

Achtung
Todesgefahr

SCENARIO

101ST AIRBORNE DIVISION
1947

PARADISE
LOST

MISSION : ASSASSINATION

- BY AUBREIGH ULINSKI -



ARMY SIZE: ATK 100% - DEF 100%

- **MISSION:** One of the enemy heroes is holding the piece of intel you are missing, you know it in your guts (they actually think the same on the other side of the battlefield). Only one way to know : Kill them all !
- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)
- **SET UP:** Entire play area is 20% covered by Terrain (22 squares) of any kind, placed by the Attacker and Defender on their respective halves of the play area.
- **DEPLOYMENT:** Players enter from their assigned play area edge (short edges).
- **OBJECTIVES:** Kill your enemy's three most expensive heroes.
- **VICTORY CONDITIONS:** Game lasts 8 turns.

The most expensive hero killed grants 4 points . The second most expensive grants 3 points. The last one grants 2 points. 1 bonus point for each assassination that happens in melee.

If your opponent only have 2 heroes at the beginning of the game : Score 2 points right away.

If your opponent only have one hero at the beginning of the game : Score 4 points right away.


If your opponent have no hero at the beginning of the game : Score 8 points right away.

If no player managed to have scored more than the opponent at the end, they both lose the game.

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

- **SPECIAL RULES:** Ghost Army

The enemy is overwhelming you with their forces coming from everywhere. But as Patton taught you, it's all about giving the impression of number. Time to unleash your papier maché and inflatable tanks!

All the vehicles roll a die the first time they get hit. On a  , remove completely the vehicle and place it in Reserve. It can enter the table again on the next turn.

GAME TURNS

1

2

3

4

5

6

7

8