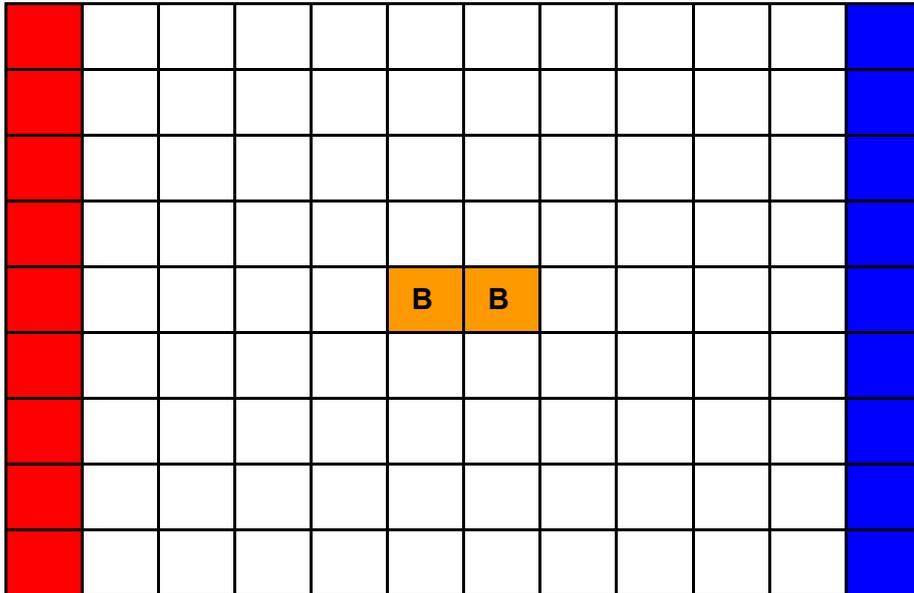# 1. Somebody, set up the bomb!

Setup
Roll off and choose entry area. The player who wins the roll can choose either of the short table edges. The opponent automatically gets the opposite short table edge.

One Bomb objective is placed in one of the squares in the center of the table as indicated on the map. The Bomb is placed in the square closest to the player with fewest activations (roll off if both players have the same number of activations). The Bomb square should not contain any terrain. Any terrain in that square should be moved to an adjacent square agreed by the players. If you cannot agree, ask a judge to help you.

Deployment
No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Winning the Game
Each player is trying to move the Bomb to the opponent's edge of the table. Any unit (except units with Flying, Aircraft and/or Mythos Creature) can *pick up* the Bomb by spending an action while adjacent to it, or in the same square. The Bomb is *dropped* in the carrying unit's square if the unit is destroyed or Stunned.

From round 3 and onward, a unit carrying the Bomb can *arm it and set it down* in their square by spending an Action. However, the Bomb can only be *armed and set down* in a square at the opponent's edge of the table. If the Bomb is not *picked up* again it will automatically explode at the end of the round. When the bomb explodes, any unit in the same square as the Bomb is destroyed (kill points are awarded to the opponent for this) but the player that *set it down* immediately wins the game.

If the Bomb is *armed and set down*, but is *picked up* again before the end of the round, it is not *armed* any more and will not explode (unless it is *armed and set down* by the new carrying unit of course).

The Bomb explodes automatically at the end of round 8, or if time is called. The winner is then determined by kill points.

