

## Legends of the Old West Scenario – Jail Break Round-up

One posse had been captured by the local law enforcement, but had managed to escape from custody. The other posse has been drafted in to help re-capture the offenders.

### The set-up

Place a suitable jail house in the centre of a 4' x 4' table and place a number of buildings around it to represent a small town. The remainder of the table should have a variety of light terrain covering it.

Players take it in turns to place a character on the table-top. The Offenders must start within 6" of any wall of the jail house. The Captors start within 6" of any table edge.

If one player has more figures than the other, then they will place all their remaining figures after their opponent has placed their last one.

### Objectives

Offenders – to escape off any table edge.

Captors – to prevent the Offenders from escaping

### Special Rules

The posse who broke out of jail have managed to get hold of 1d6 weapons during their escape (roll on the chart to see what). These are the only weapons/equipment that the posse can use during the game. In addition, the offenders do not have the use of hired guns or horses, etc for the purposes of this scenario.

The chaps who need to capture them have their full store of equipment. However, the idea is to recapture the Offending posse, NOT to kill them, so wherever possible non-lethal force must be employed.

The posse who are escaping have no such restrictions placed on them. They just want to get away and can shoot as normal.

The attackers will gain 1d6 additional income for each offender who is recaptured using hand-to-hand combat and lose 1d6 income for any offender who is taken out of action using any form of missile weapon. Of course, the attackers could always hope that they hit, but fail to wound, and thereby force their target to dive into cover for a turn.....

The posse trying to recapture the offenders will automatically turn any blows that would kill their opponent in hand-to-hand, so wounds that they hand out will stun their opponent rather than kill them. The same cannot be said for the Offenders...

When a character is taken out of action, leave them face down on the table. If an Offender moves into base-to-base contact with a character who is out-of-action and spends a full turn there (doing nothing else) they can remove one weapon from that character and use it for the rest of the game.

The offenders will have 'liberated' 1d6 weapons. Roll 2d6 for each weapon located and check on the table to see what they managed to obtain. These weapons can be given to any character within the posse at the start of the game.

<b>Roll</b>	<b>Weapon</b>
2	Repeating Rifle
3	Six gun
4	Rifle
5	Shotgun
6	Hand weapon
7	Six gun

- 8 Musket
- 9 Shotgun
- 10 Rifle
- 11 Hand weapon
- 12 Repeating Rifle

Offenders taken out of action in hand-to-hand combat do not need to roll on the injury chart at the end of the game. They automatically score a Full Recovery.

Offenders taken out of action by missile weapons need to roll on the injury chart at the end of the game as normal.

The Offenders automatically regain their full store of equipment after this game. They also gain any equipment that they carried off the table in this game.

Any weapons taken from the Captors are also regained after the game courtesy of the local sheriff.

#### Experience points

##### Offenders

For escaping off the table: 1 point

For each opponent taken out of action (by any means): 1 point

##### Captors

For each opponent taken out of action (in hand-to-hand): 1 point (plus 1d6 additional income)

For each opponent taken out of action (using missile fire): 0 points (minus 1d6 additional income)