

# SCENARIO



TO THE  
1947

PARADISE  
LOST

# MISSION: HEROES OR SACRIFICES

- BY JEFF "WOLFY" RAKOW -



**ARMY SIZE:** ATK -100% DEF - 100%

- **MISSION:** Your forces have broken through the front lines. Wounded enemy soldiers and broken vehicles are being positioned to make a last stand. You are to push past the defenders and capture valuable supplies and intel.

- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)

- **SET UP:** As per map. 2 two-story buildings, 10 trees and 2 crates.

Special note for armies :

- Try to have an equal amount of similar types of units
- All the Defender units must have ranged weapons. No aircraft.
- Take a deck of cards and assign a card to each defending unit.

- **DEPLOYMENT:** All defending units are placed on the map. Infantry occupies all the squares in the building, placed first. Starting with the second floor, randomly (with the cards) assign 1 unit per square. Secondly, starting closest to the defenders board edge, vehicles are randomly set up in tree squares. Any additional units may be placed randomly in any remaining cover. Attacker enters from their board side (short edge).

- **OBJECTIVES:** Get past the defenders and off the opposite board edge.

- **VICTORY CONDITIONS:** Game lasts 8 turns. Score 1 point per unit that moves off the defenders board edge.

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

## - SPECIAL RULES:

• **Last Stand:** The defending units are disorganized and dazed, but know they are buying time with their lives. All defending units are immobilized and gain the skills Brave and Defensive Tactics.

• **The static is deafening!** : No unit can issue nor receive a command action at any time during the game.

• Attacker always wins initiative and must activate a unit first.

## •Playing the defenders:

The defending units never pass, and activate in random order. Beginning each turn, shuffle the deck and activate in drawn order.

Defending units always sustain fire on the closest attacker's unit, within range, with all their weapons. If 2 or more units are at the same distance, randomly determine 1 unit to be the target. Limited use weapons are to be used as soon as possible. If the unit is not in range to attack, They do two nothing actions.

Remove any defenders casualties as you would for your own.

## GAME TURNS

1

2

3

4

5

6

7

8