



• • • • •
SHOOTIN

IRON
• • • • •

A fast playing
miniature
game
designed for
pick-up
games and
tournaments



SHOOTIN IRON

Wild West Mini Rules

By David Bezio © 2016

Shootin Iron is a fast playing miniature game designed for tournament play or pick-up games. The goal of these rules isn't to simulate realism, but rather to allow you to play out cinematic Wild West shootouts using smart tactics and no small bit of luck.

To play you will need 6 and 8 sided dice (D6 and D8), a ruler marked in inches, game tokens, miniature figures, a 3'x3' play area, and terrain.

Forming up a Posse

In the standard game, each side will control a posse of 6 models consisting of 1 leader and 5 henchmen. Whatever weapon a miniature is sculpted with is what they have in the game. Poses start the game on opposite sides of a game table.

Die Code of the Old West

Whenever a buckaroo in your posse wants to do something they will roll a D6, trying to get a target number or higher to be successful. Positive (+) or negative (-) modifiers add or subtract from the roll.

The Leader: At the beginning of the game, the saltiest member of your posse is designated as the leader. This model rolls a D8 instead of a D6.

Reload Dice: Each posse starts a shootout with 6 reload dice (you can keep track of these on a scrap of paper, or grab 6 dice of a different color and discard them once used). These are one time use dice that can be expended to instantly reroll any die roll you don't like. If the die you are re-rolling is a D8, you still use a D6 for the reload die. You must take the result of the re-roll, but can expend as many available reload dice on a single roll as you like.

The Game Round

A game of *Shootin Iron* takes place over a series of **rounds**. During a round each member of the fighting posses will get to take a single **turn**. You may want to mark models with a **blue token** after taking their turn to indicate who has already acted this round.

Getting the Drop: At the beginning of a round, roll a die to see who (the highest roll, ties re-roll) goes first. You roll a D8 if your leader is still alive or a D6 if he is dead. Subtract -1 to the roll for every active member of the posse that is wounded.

The side that gets the drop activates a model first, with sides alternating after that. A player with more models in play will activate extra models in succession at the end.

On a turn: Once activated a model can move and take 1 action, **or** take 1 action and then move. The action is usually shootin or scrapping, but might be something else, like reloading or a special ability.

Git Movin! (6", Wounded 3", Mounted 9")

On its turn a posse member can move up to 6", wounded models up to 3", and mounted models (or wagons) move up to 9".

Horses: A model that is on, or moves adjacent to, a horse (or wagon) can mount or dismount at any time, but movement immediately ends for the turn.

Stairs, Walls, Ladders: If you move adjacent to a stair (one story of a buildings interior or exterior), short wall, or ladder you can climb up or over it, after which your movement immediately ends.

Doors: A model can move freely through open doors. Models adjacent to a locked door, can kick in the door, but movement immediately ends.

Jumping: If movement takes a model to the edge of a building rooftop it may attempt to jump to another rooftop. Roll 1 die +1; this is the number of inches jumped. If it's enough, the roughneck makes it to the other rooftop...if not he falls, taking 1 wound per story. The model may attempt a salt roll per wound to avoid this damage.

Moving Objects: A Model can pick up (or push), move, and put down adjacent objects (like furniture, ladders, or barrels) at any time during movement, but loses their action that turn.

Shootin (Short 4+, Long 5+, 6 Always Hits)

Shootin is attacking with a ranged weapon. Each weapon has a short and long range listed. **A 4+ hits at short range, a 5+ hits at long range, and a natural roll of 6 always hits** (or 8 if rolling a D8). If successfully hit, the target must make a salt roll or take a wound.

Line of Sight: In order for one buckaroo to shoot another, he must be able to see the target. Turn the miniature to face the target (or point his gun toward the target). There must be a clear line of sight to the

intended target. This means a straight line can be drawn from any part of the shooting miniature to any part of the target miniature without being blocked by intervening figures or blocking terrain. Shooting from a rooftop gives a clear line of sight to the ground and grants a +1 bonus to hit.

Intervening Models (townsfolk): A model that lies between the shooter and an intended target blocks line of sight. If this figure is a townsfolk (civilian), it can still be targeted. Townsfolk are killed if a single shot hits (they make no salt rolls).

Horse & Buggy: Targeting a mounted model and/or shooting from horseback (or wagon) is more difficult and is done at a -1 to the shootin roll.

Cover: Terrain, like barrels, boxes, low walls, and trees that partially obscures a model, but doesn't completely shield it counts as cover. Targets behind cover are hit at a -1 penalty.

