

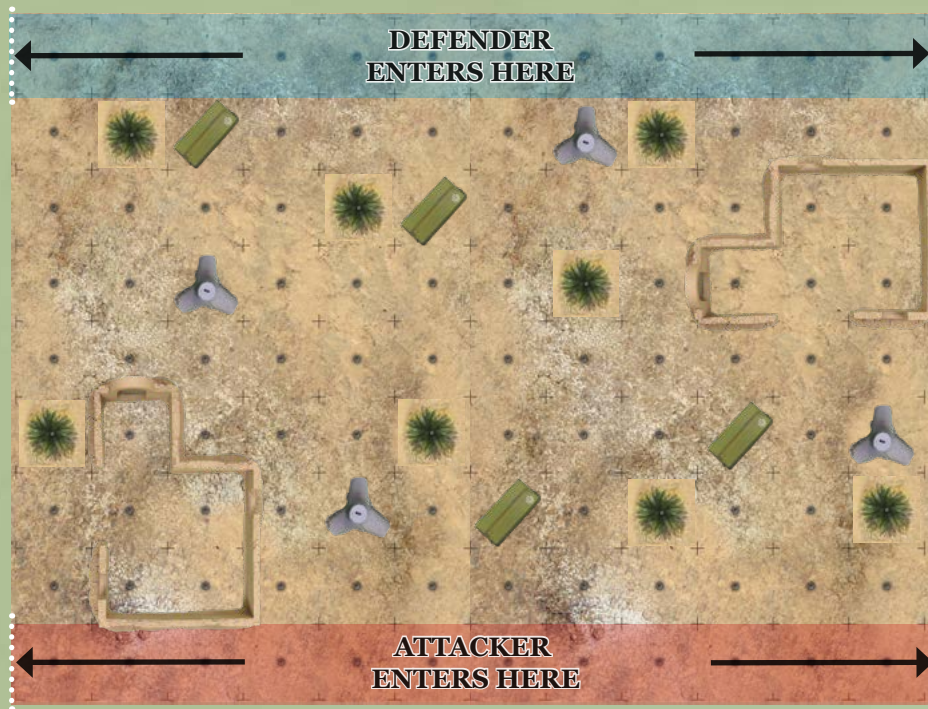
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PARADISE
LOST

MISSION: SCOUTING PARTY

- BY BILL HEGG -



ARMY SIZE: ATK - 100% DEF - 100%

- **MISSION:** The enemy is using the cover of the night to launch an attack; find them and stop them!
- **PLAY AREA:** 12 squares x 9 squares (180cm x 120cm)
- **SET UP:** Each player places 4 trees, 2 tank traps , 2 crates and 1 Building on their half of the board.
- **DEPLOYMENT:** Players enter from their assigned play area edge (long edges).
- **OBJECTIVES:** Destroy the enemy scouting party.
- **VICTORY CONDITIONS:** At the end of turn 6, the player who destroyed the most army points win the game.
- **WEATHER:** Roll for weather as usual.
- **SPECIAL RULES:**
 - **Night engagement:** Line of sight is limited to Range 6. All units targeted at Range 3 or more receive cover against those attacks. This cover save is not negated by special weapon rules. All units at Range 5 or 6 reroll their failed cover saves.
 - **Air drop:** Darkness makes it hard to pinpoint the landing zone. Once an Airborn unit activates, the opponent rolls a die. On a  the opponent chooses the landing zone, then the activation continues as normal (player rolls for 2nd activation).

**GAME
TURNS**

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2

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