2. Dig in!
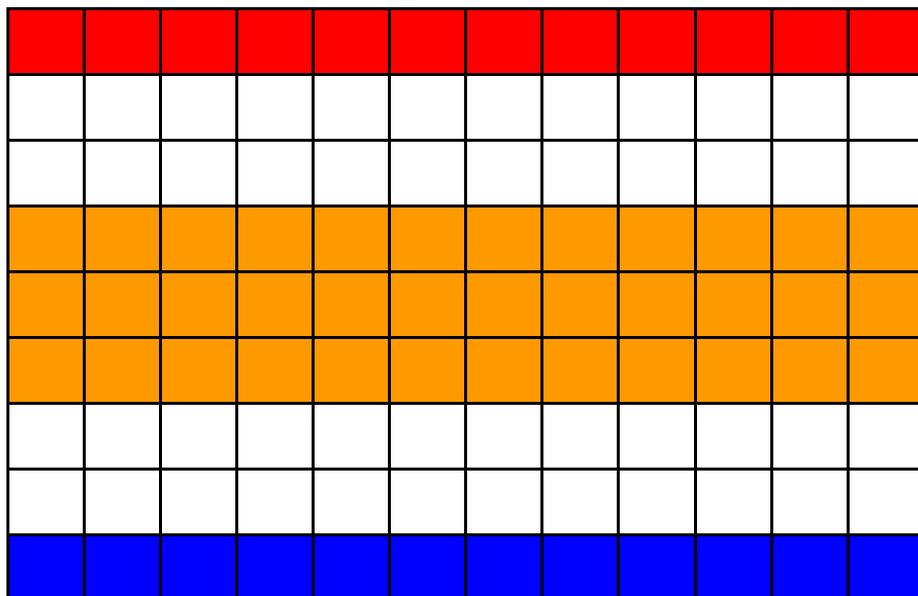
Setup

Roll off and choose entry area. The player who wins the roll can choose either of the long table edges. The opponent automatically gets the opposite long table edge.

Each player places one objective in the marked zone. The player who won the roll off places their Objective first, then the opponent places theirs.

Deployment

No Units start on the table. Each player's force enters the table from his designated table edge on the first turn.

Special rules

An infantry unit on an objective can spend an action to perform a special "Dig in!" Action. Until the next time that unit activates, it gains the Advanced Reactive Fire skill, and the objective it's holding cannot be contested. The unit is also considered to be in cover.

Scoring

A player holding one objective at the end of any round from round 3 and onwards gains 1 victory point.
A player holding both objectives at the end of any round from round 3 and onwards gain 3 victory points.

Winning the game

The game ends after round 8. If time is called, VPs are awarded to players holding objectives when the game ends.
At the end of the game, the player with the most VPs wins. If there's a tie, the player with more units on the table wins. If it's still a tie, the player with the most Kill Points wins.

3. Claiming the Ground

Friendly archaeologists have found a spot of ground with strong indications on their instruments. Could it be a new VK finding?
Two opposing forces are racing to claim the location.

Setup
Roll off and choose entry area. The player who wins the roll can choose either of the short table edges. The opponent automatically gets the opposite short table edge.

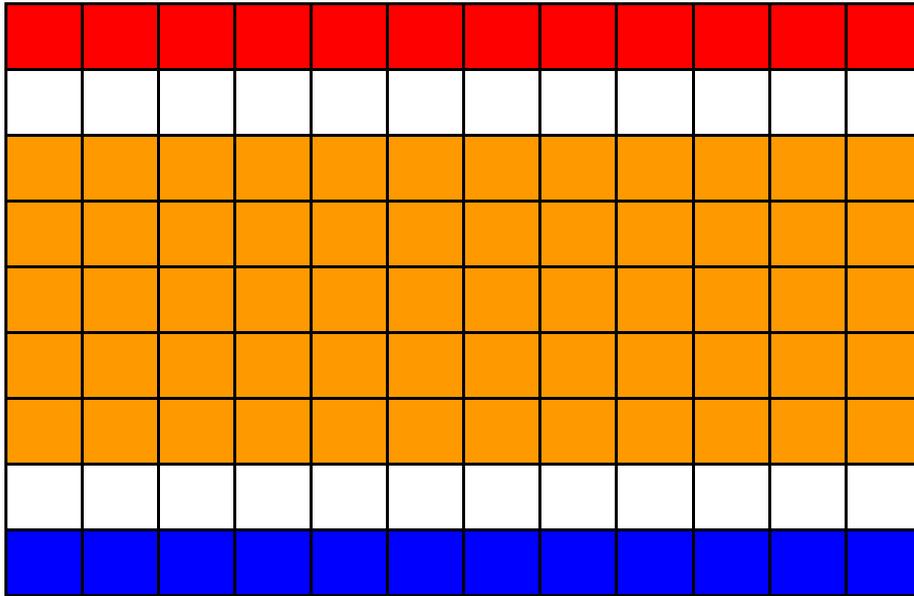Place six small tokens in the squares marked G. This is the ground to claim.

Deployment
No Units start on the table. Each player's force enters the table from his designated table edge on the first turn.

Winning the game
A player wins the game if, at the end of any round from round 3 or later, they have more units than the enemy in the Objective squares. Only units capable of capturing objectives are counted for this.

