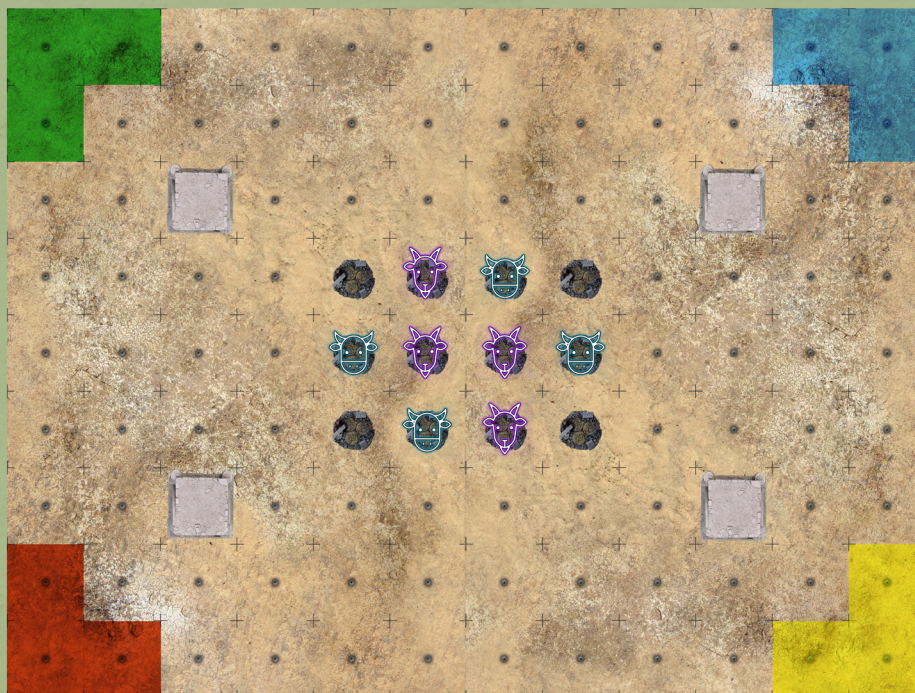


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NEEDS
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SCENARIO: DEAD MEAT

- BY JOSH MONKEY ALONZO -



ARMY SIZE: Multiplayer (4): 50pts per player

- **MISSION:** This territory is full of surprises. Suddenly, in the fog, a new threat emerges: livestock is aggressive in here!
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per map, plus each player alternates placing 1 Tree tile. Each square with a landmine is perpetually covered in smoke to denote the fog. 4 zombie cows and 4 zombie goats reside in the fog.
- **DEPLOYMENT:** Players enter from assigned play area edges (Red, Blue, Green, and Yellow corner edges).
- **OBJECTIVES:** Destroy the zombified livestock and survive (Teal and Purple icons on map).
- **VICTORY CONDITIONS:** Destroy more livestock than any other player without being eliminated.
- **WEATHER:** Apart from the fog in the middle of the table, it's a pretty nice and sunny day. There is no weather to be concerned with.
- **SPECIAL RULES:**

GAME TURNS

1

2

3

4

5

6

7

8

ZOMBIE COW

LIVESTOCK MOO

→ 0 →→ 0

3

- Damage Resilience
- Expert: Methane Gas
- Berserk
- Infantry Save on ☘ and ☑
- First Strike
- Immune to Status Effects

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x Methane Gas	C	2/1	2/1	2/1	2/1	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3

8+

+++++

ZOMBIE GOAT

LIVESTOCK BLEET

→ 0 →→ 0

2

- Damage Resilience
- Expert: Headbutt
- Berserk
- Infantry Save on ☘ and ☑
- First Strike
- Immune to Status Effects

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x Headbutt	C	2/1	2/1	2/1	2/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2

6+

+++++