

Legends of the Old West Scenario - Railroad Hold-up

In an enterprising fashion, a posse has held up a train by dropping some tree trunks across the track. The other posse has got wind of the plan and are trying to foil their plans.

Setup

Use a 4' x 4' table with a rail line running across it. A train and carriage(s) should be on the track, roughly in the centre of the table.

The rest of the table should be covered in a variety of bushes, trees and rocks. Some logs should be on the track in front of the train.

The defenders start within 3" of the train, or in the locomotive or carriage(s).

The attackers start within 6" of one table edge.

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

Objectives

2 defenders must both spend 4 turns inside the carriage relieving the passengers of the train of their valuables, while the remainder hold off the attackers. After this, they can act normally.

The characters taking the valuables can do nothing else during this time (i.e. shoot, fight, etc).

The defenders also need to drive off the attackers.

The attackers must drive the defenders off from the train.

Experience

1 point for the leader of the winning posse

1 point per casualty caused

1 point for surviving the game.

If the defenders win, then they get an additional 2d6 stash per character who collected valuables - providing they were not a casualty at the end of the game.

If the attackers win, they select from one of the following as a thank you from the rail company: Repeating Rifle, Horse, 2 six guns.