



SCENARIO


TOTAL WAR
1947

PARADISE
LOST

MISSION : FULL CIRCLE



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

- **MISSION:** It turns out that there was something buried deep at the Dig Site. The Blutkreuz forces have returned and are converging to seize control of the Dig Site. The USMC are tasked to intercept the Blutkreuz and prevent the loss of any recovered items from the Dig Site.



- **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:** Secure the objective at the end of turn 6.


- **VICTORY CONDITIONS:** The player with the most units within Range 1 of the objective at the end of Turn 6 is victorious.

If both players have the same amount of units within Range 1 of the objective at the end of turn 6, each player rolls 5 Dice. The player with the most  symbols ( symbols are tie breakers) is Victorious.

- **WEATHER:** Severe Weather. Units can only move up to Move 2 squares or March Move 4 squares. Additionally, Line of Sight is limited to Range 6. Units targeted at Range 3 or more receive Cover against those attacks. This Cover Save is not negated by Special Weapon Rules. All units targeted at Range 5 or 6 also re-roll their failed Cover Saves against those attacks.

- **SPECIAL RULES:**

• **Reserves:** Players may redeploy 2 units 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.

GAME TURNS

1

2

3

4

5

6