



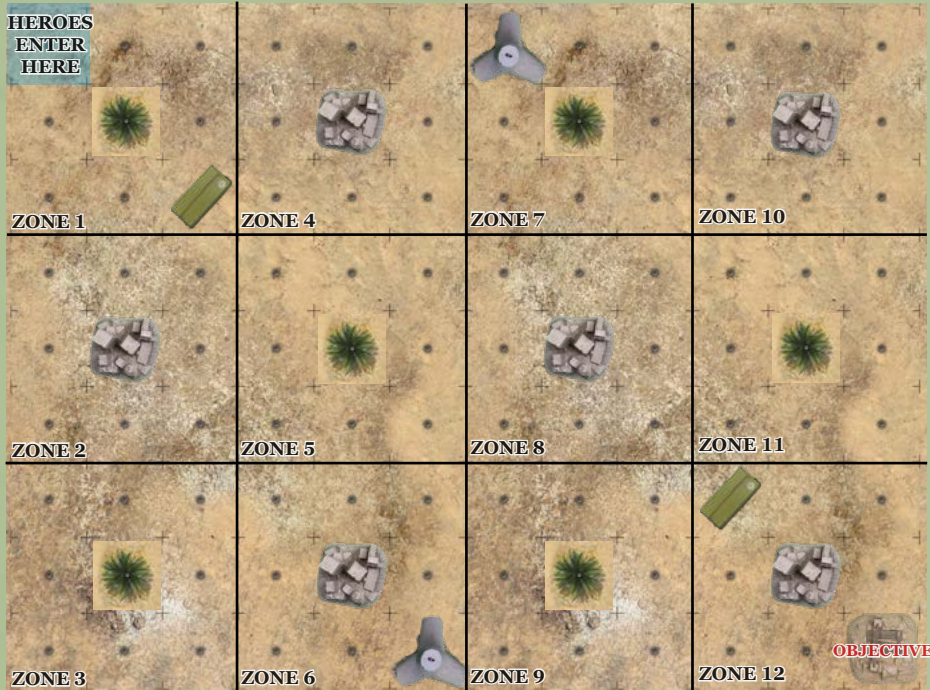
SCENARIO

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PARADISE
LOST

MISSION : GORILLA WITH NO NAME

- BY THE BOLTER CLUB -



ARMY SIZE: Hero characters in predesignated groups.

- **MISSION:** Heroes from opposed sides have found themselves stranded in a Blutkreuz Nightmare of Terror. After another brutal battle in the Babylon campaign, our heroes must temporarily put aside national differences and work together to escape this extremely active Blutkreuz Experimental Testing Ground.

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

- **SET UP:** Arrange the terrain tiles, ammo crates, and tank traps according to the map above.

- Players will need a deck of playing cards and are strongly urged to utilize the Dust Enlist App if they do not have the cards for the heroes and Blutkreuz forces.

- Before the game begins, take 2 Aces (one red, one black) 3 random Kings (any suite), 4 red cards, and 4 black cards (not aces or kings) for a total of 13 cards . Shuffle the cards into a play deck and place it face down next to the game mat. Do not look at these cards.

- **DEPLOYMENT:** The Heroes form a irregular unit (despite their individual infantry level) and will follow the normal rules for using abilities. The Heroes will move into play from the designated start square. You may choose to operate the heroes individually if you wish. The Heroes may all be in the same square on the game mat.

Roll two dice once on each Table to complete your team. If you roll a Hero that has several profiles, choose the profile you want.

DICE RESULT	TABLE ONE	TABLE TWO	TABLE THREE
★ ★	Wensi Wong (IJN)	Ivan (Spetsnaz)	Shawn (DS)
★ 🛡️	Diver (DS)	Rolf (FJ)	Red Yana (Spetsnaz)
★ 🎯	Luisa (Mercs)	Angela (Axis)	Natalia (Mercs)
🛡️ 🛡️	Lilith (Mythos)	Tom (USMC)	Guai-Lo (SG)
🎯 🎯	Dragon (PLA)	Frank (USMC)	Rhino (Allies)
🛡️ 🎯	Koshka (SSU)	Bazooka Joe (Allies)	Sigrid (Blutkreuz)

**GAME
TURNS**



- **OBJECTIVES:** Secure the three necessary objects (Defeat 3 Boss Heroes and their squad) and then proceed to the Objective Tile.

- **VICTORY CONDITIONS:** End your turn with your surviving Heroes on the Objective Tile with the 3 necessary objects (Compass, Map, and Fuel) before the turn 15 to make your escape.

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

- **SPECIAL RULES:**

• **Gorillas in your Midst:** The moment a team enters a 9 square zone (no units are summoned in Zone 1), flip over the top card of the play deck. Red Cards reveal a zombie squad. Black Cards reveal a Gorilla Squad. Aces reveal a squad plus a random Boss hero to accompany them. Kings reveal a squad plus a random Boss hero to accompany them, and they will also drop first aid supplies once defeated. Place summoned units in the center tile of the Zone they are revealed in. The Heroes will roll for initiative against all Summoned Units from the play deck.


Summoned units will always take the direct route to the nearest hero, Move and then Attack, Sustain Attack if they are already in close combat with a Player's heroes, and marche Move if they are not in range to Attack. If more than one summoned unit is active, roll off to see which activate first.

- **Aces and Kings random Boss Heroes:** roll a die.

Red Suite cards:  symbol deploy Totenmeister,  deploy Grenadier X,  deploy Wolfgang.

Black Suite cards:  symbol deploy Samson,  deploy Wilfried, and  deploy Markus.

If you roll a Boss Hero already on the table, simply use the same profile: more Blutkreuz cloning experiments!

- **First Aid Packs:** When a unit summoned by a King card is defeated, the player may pick up the First Aid Pack the unit dropped. Roll five dice. Every  Symbol allows the player to heal one lost HP to their Heroes. These may be distributed among the heroes no matter where they are on the map. Alternatively, if you don't want to use the First Aid Pack when it drops, place a token or small coin to mark the location. Your heroes can return to the square later and use it (it will cost 1 action if you use it later).

• **Defeating a Boss Hero:** Once a Boss Hero and the unit they are summoned with are defeated, they will drop a Mission Critical item. You must designate which of your heroes is carrying the Mission Critical item. If the Hero is eliminated later in the game, you will lose that item. You will need to defeat an additional Boss Hero to find a replacement. You still have to make it to the plane (objective tile) to escape.

• **Pursued by Zombies:** Starting at the beginning of Turn 2 and the beginning of each additional turn, roll a D6. On a result of a 1, deploy a squad of zombies in the previous Zone the heroes were in, furthest from the heroes as possible. Roll off if the heroes were in different zones. Pursuing Zombies will always activate last in the turns and will act in the same way as Summoned units.

• **Luck of the Draw?:** If the play deck is depleted and the Heroes are still alive by then, shuffle up the discard pile and draw again.