

SCENARIOS



TOPIKAI
1947

PARADISE
LOST

MISSION ARGENTINA : PLANE CRASH

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ARMY SIZE: ATK 100% - DEF 100%


- **MISSION:** This neutral country is a hornet's nest of spies and mercenaries, which provides tremendous opportunities to gather information... A plane from the Neutral Nation Organization just crashed in the jungle, and two opposed forces sent search parties to retrieve a stash of the top secret documents it was carrying.

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

- **SET UP:** Place 2 adjacent Wrecks (the crashed airplane) in the middle of the play area. The battlefield should be 60% covered in terrain (65 Squares) to represent the Argentinian jungle. The most prevalent Terrain should be Trees, but you can use Structures (rocks), Mud, Rubble, Water, and scattered Ammo Crates (the plane's cargo).

- **DEPLOYMENT:** Players enter through their respective play area edge (opposite short edges).

- **OBJECTIVES:** There is **one Objective**, not placed on the battlefield at the start of the game. It will be placed later in the Search area (see Victory Conditions).

- **VICTORY CONDITIONS:** Hidden under jungle vegetation, the Objective can't be seen until the armies are close ! Whenever an Infantry Unit is completely within the Search Area (4 squares wide in the center, see Map above), it can perform a **Search the Documents** Special Action, rolling two dice : on a result of two  symbols, the Unit finds the Objective and its Controlling Player place it within Range 2 of it, on any unoccupied square of the Search Area (which does not contain Structure, Water or a Wreck Terrain). If no squares are eligible for set up, place it on the searching Unit's square.

Starting on Turn 4, either Player wins the game if they hold the Objective at the end of a Turn with no enemy Units within Range 2. If this Victory Condition is not met by the end of Turn 8, both Players lose the game as they failed to retrieve the vital information in time.

- **WEATHER:** The first Turn of the game is under Severe Weather Effects (this plane didn't crash on its own!). In the following turns, roll for weather as usual.

- **SPECIAL RULES:**

- Hero (or Unit Joined by a Hero) and/or Units with the Artillery Observer Skill roll three dice to perform a **Search the Documents** Special Action, instead of two.

- Infantry Armor 3 and 4 and Vehicles Armor 6 and 7 are not equipped for this heat ! They end their First Activation of the game with a Suppressed token.

**GAME
TURNS**

1

2

3

4

5

6

7

8