

## **Legends of the Old West Scenario – Night Raid**

One of the Posses has managed to obtain something that the other Posse wants. This could be bullets, gold, important evidence, whisky, etc. It doesn't matter exactly what it is, but both gangs want it.

In a daring night time raid, the attackers are going to try and relieve the defenders of it.

### Objectives

The attacker must enter the warehouse and remove the crate containing the goods and escape with it off the table edge they started from.

The defender must drive off the attackers.

### Terrain

A 4' x 4' table with a building marked as being a warehouse (defenders choice) which is where the goods are stored. The rest of the table should have scattered buildings and trees. The attackers start 6" from one table edge.

The defenders start in and around the warehouse to a distance of 12" from it.

The goods can be carried by a single character at half their normal move, or two characters at their full move.

If one character, then they cannot shoot or charge into combat while carrying the box.

If two characters then they can use one handed guns/weapons with all the usual restrictions, but cannot charge.

A character can pick up the box at any point during their move by moving into base contact with it. Any remaining move is adjusted as above.

If the character(s) carrying the box are charged, then they will automatically drop it and fight as normal.

If the character(s) carrying the box are removed as casualties or have to dive for cover then they drop the box before doing so.

### Night Shooting

Maximum visibility is 12", so it is not possible to target anyone with any accuracy beyond this range. To hit anyone beyond this range, the character needs an additional modifier to hit them

Range: 12"-18" = +1

Range: 18"-24" = +2

This means for a fighter with a 3+ shooting skill shooting a rifle at a target 24" away will need to roll 5+ to hit.

All usual shooting skills can be applied to this roll.

"In the Way" rolls are also that much harder with an additional +1 being applied to them. This means that if normally you avoid the object on a 4+, you now avoid it on a 5+.

### Experience

1 point for the leader of the winning posse

1 point for surviving the game

1 point per casualty

The winning posse gets an additional 2d6 income.