SCENARIO

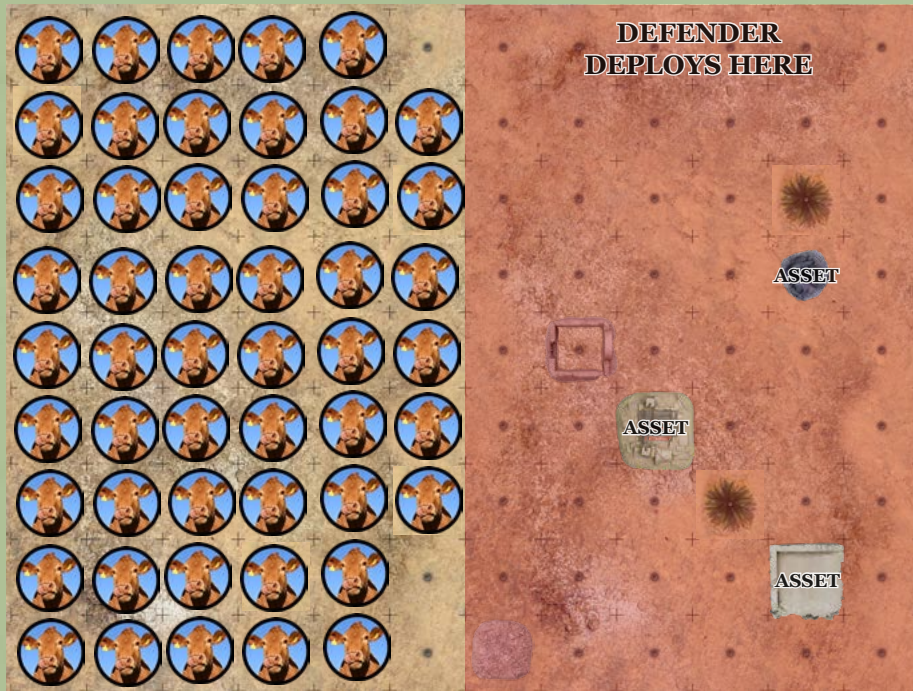DUST
1947

PARADISE
LOST

MISSION : RED RIVER
- BY JEFF RAKOW -

ARMY SIZE: ATK -N/A - DEF 100pts

- **MISSION:** Protect the assets! Resist the stampede!
- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)
- **SET UP:** Entire play area is 10% covered by Terrain (11 squares) of any kind. The objectives mentioned below must be set up in the player's half of the table.
- **DEPLOYMENT:** The player is deployed on one half of the table. 51 (Yes 51!) Cows, goats and other very aggressive bystanders, are deployed on the other half (starting from the bottom of it).
- **OBJECTIVES:** One well, one rocket engine, one two-story building. Prevent the Cattle from controlling them (remember that being in range 1 of an objective allows to contest it).
- **VICTORY CONDITIONS:** The cattle win the game by controlling at least two of the three assets. The player wins the game by preventing them from doing so OR by having the table cleared of all cattle at any end of any game round.
- **WEATHER:** Mild.
- **SPECIAL RULES:**

•They keep coming: Unlimited reserve for the cattle. They enter from reserve on the side edges of their half table.

•They are really big: Each cattle takes one square. Move/3, no March. Dazzling Speed. 1 HP. They attack every enemy unit in range 1 every time they can, causing an auto-hit for 1 Damage. At the end of each round the cattle activates all at once.

•Dumb cows!: Cattle move towards the closest objective. It cannot stop on a square occupied by another cattle or unit.

• Protect the assets: At least one unit MUST be deployed in range 1 or less of each objective.

GAME TURNS

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