Range: After declaring a target, measure the distance to the miniature from the front of the shooters base to any part of the targets base. Check the short and long range for the weapon. If the target is in range you may roll to hit, if not you automatically miss. You may NOT pre-measure.

Weapon Ranges	Short (4+)	Long (5+)
Knife, Spear	3"	6"
Pistol*, Shotgun*, Bow*	6"	12"
Rifle	9"	18"

*These weapons hit at a +1 at short range (6")

Out of Ammo: A roll of "1" to hit while using a gun means it has run out of ammo. Mark the model with a **yellow token**. This cowpoke's next action must be spent reloading before he can fire again. **Note:** Models sculpted with more than one weapon may shoot their other weapon...but must still reload before using the empty weapon again.

Shooting Situation	Modifier
Shooter and/or Target Mounted	-1
Target Behind Cover	-1
Shooter Wounded	-1
Pistol, Shotgun, Bow at Short Range	+1
Shooting From Rooftop	+1

Scrapping (4+)

When a cowboy moves adjacent to an enemy model, he is scrapping (Brawling in hand to hand). A roll of **4+ lands a blow** and the punching bag must make a salt roll or take a wound.

Bull Rush: Charging the opponent (moving adjacent) grants a +1 bonus to hit. Models can freely move out of a brawl, but can't bull rush back the same turn.

Trample: If bull rushing a figure on foot while on horseback, roll 2 dice to hit and take the better of the two.

Bushwack: When multiple models are engaged in the same brawl, and one side outnumbers the other, that side gets a +1 bonus to hit.

Arkansas Toothpick: When scrapping with a weapon (knife or spear) you hit at +1.

Scrapping Situation	Modifier
Bull Rushing the Enemy	+1
Bushwacking (outnumbering)	+1
Scraper Wounded	-1
Wielding a Knife or Spear	+1

Testing your Salt (5+)

Salt is the cowboy's ability to withstand pain, avoid damage, or stay fighting with a bullet in his gizzard! Whenever a buckaroo may take damage he throws a **salt roll**. If the roll is 5+ he is only grazed. If the roll is less, he takes a wound.

Wounded: When a cowboy fails a salt roll he is wounded. Mark wounded models with a **red token**. If a wounded model is wounded again the buckaroo is out of the fight (either incapacitated or buzzard food). Wounded characters are at a -1 penalty to any action rolls (including shootin and scrapping).

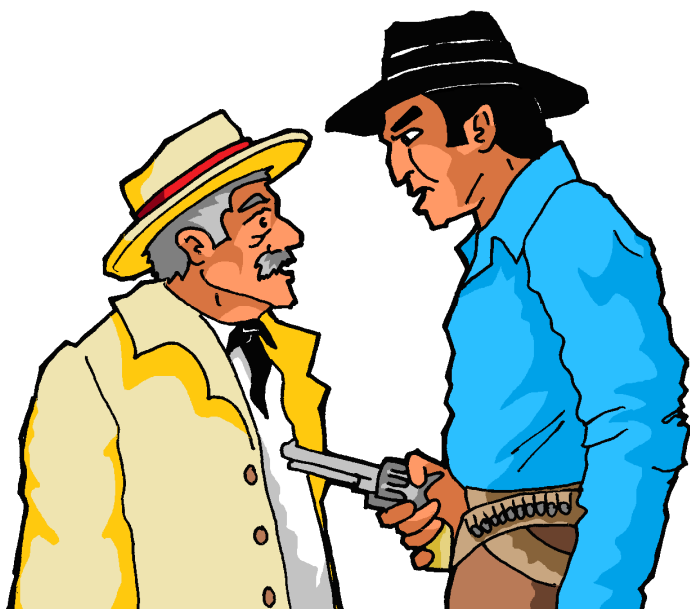


Going through the Mill (Optional)

If playing a series of linked scenarios, the survivors of a shootout get tougher for the next showdown. Each surviving curly goat is marked with a "+1" **white token** for use in the next game. That model can add +1 to any single die roll, after which the token is discarded.

Optional Rule #1: Posse Themes

A posse usually has some common denominator that has brought them together. The following are some cinematic stereotype themes for your posse. Each posse theme grants it a special ability. This special ability applies to all the members of the posse except special characters (see Optional Rule #2).



Bad Girls

Bad girls are a band of women who have strapped on a 6 shooter and know how to use it. Often times they have been wronged by men and are out for revenge or to prove that they are just as good.

