

## ***Legends of the Old West Scenario - It's Mine!***

There Gold in them there hills, or at least there used to be.....

One posse has just taken up temporary residence in and around an old mine and it is up to the other posse to drive them off. The mine has been abandoned for a long time as the area suffered a severe drought, driving off most of the miners and the rest were killed during a cave-in. This means that not all their gear was carried off, so a few bits and bobs have been left behind.

### Terrain:

A ghost town of buildings, storage sheds, etc plus a mine entrance. The mine entrance should go into the side of a suitable hill or cliff. The overall table size should be 4' x 4'.

### Set-up:

The defending posse starts within 12" of the centre point of the board. The attacking posse starts within 6" of the edge of the board.

The attackers can be split to come in from separate directions.

The defenders can start within buildings.

If one of the Posses are "lawmen" then they will always be the attacker, otherwise the gang with the lower infamy rating will be the defender.

### Special Rules:

The miners didn't take all of their gear with them when left and several had been killed during a cave-in. If a fighter indicates they wish to enter a building (or the mine), then it can be searched. It takes a full turn spent within a building in order to perform a search and no shooting or combat can be done during that time.

This means the character cannot move into a building and search or search and leave in a single turn.

When searching, roll 2d6. On the roll of a double the character has found an item. Fame cannot be used to change this roll. If an item is located roll another 1d6 and consult the following chart to see what they have actually found:

Searching a building: 1: Pickaxe (2 handed weapon); 2: Stash (1d6) ; 3: Boilerplate; 4: Knife/Hand weapon; 5: Stash (2d6); 6: Dynamite

Searching the mine: 1-3: Pickaxe (2 handed weapon); 4-5: Stash (1d6); 6: Dynamite.

Searching the mine brings its own dangers. For each turn spent within the mine (including the first), roll 2d6. On the roll of a double, a minor cave-in has occurred and each fighter in the mine suffers a S3 hit, but on a double 6 a more major cave-in has occurred and each fighter suffers a S4 hit.

Any items found by a fighter are added to their roster. These items will be lost (as per usual) if that character dies. The character may use the item as if they started the game with it. If the fighter survives then the items can be redistributed around the posse or sold before the next game.

Stash is loot that can be sold for additional income after the game (assuming the fighter survives)

A building/the mine can be searched any number of times, but not if a member of the other posse is also in the same building (or mine) at the same time. This roll cannot be adjusted using Fame. A maximum of two members of any given posse per turn can search a specific building. Any number of posse members can search the mine.

### Shooting/Combat within buildings:

If shooting occurs within a building automatically assume that a single "in the way" roll is required to successfully miss any chairs, tables, etc that the target is hiding behind.

Combat takes place as normal.

### Winning the Game

The winning posse will cause the other to run from the board.

1 point for the leader of the winning posse

1 point per kill

1 point for each surviving fighter

The winning posse can also search the town at their leisure. Roll twice per surviving member of the posse to see if they discover anything of value, then (if relevant) consult the "findings" table to see what they found. For any members searching the mine, roll for cave-ins as normal (once per search).