

Rescue the Hanging Man

Ideally four possies are required, but it can be played with two largish possies:
Lawmen x 2, Outlaws x 2

The Lawmen have captured an outlaw (an addition to the two main possies) and the Outlaws have to go and rescue them.

Layout is set as a town with a long main street and square(ish) area near the walled entrance. The Outlaws have a fixed number of turns to reach their comrade and cut him down before he dies.

The number of turns allowed before the hanging man dies is calculated by rolling 6d6 and adding the highest 2 dice scores together.

The outlaws start on the edge of town furthest from the gallows and can move/act as normal from the start of the game.

The Lawmen start scattered around the area of the hanging and move as follows:

Until the Outlaws get within 8" of any lawmen or discharge any firearms, all Lawmen must move in the same way as the civilians (i.e. up to 6" in a random direction).

As soon as an Outlaw is within 8" of any Lawman or an Outlaw discharges a firearm then the Lawmen can move and act as normal.

For the purposes of this test bows, knives, etc and other thrown weapons count as firearms. The 8" range must pass through line of sight of the lawmen.

Civilians, horses, etc are scattered around the town and move up to 6" in a random direction. They will move away from being in base contact with Outlaws if an outlaw ends their move in base contact with them. This means that Civilians can end up moving more than once.

The Civilians are moved between the player with priority and the other possie (i.e. they always go second out of the three groups).

If a shot misses its intended target, then continue the line of fire until the maximum range is reached. If another target is in line of fire, roll 1d6. On a 6 they are hit by the bullet and roll to wound as normal. Repeat this until the bullet either hits a target or reaches its maximum range.

Lawmen may not shoot if a Civilian is "in the way", but may shoot if a Civilian is behind the target (even if they are still in the line of fire).

Outlaws can shoot at anyone without this restriction.

Civilians are assumed to have a grit of 3, 1 wound and automatically run for cover if a pluck test is required.

The "Head for the Hills" test is calculated on 50% of the entire side (i.e. 50% of ALL Outlaws or 50% of ALL Lawmen)

To release the hanging man, an Outlaw must spend an entire turn in base to base contact with the gallows without engaging in any other action (i.e. fighting, shooting, being wounded). If released, the hanged man can move as normal, but cannot shoot or fight. He is assumed to have a Grit of 3, 1 wound and a pluck of 3.

Victory Conditions:

Outlaws:

Rescue the hanged man - 1 point (for the possie who does this)

Escape out of the main gates of the town (where some horses will be waiting) – 1 point (or 0 if the hanged man has died)

Per Lawman casualty – 1 point

Per civilian casualty – 0 point

Taking part in the game – 1 point

Lawmen:

The hanged man gets the justice he deserves – 1 point

Per Outlaw Casualty – 1 point

Per Civilian casualty - -1 point (so you can end up with negative experience !!!)

Taking part in the game – 1 point

The leader of the winning possie gets an additional 1 point.