If no player has won at the end of round 8, the player with most Kill Points (KP) wins.

4. Endless War

Setup

Roll off and choose entry area. The player who wins the roll can choose either of the long table edges. The opponent automatically gets the opposite long table edge.

Each player places two objectives in the marked area. The player who won the roll off places the first, the other player places the second, and so forth.

Deployment

No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Special rules

All units except Heroes, Aircraft and Mythos Creatures are put in reserve when destroyed. (Lesser Mythos Creatures can be put in reserve.)
Wrecks from destroyed vehicles are removed from the board when that vehicle enters from reserve.
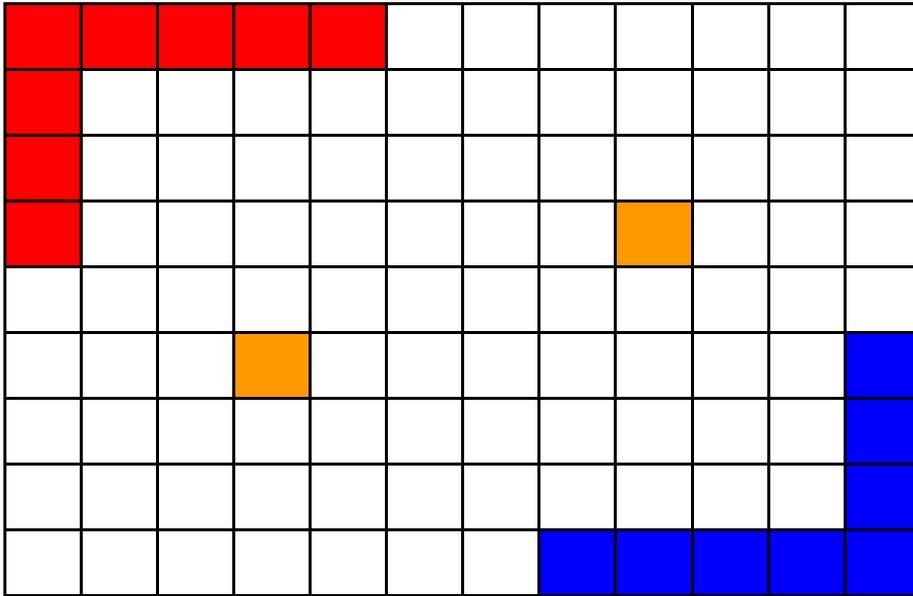
Scoring

At the end of each round from round 3 on players gain 1 Victory Point per objective controlled.

Winning the game

The game ends after round 8, or at the end of any round from round 3 if every unit in one players army is destroyed or in reserve.

At the end of the game, the player with most VPs win. If there's a tie, the player with the most Kill Points win.

5. Contagion

Setup
Roll off and choose entry area. The player who wins the roll can choose either of the corners. The opponent automatically gets the opposite corner. Place objectives on the two marked spaces.

Deployment
No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Special rules
For each unit destroyed during the game, the player who destroyed it places a Contagion Token in one of the squares the unit occupied. If the square(s) that the destroyed unit occupied already has a token, the player who destroyed the unit places the token in a non-impassable square without a Contagion Token within range 1 of the destroyed unit. If all squares within range 1 of the destroyed unit already has a token, the range is extended to range 2 etc.

Scoring
1 VP is rewarded for each enemy unit destroyed.
2 VP are rewarded at the end of each turn, on or after turn 3, for each Objective that a player Controls, providing there are no enemy units within Range 1 of the Objective(s).
At the end of each turn (after all units have activated), including the first turn, -1 VP is rewarded to each player that has a unit (including Aircraft and any Passengers) that stands on, or adjacent to, a square with a Contagion Token. A single player can only get -1 VP per turn, and cannot go below 0 VP in total.
Example: If you get 3 VP in one turn from destroying one enemy unit and controlling one objective, but have units standing on or near Contagion Tokens, your total VP for that round is 2.

Winning the game
The player with the most VP at the end of turn 6 wins the game. If a player is wiped out, the opponent may choose to play the remaining turns if it means he or she can score enough objectives (while avoiding tokens) to win the game. If both players have the same number of Victory Points, the player with the most Kill Points wins, as calculated by totaling the point value of Units destroyed.

Scenarios for Dust Nordic 2019, version 1.5