How to Setup the Game and How to Use the Scenario

The scenario consists of a western genre miniature game set in the desert at the dawn of the 20th century. Each scenario contains a western scenario card with various elements such as terrain, buildings, and characters. The scenario is based on a pre-printed card, and the desert elements are represented by scattered rocks and sand. Players can use the desert elements as additional terrain features.

Initial Deployment

Each player starts with five markers on the map. The markers represent units or troops and are placed on the map according to the instructions provided on the scenario card. The markers are moved according to the rules of the game, and the scenario progresses based on the players’ actions.

Victory Conditions

The game is won by the player who completes the objective(s) specified on the scenario card. The objective(s) may include capturing or destroying certain areas or units, or fulfilling specific conditions. The players must work together to achieve the objectives and secure victory.

Withdrawal

When any unit is below 10 hit points, that unit may withdraw one square to the rear. The unit then immediately proceeds to the next square in the rear and repairs hit points as usual.

Elephants

Elephants are unique units, as they have a special ability to only participate in certain scenarios. The scenario must be read in conjunction with the rules for using elephants in the game.

Designer’s Notes

The scenario is designed to provide a unique and engaging experience for players. It includes various elements such as desert terrain, western buildings, and historical characters. The scenario is suitable for players of all experience levels and can be adapted to fit different game styles and preferences.

The Unit Class System

All units in the game are categorized into different classes, such as cavalry, infantry, and artillery. Each class has unique abilities and characteristics, making them suitable for different game scenarios.

Shadow

Shadow is a unique unit that can move secretly to surprise the enemy. It is an excellent addition to any scenario, as it can disrupt the enemy’s plans and create confusion.

The Desert Environment

The desert environment is a challenging and dynamic setting for the game. It includes various elements such as sand, rocks, and shrubs. Players must navigate the desert terrain and use their units effectively to achieve victory.

The Historical Context

The scenario is set in the early 20th century, during a period of significant change and conflict. Players must consider the historical context and use their units strategically to overcome the challenges presented by the scenario.

The Final Fantasy

The final fantasy of the scenario is determined by the players’ actions and strategies. It is an exciting and unpredictable moment in the game, as the players work together to achieve victory.

The Scenario Conclusion

The conclusion of the scenario is determined by the players’ success in achieving the objectives and securing victory. It is a satisfying and rewarding moment for all players, as they reflect on their strategies and the outcome of the game.