USMC player must make a reload action before the main armament may be fired.

- **Mechanical Genius of Moriarty:** The Mechanic Moriarty is a very capable mechanic. Every turn following a successful Quick Fix, the Six Shooter is granted a free action: Repair. Once per turn, the Six Shooter may perform a free action to repair itself. Roll a die and on a result of a  symbol, repair 2 damage. On a , repair 1 damage. The Six Shooter cannot exceed its original hit points.