

OCEANIC
MEMORIES

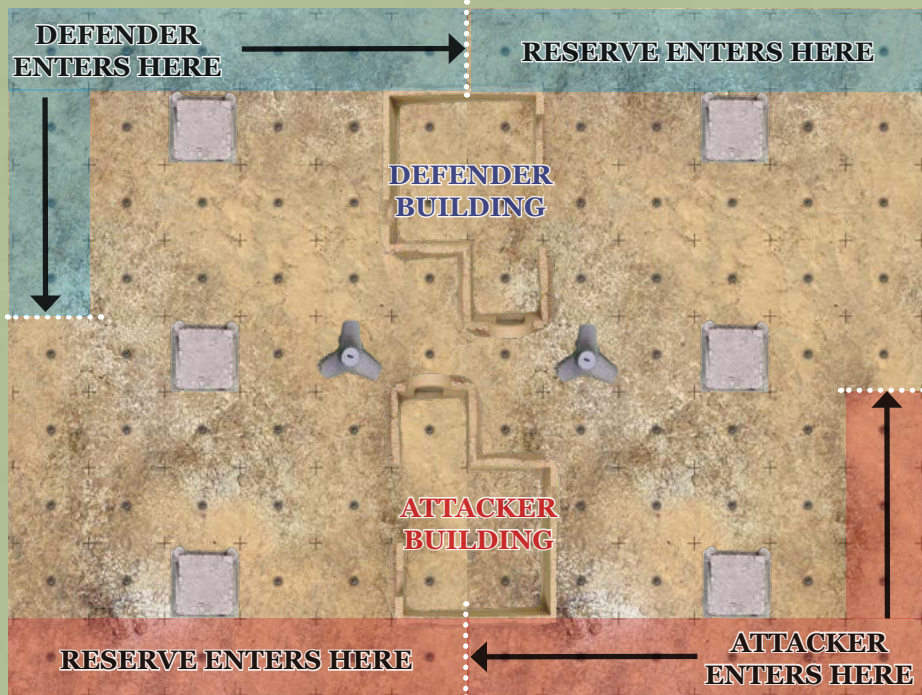



TO THE
1947

PARADISE
LOST

MISSION : SPECIAL DELIVERY

- BY BRIAN GOMORI -




ARMY SIZE: 100pts or more - ATK 100% RES. [1] - DEF 100% RES. [1]

- **MISSION:** Vrill agents have been infiltrating the two sides of the conflict, and they are meeting up in a local pub. Command has instructed you to set up an ambush and capture the one who spied on your camp before contact is made.

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


- **SET UP:** Place pillars, barbed wire or tank traps, and buildings as shown. Players alternate placing additional terrain items: 3 tree tiles and 1 ammo crate each. Placed items may not block the entrance to a building.


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

- **OBJECTIVES:** Each player must locate the square in which their own target is hiding. When a ground unit is inside their designated Building, roll a die : on a , their spy is found.

Once located, the spy follows the rules for Aggressive NPCs (see below).

If the spy isn't captured, at the beginning of every unit activation, it is moved by the active player. Roll 1 dice:

, move 1 square up/down;

, move 1 square left/right;


, move 1 square in any direction.

- **VICTORY CONDITIONS:** Game lasts 8 turns. At the end of the game, the player in control of their spy wins the game. If both players have captured their spy, the player with the most VPs wins.

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

- SPECIAL RULES:

Reserves: Units enter play along their respective Player's board edges as indicated on the map.

Aggressive NPCs: Units may attempt to Subdue the NPC if they share they same square, for 1 Action. Roll 2 dice, if any  is rolled, the NPC is captured by the unit. The NPC remains with the unit. If the unit is eliminated, the NPC is no longer captured and will react/move as normal. If the NPC is not subdued, make a single improvised attack, using Assassin, against the unit, and then move 1 square using the movement mechanic. The targeted unit may not make a retaliatory attack of any kind. NPCs cannot be the target of any attack.

NB : once revealed, you can capture your opponent's spy; it won't make you win, but they won't be able to win either until they take it back !

GAME TURNS

1

2

3

4

5

6

7

8