Underestimated: Men don't expect women to be as proficient with a gun as they are. This element of surprise helps them to get the drop on their opponent. Bad girls roll 2 dice for initiative and take the better of the two.

Cowboys

The rough and tumble cowboy is the staple of the wild west. These good old boys work for the cattle baron, tending to his heard, manning his ranch, and fighting for him.

Born on a Horse: Comfortable in a saddle, cowboys don't suffer the -1 penalty when shooting from horseback and move 12" instead of 9".

Lawmen

Lawmen can be town sheriffs and deputies, federal marshals, Texas rangers, or Pinkerton men. Lawmen are tasked with keeping law and order on the wild frontier.

Justice is Served: If a lawman rolls a natural 6 (or 8 if rolling a D8) when attempting to hit an opponent, and wounds (but doesn't kill) the target, he can immediately roll another D6 to hit again, but the second roll ONLY hits on a natural roll of 6. The target can attempt a salt roll as usual

Mexican Banditos

Mexican banditos are the worst outlaws from south of the boarder. Led by ruthless (and sometimes loco) bosses, they ride from place to place taking what they want and raising all kinds of hell.

Bandoleers: Mexican pistoleros come prepared with lots of bullets. The Mexican bandito NEVER has to reload when he rolls a "1" on to hit rolls.

Mountain Men

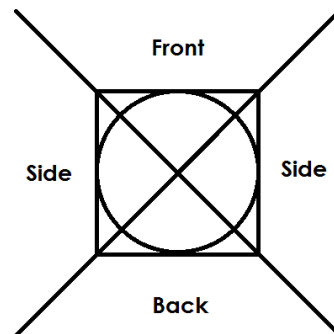
The mountain men are rugged loners who spend months at a time in the wilderness. This time away from "civilization" tends to make them crass, crude, and socially unacceptable.

True Grit: These tough bastards know how to resist pain. If not already wounded, mountain men make salt rolls at +1.

Outlaws

Outlaws are gangs of roughnecks brought together by a tough leader. They commit crimes to gain wealth, but often think of themselves as the "good guys".

Dirty Fighters: There is no honor among thieves! If an outlaw shoots his target in the back, he does so at a +1 to hit. To determine a targets back arc, draw an x through the targets base.



Renegade Indians

Indian braves with a chip on their shoulders, renegade Indians are outcasts from their tribe and the white man society. They band together to get revenge or just to cause trouble.

Stealthy: Known for being sneaky and fleet footed, renegade Indians can move both before AND after their action if they choose. The movement distance is still the same as normal, but the Indian model can split total movement up as they like. Note: this does not change things that end movement (like mounting a horse).

Optional Rule #2: Special Characters

If all players agree, one of the henchmen from each posse may be replaced with one of the following special characters.

Boxer

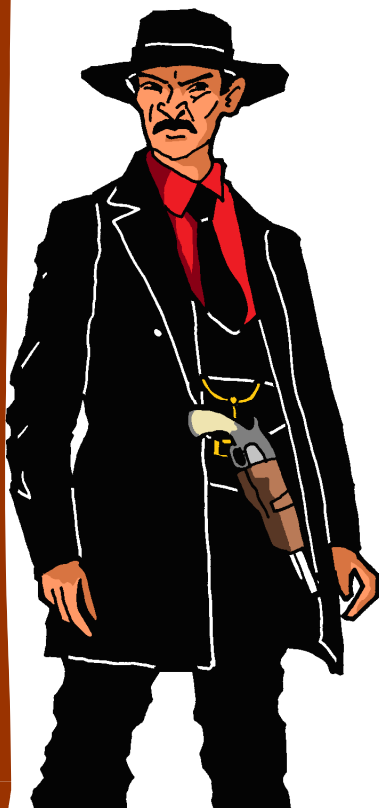
The Boxer (often an Irishman) is a burly man who specializes in knocking the crap out of people. When scrapping, the boxer rolls 2 dice and picks the better of the two.

Doc

A Doc can heal a wounded adjacent model on a D6 roll of 3+ (remove the wounded token). This counts as an action.

Demolitionist

In addition to any sculpted weapons the model has, the demolitionist carries 6 sticks of dynamite. Dynamite can be thrown up to 6" as an action. Instead of picking a target model, the demolitionist picks a spot (temporarily mark it with a die or token). The demolitionist does NOT need line of sight to this spot. If the demolitionist rolls 4+ (with no modifiers) the dynamite lands in the right spot. Every model (friend or foe) within 3" of the spot takes a wound unless they make a salt roll. If the roll "misses" the dynamite lands in an ineffectual spot or the wick falls out and nothing happens.



