

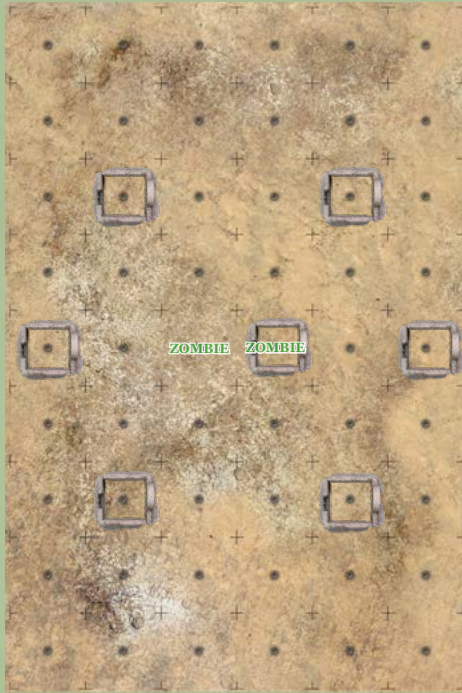
# SCENARIO

APO-379  
US ARMY

  
**TOWNSHIP**  
**1947**

**PARADISE**  
**LOST**

# MISSION : NEIGHBOUR'S DISPUTE



**ARMY SIZE:** ATK: 35pts Heroes only. DEF N/A.

- **MISSION:** This abandoned village seemed like a good place for a deserved break for our heroes. Or, was it? Time for Spring Cleaning!

- **PLAY AREA:** 6 squares x 9 squares (90cm x120cm).

- **SET UP:** The entire play area is covered by 7 one-square Quonset huts placed as shown on the mat. The Attacker has 3 Tank traps they can place where they want, except in a square already occupied with a Quonset hut.

- **DEPLOYMENT:** The Attacker heroes enter through the short edge of their choice, but all heroes will enter through the same edge. Two units of one zombie are set up at the center of the mat.




- **OBJECTIVES:** Clean the Huts of their previous occupants, who won't let you do it without a fight.

- **VICTORY CONDITIONS:** The Attacker wins when all the Quonset huts have been visited before the end of round 8.

- **WEATHER:** None.

- **SPECIAL RULES:**

• **Visit the Huts:** In order to visit the Huts, the Attacker must have 1 hero enter the Hut and spend 1 action in the hut. Heroes cannot enter a hut until it has been wiped of the Zombies that are in it.

• **It's occupied!:** Each time a hero is adjacent to a hut at the end of their Move Action, roll a die. On , a unit of 3 Zombies appear on the opposite side of the hut from the hero (yes, you take the diagonal for the angles of the huts). On , a unit of 2 zombies, on , a unit of 1 zombie. Use the profile of the Zombie Squad unit from the Blutkreuz.

• **Blood Lust:** Zombies activate normally with a March Move towards the closest hero. If two heroes are at the same distance of a charging zombie unit, chose the one with the lowest amount of wounds left. When Spawned from a Quonset Hut, they activate right after the hero who spawned them.

• **Order in this madness:** The zombie units activate as if they were the defender player, alternating with the attacker normally. To determine the order in which zombie units activate, start with the closest to an enemy unit. If 2 zombie units are at the same distance of an enemy unit, activate both at the same time. They cannot share a square. If 1 zombie unit has no space available to reach the enemy unit, they charge as close as possible to it. If no zombie unit is on the table but all the Quonset Huts haven't been visited, activate all the heroes completely and start a new round. Zombies cannot pass their turn even if they have less activations than the player.

