

Legends of the Old West Scenario - Defend the Homestead.

Terrain:

A 4' x 4' table containing a farmhouse, stable and barn with a corral (fence/wall) close by. A few trees, a well, log pile, etc.

Setup:

If one Posse is Lawmen, then they will always be the defender.

If one Posse is Outlaws or Indians then they will always be the attacker.

The defenders and homesteaders start anywhere within 12" of any building.

The attackers start from within 6" of a table edge and may split their forces.

In addition to the posse, the homestead family is still around the building. To represent this, the defender gets 4 additional henchmen for the purposes of this game only.

Father – Stats as per Civilian – Armed with a rifle and hand weapon

Mother – Stats as per civilian but -1 Shoot & -1 Fight – Armed with a sixgun and a knife.

Son – Stats as per civilian (-1 shoot, -1 fight, -1 grit) – armed with a knife and stones (as per throwing knife)

Daughter – stats as per civilian (-1 shoot, -1 fight, -1 grit) – armed with a knife and stones (as per throwing knife)

All have the "Safety in Numbers" trait.

Who Wins / Experience

If the Attacker kills the Homestead family or drives off the defenders, then they win.

If the attackers are driven off, then the defenders win.

1 point for the leader of the winning posse

1 point per enemy killed

1 point for surviving the game.

If the defenders win, then they gain additional 1d6 income courtesy of the homesteaders.

If the attackers win, then they gain an additional 2d6 income from stolen goods.