Drifter

Drifters appear from nowhere, cause all kinds of havoc, and then ride off into the sunset (usually with a fistful of dollars!). At the beginning of this models turn, roll a D6. If the roll comes up a 6, the drifter can add +2" to his movement or +1 to any single die roll this round. If the bonus isn't used during his turn, he can use it on any salt rolls during the round. If the bonus isn't used at all during the round, the drifter now gets the bonus on a 5+ for the rest of the game (If further rolls aren't used, this chance increases to 4+. 3+, excreta).

Gunslinger

The gunslinger must be armed with a pistol. The gunslinger is accurate with a pistol and hits at long range the same as if it was short range.

Kid

The kid is fast! As long as the kid is alive your side has the drop! The kid is always the first model activated.

Marksman

The Marksman must be armed with a rifle. If the marksman doesn't move on the turn he shoots, he rolls 2 dice for shootin and takes the better of the two.



Priest

Nobody wants to shoot a man of god! In order to target the priest, a shooter must first roll a 3+ (a morality roll) or he hesitates and loses his action this turn.

Scout

The scout is sent ahead to check things out and find an advantageous position. The scout usually lies in hiding until the right time. At any time during the game on the posses turn, the scout can be activated. As the models movement it can be placed anywhere on the table.

Sheriff

Either a good guy or rusted tin, the sheriff is on your side. Every friendly model within 8" of the sheriff gains a +1 to hit while shootin or scrapping.

Soiled Dove

If she moves within 6" of a male civilian model, that man instantly follows (same speed) and protects her, fighting simultaneously on her turn with a pistol (unless otherwise modeled). He only takes one wound and throws no salt rolls. If he is killed, the soiled dove can move on to another male civilian (only one at a time).

Optional Rule #3: Townsfolk

The most common game simply involves a Wild West town set-up with players deploying their models on opposite sides of the table and shooting it out.

But where are all the civilians? If you have townsfolk models you want to use, why just have them sitting around, or being used for cover? With these rules you can add a little spice to any shootout.

At the beginning of a round, roll 1D6 for each model you have on the board that isn't part of a posse. On a roll of 1-5 they cower, stand gawking, or just go about their business. On a 6, however, they do something listed below.

General Store Owner or Land Office Clerk

The General Store owner is in love with a soiled dove at the saloon. He runs 3D6 inches toward the saloon. If he reaches it, he goes inside and upstairs (remove the model from play).

Saloon Bartender or Hotel Owner

The saloon bartender pulls out a sawed off shotgun and starts blasting. Any posse member within 6" is hit on a D6 roll of 6 (roll once for each target).

Saloon Soiled Dove

One of the soiled dove's lovers is involved in the shootout. She runs 3D6 inches toward the nearest posse member. If she touches that models base, she remains adjacent for the rest of the game. She doesn't block line of site, but counts as "cover" (the model is now -1 to hit). Anyone targeting the model can choose to ignore the cover bonus, but the first hit in this manner kills the soiled dove.

Saloon Gambler

The gambler sizes up the situation. Roll a D6, on a 1-3 he decides to leave the area (move him 2D6 inches toward the nearest table edge); on a 4-6 he takes a shot with a pistol at the nearest posse member, hitting on a 4+.

Farmer or Livery Hand

These guys have more curiosity than sense and want to see what is going on. Move them directly into the center of the nearest street. If they are already in the middle of the street, move them into the center of another street or alley (whatever is closest).

Farm Animals (big) or Livery Horses

The animal is frightened and escapes! It moves 4D6 inches toward the nearest posse member. It will move this entire distance (avoiding any terrain) trampling any models in its way. Civilians are instantly

killed, while posse members take a wound unless they make a salt roll.

Barber or Train Station Conductor

The Barber/Conductor needs to check on his wife. Move him 2D6 inches toward the hotel or the nearest house.

Priest or School Marm

The priest/teacher moves out into the middle of the nearest street, raises the bible and gives a lecture of peace and harmony. Any posse member within earshot (12") must roll a die. On a roll of 1 they lose their next turn as they contemplate what has been said.

Banker or Mayor

The banker or Mayor waves a bag of gold at the nearest posse member as an incentive to leave town. That player rolls 1D6. On a 1 he takes the gold (remove that model from play) while on a 6 he shoots the mayor/banker dead and takes the gold. Remove the banker/mayor model and immediately move the posse member to that spot.

