

The Bridge

One posse has taken possession of a high bridge over a gorge. This could be outlaws looking for extra income, some lawmen sent to prevent an unwanted posse from entering the territory or some cowboys sent to prevent some cattle rustlers from escaping the area.

Whatever the provocation the other posse needs to get to the other side of the gorge as quickly as possible.

Terrain

Use a 3' x 3' table with a gorge running down the middle. The gorge should be between 9" and 12" wide. A single bridge spans the gap with a roadway / track on each side. There are plenty of rocks and trees scattered on both sides of the gorge.

The sides of the gorge are so steep that the only real way across is over the bridge, but it can be climbed using the standard rules if you so wish. Assume the gorge is around 9" deep.

The bridge should be around 50mm wide and allow either a single cavalry figure or a wagon to cross without difficulty. It doesn't have more than a very low bit of wood at its edges, which isn't high enough to prevent anyone falling off, but prevents a wagon's wheels from accidentally sliding off the edge.

Falling off the bridge, or over the sides of the gorge isn't a very healthy thing to do. If anyone survives falling into the gorge, roll 1d6 for each missile weapon they are carrying. On a roll of 1-2 on 1d6 it has been damaged and cannot be used for the remainder of the game (but can be repaired in time for the next game). They can remain in the gorge and shoot as normal – assuming anyone gets close enough to the edge to be shot, or they can attempt to climb the sides of the gorge using the standard rules.

No barricades or obstructions can be placed on the bridge itself by the defenders as that would prevent wagons from crossing, but an easily movable obstacle (e.g. Gate, wagon, etc) can be placed across the roadway at the defenders end. A gate can be crossed using standard rules, or opened / closed using ½ a character's move allowance. A wagon can be moved up to ½ a character's move allowance by 1 person, or a full move by 2+ people. The defenders do not have a horse for their wagon (if they opt to use one)

The attackers have picked up a very old wagon on their way here, which they were planning to use when they reached their final destination. It is pulled by an old horse at a maximum of a 5" move per turn as it's too heavy for the horse to gallop.

This wagon can be moved by hand in the same way as above (1 person = ½ move, 2+ people = full move)

The horse can be unhitched in a single turn by 1 character being in base-to-base contact with it at the start of the turn and doing nothing else during that turn. Once unhitched, the horse can move at 10" as normal.

Climbing into/onto a wagon costs ½ a character's move.

Set-up

The defenders can set up their posse up anywhere on their side of the gorge within 6" of their side of the bridge.

The attackers start within 4" of their table edge anywhere on their side of the gorge.

Objectives

Defenders – prevent at least half of the attackers from getting across the gorge.

Attackers – Get across the gorge and exit from the opposite table edge with at least half your posse (with or without the wagon).

Experience

The leader of the winning posse: 1 point

For taking part in the scenario: 1 point

For each enemy taken out of action: 1 point

The winners also gain 2d6 additional income.