

Legends of the Old West Scenario: Rescue the captive

After a daring raid, the Sioux war party dragged their captive back to the village. A message had been left on the door of the farmstead demanding the release of Sioux prisoners taken the previous week.

Little did they know that a rescue party was already en-route to their village...

Terrain:

An Indian village complete with totem pole, fire pit. Around the village can be boulders, trees and other suitable terrain.

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 tee pees.

If one of the Posses is Native Americans they will always be the defender, otherwise the gang with the lower infamy rating will be the defender.

Special Rules:

The captive is held within one of the tee pees (defenders secret choice), and an attacker must spend one full turn in the tee pee without engaging in combat, shooting, etc in order to free them.

The captive has the following profile:

Mv	Sh	Fi	St	Gr	At	Wo	Pl
6	5+	3	3	3	1	1	3

They will fight if they are given a weapon by their rescuer but if the captive is lost as a casualty then this weapon is lost.

As the Sioux are defending their homes, the usual 30% head for the hills rule does not count. They will need 50% of their number to be casualties before they need to make a Head for the Hills roll.

Shooting/Combat within Tee Pees:

If shooting occurs within a tee pee 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

If the attackers rescue the captive and get them off the board or drive off the Sioux then they win the game.

If the defenders drive off the attackers then they win the same.

1 point for the leader of the winning posse

1 point per kill

1 point for each surviving fighter