SHEEP STATIONS

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with Mark Brocas-Reti

OVERVIEW

Kiwis have been raiding our shores for years taking our best-looking women off to the Land of the Long White Cloud. It's pay back time. Fight your way across the Tasman and hit them where it hurts.

SCENARIO SPECIAL RULES (ALPHA/OMEGA): *Sheep* (see below) and *Escalation*.

Sheep – Sheep are insane. They will each "bounce" (ignore intervening models) in a random direction at the start of each player's turn the total of 2d6 in a random direction (scatter dice – use arrow on hit). If a sheep scatters off the table, place it back in the middle of the table and scatter it from there. Controlling Sheep Markers: any model may move into a sheep in the movement phase and grab the sheep. Place it on/next to the models base. You will continue to hold the sheep unless you do one of the following:

1. Make an Assault move;
2. Move more than 6" in the movement phase;
3. Receive any damage result on vehicle damage chart;
4. Lose a wound or destroyed;

If you lose a sheep for any reason scatter the sheep as above from the point where it was last held.

If an independent character claims a sheep, they become a unit for targeting purposes.

If a sheep bounces and lands directly on one of your models, it will hold the sheep, as above.

Models – For this scenario, any identifiable non-combatant model can represent sheep. Kroot are good.

SET-UP

1. **Table edges - both players roll a dice**; the player with the **highest** score may choose which of the long table edges to deploy along. Players may deploy up to 12" on to the board. The other player's deployment zone is the opposite side of the table.
2. **Sheep**: Place three sheep models along the centre line, two 18" from either edge and one in the middle.
3. **Deployment** - the player that scored the **highest** deploys a unit on his side of the board. His opponent then deploys a unit in his deployment zone. The players then take turns deploying until all their available models are on the table.
4. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units.
5. **First turn - roll to see who gets first turn**. The Highest scorer may choose to go first or second.

12"	Deployment Zone
18"	18"
12"	Deployment Zone
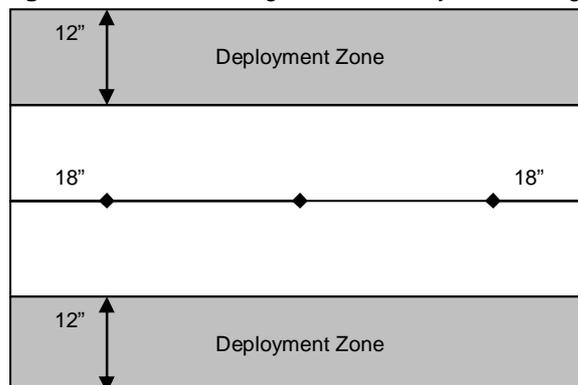
MISSION OBJECTIVE

The player holding the most Sheep at the end of the game wins. Draw if both players hold equal number of sheep.

GAME LENGTH: Six turns.

LINE OF RETREAT: Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.