Doctor

The doctor runs 3D6 inches toward the nearest wounded posse member. If he touches the models base, he heals the models wound.

Gunsmith

The gunsmith grabs his fanciest gun and immediately takes 3 shots at the 3 nearest posse members (1 shot at each). The gun has a range of 24" and hits on a roll of 5+ if he has a clear line of sight and there is no cover. If any other civilians block line of sight, they are automatically shot dead instead.

Sheriff (and/or Deputy)

The sheriff or deputy runs 3D6 inches toward the nearest posse member. If they come in base to base contact, roll a D6. On a roll of 5+ they slap cuffs on that posse member. At the start of the next round, the sheriff/deputy starts dragging that model toward the jail at a rate of 3" per round. While in cuffs, the prisoner can do absolutely nothing. If the sheriff/deputy reaches the jail, the prisoner is thrown in a cell and is out of the game. If the sheriff/deputy is killed while transporting the prisoner, the model is instantly free and can act that round.

Chinese Launderer

The Chinese launderer is a Kung fu master! He moves 3D6 toward the nearest posse member, ignoring any terrain or obstacles. He proceeds to do his thing. Roll 3D6 with any rolls of 6 landing blows.

Optional Rule #4: Legends of the West

If both sides agree, you can use these larger than life legends in place of a henchman, special character, or posse leader. All of the Legends roll a D8.

Bass Reeves

The most feared (and hardest to kill) deputy U.S. Marshal is Bass Reeves! Bass rolls a 1D8 and a 1D6 for all salt rolls and takes the better of the two rolls.



Bat Masterson

Bat Masterson is a good shot with his Peacemaker, but he prefers to smack people upside the head with it. He rolls 2D8 when scrapping and takes the better of the two. If he rolls doubles, the enemy is knocked out (no salt roll) for the game (remove the model).

Belle Starr

Belle has immersed herself in organizing outlawry. Whenever Belle is targeted for an attack, roll a D6. On a roll of 6, a hidden gunman hits the shooter for a wound (the model may attempt a salt roll).

Billy the Kid

Billy is always activated first in a round, before initiative is rolled, and hits at a +2 with a pistol. However, before Billy is activated roll 1D6. On a roll of 1 Billy is granted a pardon by the governor and is instantly removed from the battle.

Calamity Jane

Martha Jane Canary is a frontierswoman, scout, and has gained fame fighting Indians. Whenever she hears a gun go off she comes running to see what she can do. Jane can move an extra D6 in inches every turn and hits at a +1 at long range.

Clay Allison

Robert Clay Allison, is a gunfighter and cold blooded killer and there isn't much of anything good a person can say about him. Clay can be wounded 3 times before dying (takes 2 wound tokens). When he has 1 wound token he hits at +1, and when he has 2 wound tokens he hits at +2.

Crazy Horse

Crazy Horse is a fierce and fearless warrior. Whenever Crazy Horse is hit in combat, roll 2D6 (before making a salt roll) on a roll of doubles doubles the hit misses. Crazy Horse hits at +2 when scrapping.

Cochise

Cochise is a notorious Apache warrior. Cochise makes 2 attacks when scrapping and can wound with both. Any Indian brave within 10" of Cochise scraps at a +1.

Doc Holliday

John Henry "Doc" Holliday is a gambler, gunman, and loyal friend to Wyatt Earp. Whenever Doc is targeted for a ranged attack, he immediately gets to take a shot at the shooter first (possibly killing him before he can get his shot off). This shot is at +1 to hit.

Geronimo

Geronimo is a fearless, resourceful, and elusive warrior. Geronimo can take his full movement before his action, and can take another full movement after his action. Geronimo is always -1 to hit.



Wild Bill Hickok

James Butler Hickok may be the most famous wild west shootist. Wild Bill hits with a pistol at +1. When he hits, roll a D6. On a roll of 1-2 the victim makes a salt roll as usual; on a 3-4 the victim is killed outright (remove the model from play); on a 5-6 the victim is killed outright and Wild Bill can take a shot at another viable target.

Wyatt Earp

Wyatt Earp earned his living as a gambler, teamster, buffalo hunter, a section hand on the Railroad and, of course, lawman. Wyatt is hit with ranged weapons at a -1. If Wyatt is hit with a scrapping attack, before he makes a salt roll the attacker must roll a D6. On a roll of 1-2 Wyatt pistol-whips him first, automatically hitting. The victim may attempt a salt roll, but his hit on Wyatt is negated.

