

SCENARIO




TO U.S.T.
1947

PARADISE
LOST

MISSION : FOR HIRE

- BY NATHAN RIGAUD -



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

- **MISSION:** Mercenary forces are currently holding a very valuable piece of Vrill technology. They have sent out a message to meet at a rendez-vous point at a hidden oasis area. Make haste to meet with these mercenaries, pay them what they want, and bring back that technology to keep it out of the hands of the enemy.

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

- **SET UP:** In the middle of the map, place an oasis of trees around one square, circling the square from all sides and angles. Within the surrounded square place one unit of Mercenary Cleaning Squad models and an Ammo box to represent the valuable piece of technology. Place 10 to 20% terrain on the rest of the battlefield.

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

- **OBJECTIVES:** Secure the valuable technology.

- **VICTORY CONDITIONS:** Have control of the Valuable Technology and carry it off the battlefield through your deployment zone before the end of round 8 in order to achieve victory.

This can be accomplished one of two ways :

- Either by hiring the Mercenary Cleaning Squad to your side and moving them off of the battlefield through your deployment zone with the Valuable Technology in tow.

- Or by Capturing the Valuable Technology with one of your infantry units by moving them onto the square that contains the Valuable Technology, and moving the unit with the captured Valuable Technology off of the battlefield through your deployment zone.

Any outcome that results in the Valuable technology being left on the battlefield will result in a loss for both players.

- **WEATHER:** Weather [Random] medium risk.

GAME TURNS

1

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- SPECIAL RULES:

Hiring Mercenary Cleaning Squad : To hire the Mercenary Cleaning squad, the player must be within range one, take a “Purchase loyalty” action and roll five dice.

If the player is able to roll at least 2  then they purchase the loyalty of the Mercenary Cleaning Squad and it acts normally as an additional unit for that player with the Valuable Technology already attached.

Once their Loyalty has been purchased they cannot be purchased by the opposing player.

If the Player fails the “purchase loyalty action”, then the Mercenary Cleaning team immediately responds by taking a sustained attack action and firing all weapons at the player’s unit attempting to purchase their loyalty.

If a player takes an attack action at the Mercenary Cleaning Squad before their loyalty has been purchased by any player, the

If a player takes an attack action at the Mercenary Cleaning Squad before their loyalty has been purchased by any player, the Mercenary Cleaning Squad Unit immediately takes a reactive sustained attack with all their weapons.

Valuable Technology: The Valuable Technology must be held by an infantry unit.

To capture the Valuable Technology an infantry unit must move onto the same square as the Valuable Technology, automatically capturing and controlling it.

Once Captured by a unit the Valuable Technology moves with that unit that until the unit is destroyed. If there is no infantry unit on a square with the Valuable Technology, it’s considered neutral until a player moves an infantry unit onto the square with the Valuable Technology, spending an action to capture it.

A unit carrying the Valuable Technology cannot March move.