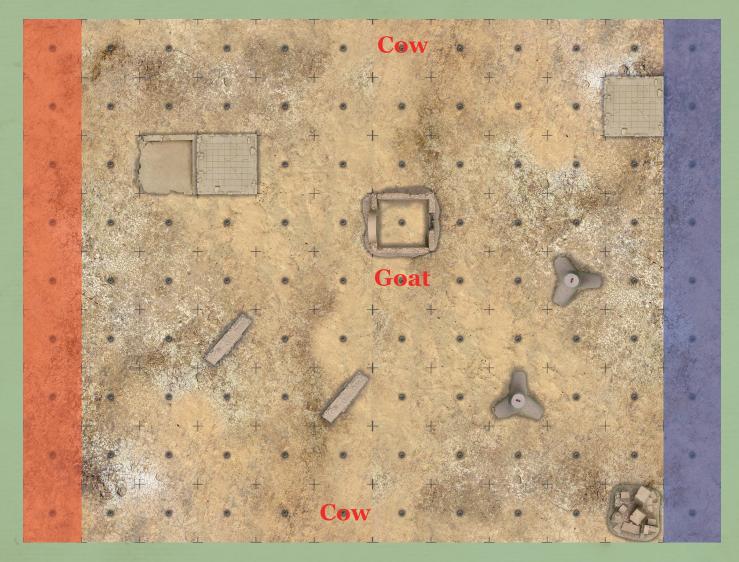DUST
1947

SCENARIO : GOAT CHASE *(not cheese!)*

- **DEF:** 100%
- **ATK:** 100%

- **MISSION :** War rages on and the enemy cut your supply lines. You need food or you will end up eating the officers!

- **PLAY AREA :** 12x9 Squares (two Gaming Mats). You will need one box of Innocent Bystanders 1 : Farm Animals.

- **SET UP :** Nine Scenery elements must be put on the battlefield. Attacker enters on the blue side of the battlefield, Defender on the red side. Before the start of the game, each player roll for Initiative, the winner places two squares of Trees, the loser place one, anywhere on the battlefield, except on another Scenery element.

- **OBJECTIVES :** Place the animals as shown. Each player will try and capture them on the battlefield and bring them back to their Entry Zone.

- CATTLE : The animals provide Cover (including to the unit capturing them) cannot be targeted nor destroyed except by a land mine. After each Activation of a Unit, the animals move randomly on the battlefield.

The player who just Activated a Unit rolls one die for each animal left on the table not captured by a Ground Unit :

⬟ The player chooses the direction the animal goes and moves it one square.

⊕ The player moves the animal North (blue side) or South (red side) one square.

⛨ The player moves the animal East (right, with blue on top) or West (left, with blue on top) one square.

An animal cannot move more than one square by itself.
An animal cannot enter a square already occupied by a Unit by itself. If the animal needs to move and no square is free, it stays where it is.

- CAPTURING THE ANIMALS : Any Ground Unit can capture one animal at a time. To capture an animal, a Unit must be on the same square as the animal and use one Action to capture it. The animal will be part of the Unit and Move along with it until the Unit is completely destroyed.

- VICTORY CONDITIONS : At the end of the 8th round, count the captured animals that are in each players Entry Zone. Each animals grants 50 victory points.
An animal reaching any Entry Zone by itself doesn't grant any victory point. It needs to be captured by a Ground Unit.

- SPECIAL WEATHER : None.