LYNCH MOB

"It must be true, as I heered it from Wildcat McGee," slurred the old prospector over a chipped glass of coffin varnish. Watkins looked over at young Johnny passed out on the bar. He couldn't believe the boy had forced himself on Bob Duggan's daughter, knowing those two youths were in love. Bob Duggan had been looking for an excuse to start trouble with the Double H, and fixin Johnny's flint would certainly be a way to get that done.

Suddenly the batwings busted open and Pete Spindler purt near fell into the saloon, "Duggan's boys are comin! They're gonna string up Johny!"

Set-up

One side takes the role of Duggan's Boys and the other takes the role of the Double H ranchers.

Set up your table any way you like, but the saloon should be placed near the center of the table, and there should be a gallows placed 12" away from the saloon. Duggan's Boys have initiative the first round.

All of Duggan's boys are mounted and should be placed adjacent to each other on one table edge (chosen by the posse leader).

Half of the Double H ranchers are on foot and placed anywhere up to 6" from the saloon. The other half of the Double H boys are mounted and placed on the table edge directly opposite that of Duggan's boys.

Victory Conditions

You will need a token or extra model to represent the unconscious Johnny. If one of Duggan's boys enters the saloon, when he exits, he has Johnny thrown over his shoulder, and has him in tow (even if he mounts). If a model carrying Johnny is incapacitated, place the Johnny token or model on that spot, where he can be picked up (an action) by another one of Duggan's boys. For the purposes of this scenario, the Double H ranchers **cannot** pick up or move Johnny.

Duggan's boys win if they wipe out the Double H ranchers, or as soon as they get to the gallows with Johnny. The Double H ranchers win if they wipe out Duggan's Boys, or if they keep Johnny from the gallows for 10 rounds...at which time the sheriff gets out of bed and stops the whole thing.



LUCKY PETE STRIKES GOLD



"Yesiree, everyone told me I was crazy ta stick it out through the winter...almost died up there in them thar hills. But ol Pete shore showed em all, I made my Jack! Gold ore, a bustin these sacks on ol bessies back. Hee Hee! Yep, gonna get me some deadshot, good stuff, not that rotgut I'm used too. I might even get me a bath and a poke! But first you boys gotta help me make it to town with all this yella rock."

Set-up

One side takes the role of Lucky Pete's protectors (he counts as that side's special character) and the other takes the role of a gang of high binder outlaws ready to steal Lucky Pete's gold. Everyone begins the game mounted except for Lucky Pete.

The bushwhack takes place in a narrow valley, so your terrain should include plenty of hills, cliffs, crevices, boulders, dead trees, and maybe a creek.

Lucky Pete's side sets up first, deploying anywhere up to 6" from any one table edge. The Outlaws deploy anywhere up to 18" from the opposite table edge.

Victory Conditions

The outlaws win by wiping out the protectors, and thus stealing Lucky Pete's gold.

The protectors win by wiping out the outlaws or by seeing Lucky Pete safely off the opposite table edge.

Lucky Pete

Lucky Pete just struck it rich and his luck hasn't worn off yet. He is -1 to hit and can use his action to skedaddle (take another move). Bessie cannot be mounted or targeted and moves the same distance as Pete.

MASSACRE AT DAVESTOWN

"With all due respect, Dunn, the only good injun is a dead injun!"

That pompous cattle baron Julius Hogg made Shane Dunn mad as a hornet! He had lived with several tribes during his trapping days, and they were good folk. This morning he came back to town to find two young braves swinging from a tree. Horse thieves, said Hogg. Balderdash! Stealing the Indians land and rounding them up in a reservation wasn't enough, he wanted them wiped clean out. Then that land designated as a reservation would become part of his ranch. But them injuns aren't going to take this lyin down!

Set-up

Set up your table up as a western town. One side takes the role of an angry war party of Indians and the other takes the role of the town's defenders. The defenders form a standard posse of 6, while the Indians get 11 models (1 leader and 10 henchmen).

You must have 10 civilian miniatures or counters. Set these randomly in the street, at least 12" from any table edge and 4" from any buildings.

Up to 5 figures of the Indian war party are mounted; the rest are on foot. Place them anywhere up to 6" from any one table edge (Indian player's choosing).

The cowboys are all on foot and placed anywhere at least 18" from any table edge.

