

WALK THE DOG

Iggy Pup has been dog napped! The fiends have disabled her wheels and are making their getaway on a train to Ridley!

CREW SELECTION

Before hiring Crews, randomly determine a player to be the Defender (the other will be the Attacker). This is a 50 Soulstone game. The Attacking Crew must be led by Rollins Black and include Cherri Bomb, Elli Ramone, and Patti Ramone. It may not include Iggy Pup. The Attacker may hire the rest of her Crew with the remaining Soulstones as normal. The Defender hires a Crew as normal.

DEPLOYMENT

This scenario uses Standard Deployment, with the Defending Crew using the board edge with the Train as their Deployment Zone. At least two Defending models must be deployed on the Train.

THE TRAIN

Randomly choose one board edge to be the Starting Line. The board edge opposite to the Starting Line will be Ridley. The Defender places a 3" wide by 6" long Train terrain piece with the 3" section flush with the Starting Line board edge. The train will travel in a straight line to the opposite board edge over the course of the game, so move other terrain as necessary to allow this. The sides of this terrain are blocking, impassable, climbable, hard cover. Models may climb up and move freely once on top of the Train. The Train is Height 2.

At the end of every Turn, push the Train 12" towards the Ridley board edge. Any models on top of the Train remain on top of it and are pushed along with the Train, ending the push in their same position on top of the Train. (Note: The models do not count as having been pushed for Ability purposes.)

The Train ignores models in its way during this push. If the Train would end the push on top of a model, the model's controller pushes it up to 3" and it suffers 2/3/6 damage which may not be cheated. If the Train comes into contact with the Ridley board edge, it stops. If it is pushed again on a subsequent Turn, it leaves play. After the Train is pushed on Turn 1, place two more Train terrain pieces directly behind the first, each one with the 3" section touching and flush with the Train terrain piece in front of it (think of a train with multiple cars traversing the board). At the end of Turn 2, place one more Train terrain piece in the same manner behind the last Train piece in line. When these pieces are placed, if any models are in the way, their controllers push them up to 3" and they suffer 2/3/6 damage which may not be cheated.

This will give you a four car Train that is traversing the board. All Train terrain pieces are pushed in a line in the same manner at the end of each Turn.

If the first car of the Train leaves play, all cars of the Train also leave play. Before removing a Train car, place any models on top of the car in base contact with the car, within 4" of their current location. Models placed in this way must pass a TN 10 **Wk** duel or suffer 2 damage.

Rollins Black, Cherri Bomb, Elli Ramone, and Patti Ramone may make a (1) Interact Action to place a 30mm Dynamite Marker in base contact with themselves. The first time the Train comes into contact with a Dynamite Marker during any point of its push, discard the Dynamite Marker with no effect. The second time the Train comes into contact with a Dynamite Marker, the Train is Derailed. When the Train is Derailed, it stops in base contact with the Dynamite Marker and the Dynamite Marker is removed. The Train will not push again during the game; it is now stationary terrain. Any models on the Train when it is Derailed or within (X)3 of the Dynamite Marker which Derailed it must take a TN 10 **Wk** duel or suffer 2/3/6 damage which may not be cheated. Once the Train is Derailed, the Attacker summons Iggy Pup into base contact with the second car in line.

Defending models in base contact with a Dynamite Marker may make a (1) Interact Action targeting it to remove it.

SPECIAL

Iggy Pup may not make Walk or Charge Actions. When any model within 2" of Iggy Pup declares a Walk Action, place Iggy Pup in base contact with the model after completing the Action. Iggy Pup gains 🍀 on all **Df** duels.

VICTORY

The Attacker scores **VP** for each of the following:

- 1 **VP** when the Train is Derailed.
- 1 **VP** the first time Iggy Pup is placed due to a friendly model taking a Walk Action.
- 2 **VP** if, at the end of the game, another friendly model is within 2" of Iggy Pup and no enemy models are within 2" of Iggy Pup.

The Defender scores **VP** for each of the following:

- 1 **VP** the first time Iggy Pup is placed due to a friendly model taking a Walk Action.
- 1 **VP** if the Attacker summons Rollins, Dismounted.
- 1 **VP** if Cherri Bomb is killed or sacrificed.
- 1 **VP** if the Train is within 6" of the Attacker's Deployment Zone when it is Derailed.
- 4 **VP** if the Train leaves play without being Derailed.