

Legends of the Old West Scenario – Stampede

This scenario is best suited to posses with a few mounted characters, but could be done by any posse as long as they are careful.

Setup

The table is bare except for a large number of cattle which are spread around the table and a few trees and rocks.

The defenders are on spread throughout and around the herd. These set up first. The attackers then choose their starting table edge. All the attackers enter on this single table edge.

Cattle

Cattle should be based on 40mm round bases as per cavalry.

The cattle will run directly away from any character who fires off a gun within 4" of them or who strikes them with a hand weapon and wins combat.

This movement is done at the end of the fighting phase, before rolling the drop for the next turn. This prevents a player moving a single beast multiple times in the same turn.

A running beast will go 8" directly away from the character making a noise. In the case where multiple characters make a noise then it will go down a central route away from the source of the noise.

If a beast is surrounded, then it will panic and run in a random direction (use a scatter dice).

Cattle will always run their full distance.

When not running the cattle will graze and ignore everything other than a shot within 4", a direct attack, or a running beast.

Beast: M: 8"; S:-; F:4; St:5; G:5; W:2

When running, If a beast passes alongside another beast(i.e. their bases touch), there is a 50% change that this second beast will start to run as well. This beast will run in the same direction as the first beast, but move no further than the first beast. This second beast can trigger a third beast to run and so on.

All running beasts will swerve around rocks, trees and mounted figures, etc in a logical manner.

If the path of a running beast takes it into contact with a figure on foot, then immediately roll combat for the pair as the beast will trample the character. If the beast wins, roll damage on the character as normal and continue to move the beast until it has moved its full distance.

If the character wins, roll damage as normal on the beast and if it survives continue to move it until it has moved its full distance.

Objectives

The attackers must leave the table from their starting table edge with as many beasts as 50% of the Posse (e.g. a Posse of 8 needs to take 4 beasts) or drive off the defenders. Dead beasts do not count towards this total.

The defenders must drive off the attackers without losing too many cattle.

Experience

1 point for the leader of the winning posse

1 point for surviving the game

1 point per casualty

The winning posse gets 2d6 additional income from the game.