Victory Conditions

The civilians do not fight and are killed the first time they take a wound. At the end of every round the cowboy player can move each civilian up to 3".

The Indians flee when 6 of their number have been killed, and the scenario is over. If the Indians have killed 10 or more civilians and cowboys, they win. If not, the cowboys count it as a victory.



HIGH NOON SHOWDOWN



The sun was beating down on the dusty streets of Davestown. A small dust devil quickly spun around a solitary tumbleweed before dying away. Two men stared at each other for a spell while the town folk gawked out of windows and doorways with wide eyes. One of the gunmen spit out a big wad of chaw, not bothering to wipe away the brown spittle that trickled down his whiskered face. The other bit down on his cheroot with a grimace as his eyes squinted and his fingers twitched slightly...then both went for their guns!

Set-up

Set up your table any way you like with one main street that runs the expanse of the table. Each player takes the roll of a roostered gunman, and his band of saddle burns, about to have a shootout.

Each side places a model on the main street 6" from the center of the table (so the two models are 12" apart), then alternate placing remaining models anywhere on the table (not on the main street).

Victory Conditions

This shootout begins with a showdown between the 2 gunmen! Both sides simultaneously roll a shootin die. The highest roller instantly kills the other! However, along with the shootin die, players may roll any number of available reload dice. Secretly jot down how many dice you will roll beforehand, then reveal the number and roll the dice. On a tie, both shootists manage to kill each other simultaneously!

After the showdown, the losing side is ready to fight like kilkeny cats and automatically gets initiative. This is a fight to the death, with the winning side wiping out the losers.

GATLING GRINGOS

"Si, Cuchillio and his banditos come to our village and take what they want. Our food, our drink, and our woman. They kill anyone who tries to stand up to them. We are muy grateful that you have come to help, but there are so few of you vaqueros...what can you possibly do?"



Set-up

This scenario takes place in a Mexican village. One side takes the role of a magnificent band of 5 heroes with a trick up their sleeve (a Gatling gun that counts as this sides special character), and the other takes the side of Cuchillio's gang of 8 banditos.

The banditos set up first, up to 6 inches from a single table edge. The heroes set up second placing their models anywhere within the boarders of the village.

Victory Conditions

Cuchillo's banditos are coming to town to have a fiesta. If they kill all the heroes they win.

If the cowboys to kill 6 of the banditos, the rest turn tail and skedaddle. The cowboys win if this happens.

The Gatling Gun (Range: 12" Short, 24" Long)

The Gatling gun and must be wielded by a member of the posse. If the gunner moves, he cannot shoot that round. However, if the gunner doesn't move, he can shoot twice (at the same target or at two different targets). Salt rolls against the Gatlin Gun are made at a -1 penalty.

SOILED DOVE LOVE

"We know what we are," said Madame Penny Love, as she poured the roughneck a shot of whisky," But this is no way to treat a lady...even a whore."

Jeb threw back the shot and looked out the window. Penny went to pour another shot but he covered the glass with his hand. It wouldn't do to be full as a tick when Brady and his boys come riding in. Seems the outlaws made Madame Love's brothel their playhouse...cept they were abusive and didn't pay. Since the sheriff weren't paying no mind, Madame love decided to fund a reckoning!

Set-up

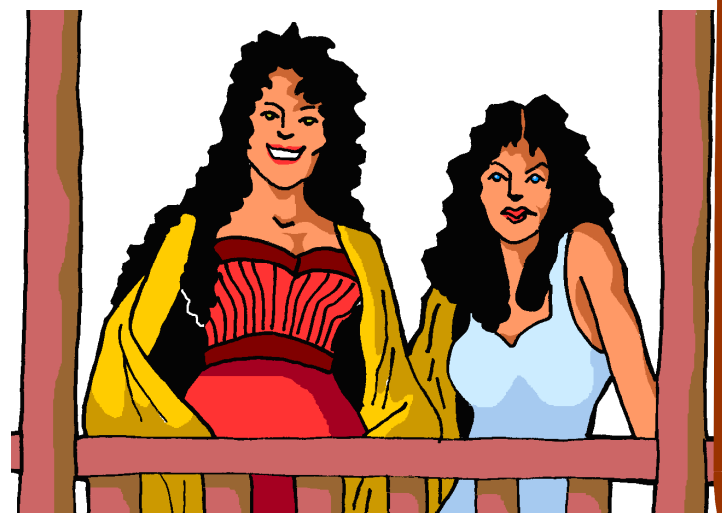
One side takes the role of Brady's outlaw gang, and the other takes the side of Jeb's Roughnecks. Set up your table any way you like, with one building near the center of town being Madame Love's brothel. You will need a model to represent a soiled dove. Place the soiled dove miniature inside the brothel.

