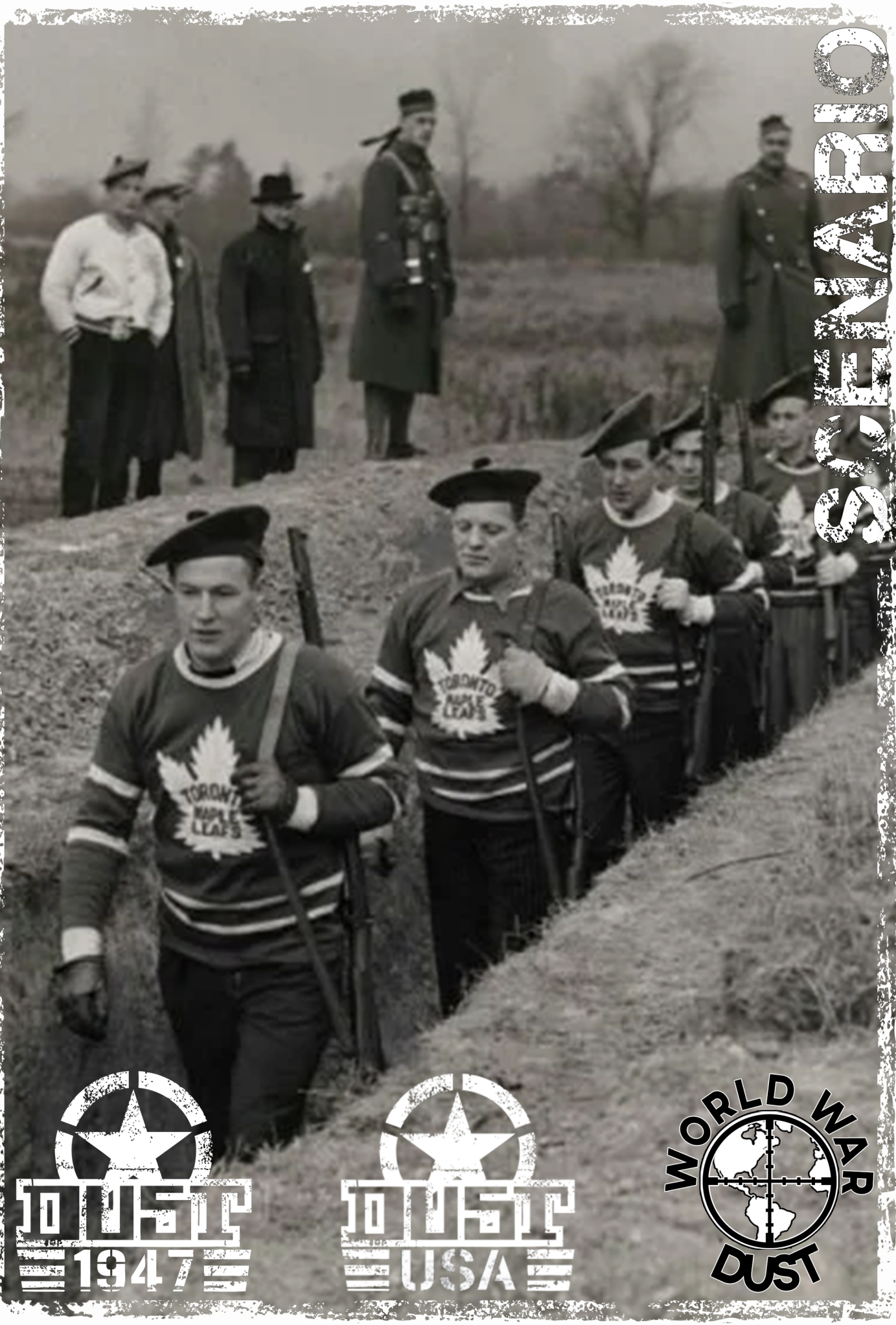
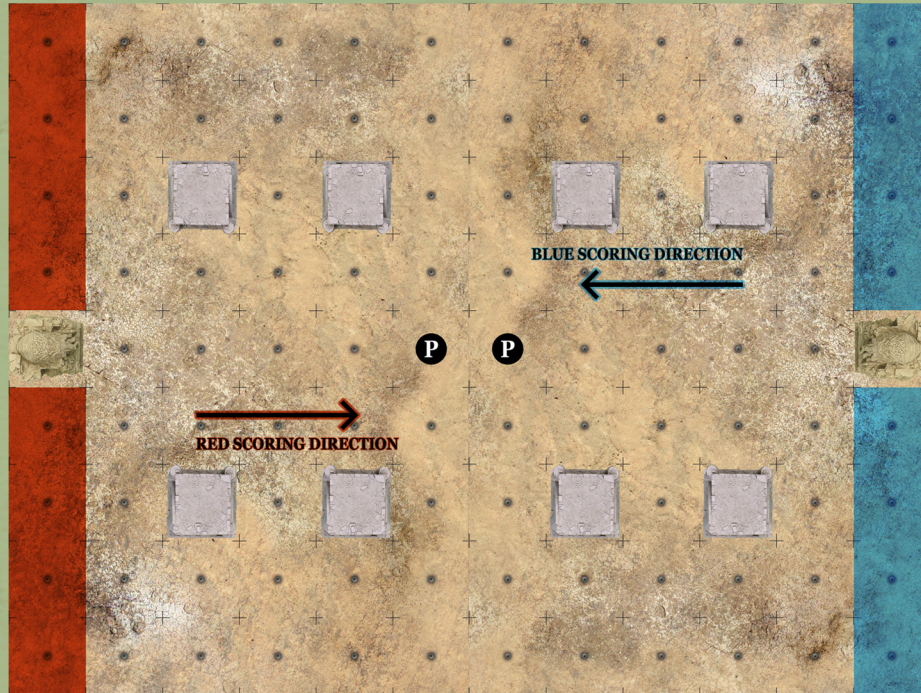


ORIGINAL
VINTAGE
DUST



SCENARIO: SLAP SHOT



ARMY SIZE: ATK - 100pts DEF - 100pts

- **MISSION:** Score!
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per map. 2 pucks on the center squares of the table. 2 Shrines of Cthulhu serve as goals. 8 line of sight blocking pillars.
- **DEPLOYMENT:** Players enter from assigned play area edges (Red and Blue map edges).
- **OBJECTIVES:** Score again and again.
- **VICTORY CONDITIONS:** Score more than your opponent. To score a point, push the puck into the Cthulhu Shrine by being in Range 1 of both the puck and the Shrine.
- **WEATHER:** Low risk. Medium.
- **SPECIAL RULES:**
 - **GOOOOOAAALLLLL:** Every time you score, the puck reappears in one of the starting center squares of the map.
 - **Penalty box:** Reserve 2. The reserves enter within Range 1 of any pillar on the map. Even vehicles. It's apparently bigger on the inside!
 - **Push it good!:** To push one of the pucks, get within Range 1 of the puck. The puck moves Range 1 in any direction from its previous position.

GAME TURNS

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