

Legends of the Old West Scenario - Crossing the Rio Grande.

(or any other suitable river)

General idea, one posse is escorting the objective across a ford on the Rio Grande (or other such river) when they are ambushed. Defenders must get the objective safely out of the river and off one table edge along the road (i.e. either forward or backward). Attackers win by preventing above happening or by getting the objective off the table edge themselves.

The Ford

The river/ford is 12 inches across with trees and rocks lining the banks, the ford can be 8-12 inches wide with movement reduced to half when travelling through. If you leave the ford movement is at quarter speed.

There is also the chance of breaking a wheel when moving through river.

At 2" move a roll of 6 breaks a wheel

At 3" move a roll of 5 or 6 breaks a wheel

At 4" move a roll of 4, 5 or 6 breaks a wheel

Defenders

They are all mounted on horses for this scenario (temporary loan of mounts) except for any members driving wagon/coach or riding shotgun.

They all start within 6 inches of the objective. If they are escorting a wagon then at least 1 person per posse must be on the wagon to drive it. The driver can only shoot/use one-handed weapons, not 2 handed ones.

Escorted objectives may be cattle/horses, wagons, stage coaches etc

Escorted thing moves at 8 inches per turn max.

Attackers

Start on both sides of the river approximately 50/50, They are dismounted unless mounts are paid for.

Winning

To win Defenders must get escorted things off table either direction down the road.

Attackers win by getting captured things off table down road.

Experience

1 for winning posses leader

1 per kill

1 per driver of wagon/coach

1 for surviving the game

Finances

Standard per game (i.e. 1d6 + 2d6 per surviving hero)

If 2 wagons/coaches used in the game then 3d6 for each.

If 1 wagon/coach used in the game then 5d6 for it.

If cattle/horses then 1d6 per animal (6 animals max at start). No money for killed animal