

SCENARIO

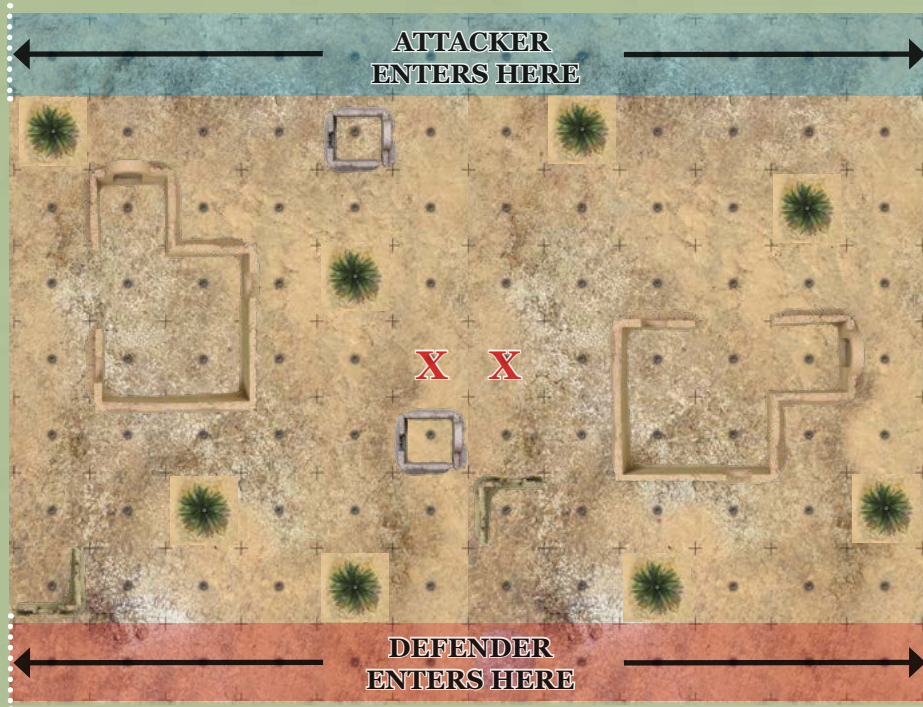


TO U.S.T.
1947

**PARADISE
LOST**

MISSION : VK STASH

- BY BRIAN GOMORI -



ARMY SIZE: ATK 100% - DEF 100%

- **MISSION:** Recent storm activity in the area has been intense. A lost transponder has suddenly lit up and is going strong - one problem: everyone can hear it! Secure the VK Stash at any cost!

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

- **SET UP:** Entire play area is 20% covered by Terrain (22 squares). Players take turns placing terrain on the table from the following list: trees, ruins, walls, buildings, pillars. Player who won initiative places a VK Stash pallet in one of the X locations.

- **DEPLOYMENT:** Players enter from their assigned play area edge (long edges).

- **OBJECTIVES:** Players must attempt to control the VK stash. However, the stash is too large for any unit to carry, it must be pulled toward your board edge! Any ground unit adjacent to the Stash may attempt to pull it toward their board edge using a Special **Tug of War** action:

Roll 1 dice per unit adjacent to the stash - the player who rolls more 🎲 wins. If the winning side contains the active unit, they may pull the stash 1 square toward their board edge. All units adjacent to the stash move with it, if able to do so. Players may stack units - any unit adjacent to a unit next to the pallet may also add 1 to the dice pool. Any unit contributing dice to the dice pool may not perform any Attack or Sustained Attack Actions during their activations before or after joining the tug of war.

- **VICTORY CONDITIONS:** At the end of any game turn after 3, the player with the stash closer to their board edge wins the game.

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

**GAME
TURNS**

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