The roughnecks should be placed anywhere in, or 6" within the vicinity, of the brothel and start the game with the initiative. Brady's outlaws should be placed together in a loose cluster in the street about 12" from the brothel.

Victory Conditions

The roughnecks win if all of the outlaws are killed. Brady's outlaws win if they kill the roughnecks, or escape off the table edge with a soiled dove.

The roughnecks cannot move the soiled dove miniature. Brady's outlaws can grab the soiled dove and drag her along (at no movement penalty) if they move adjacent to her, but suffer a -1 to all die rolls while they have her in tow. The soiled dove cannot be shot, but does grant cover. If the outlaw moving her is killed, the soiled dove remains sobbing on that spot, and can be grabbed by another outlaw.



BOOMTOWN BETRAYAL



Tom scanned the ground then turned in his saddle to face the riders behind him. "I'm all in sixes and sevens boss...why are we out here? I shore don't see any signs of injuns."

Big Mike looked over his shoulder. The tent city was far enough in the distance. "It's like this, men...when we took on with these sod busters and miners as protectors, twas easy money. But now that they discovered the mine, they're getting rich...and they aint gonna share with us. So I say we ride back, get the drop on them, and kill em all! We'll take the silver and leave the bodies for the buzzards!"

Set-up

In this scenario you should only set up 2 or 3 buildings in the center of the table, surrounded by 4-6 tents or ramshackle shacks. One player takes on the roll of the 6 (mounted) Protectors. The other player gets 8 miners.

The miners set up anywhere in the streets within the buildings or tent area. They are unarmed, and must enter a building/tent to get a weapon.

The protectors can be placed anywhere 12" or more from any buildings/tents, have initiative, and +1 to hit the first round.

Victory Conditions

The protectors are trying to steal the gold. For the Protectors to win they must kill all the miners first.

The miners win if they kill or fend off the Protectors.

Every time one of the Protectors is killed, the rest start to lose confidence. At the end of a round when a Protector was killed roll a D6 for each protector. On a roll of 1 that protector turns tail and runs (remove the model from the table).



SALOON SLOG

"Yep, it was just another night at the saloon..."

Set-up

This barroom brawl takes place inside a large saloon (18" square works). Is supposed to be a fist fight, so it'll mostly be scrapping, but sooner or later someone is going to whip out a shootin iron! Set up your saloon decorum any way you like. If you don't have a saloon model, feel free to simply draw one on paper.

Take turns placing models anywhere. Also place 4 civilian models, and one model representing a Texas Ranger.

Pull out a deck of poker cards and play a hand. The winner gets an extra reload die this scenario. Unfortunately, the other player accuses him of cheating and gets initiative.

At the end of each turn, roll off once for each civilian (1D6, highest wins, ties re-roll). The winner then gets to control that civilian this round. The civilians must roll a 5+ when scrapping to land a blow. They only take one hit before being knocked out, and don't get to make salt rolls.

The Texas Ranger doesn't mind the cowpokes blowing off steam, but can't sit by and let anyone get killed. He does nothing unless someone pulls out a gun and shoots. At that point he activates at the end of this, and each subsequent, round. He attempts to apprehend anyone who pulls a gun. He moves directly toward the last model that pulled a gun. He rolls 2D for scrapping and takes the best roll of the two. If he hits, he doesn't cause a wound, rather he slaps on the cuffs, incapacitating them for the rest of the fight.

Victory Conditions

Simple...last man standing wins the game!



THE MINES ALL MINE



"This ol mine is played out!" Clem shouted wiping the dirty sweat from his brow. "Digging this here new tunnel is a piddle!"

Maddock dropped his shovel, clenching his fists. He took a step toward Clem and looked around at his other men. "Ok boys, it's true, this mine is done...but Bob Cain over the hill is still pulling gold ore out of his mine. This here tunnel is going to bust straight into Cain's mine...!"

Set-up

This shootout takes place in an underground mine full of winding tunnels and caves.

The mine should have 1 entrance/exit located on each table edge. There should be two spots indicated as gold veins located no closer than 12" from any exit. Sculpt these into the terrain, or simply place a marker of some type.

One player takes on the roll of Maddock's claim jumpers and the other takes on the roll of Cain's miners. Take turns placing a single model anywhere on the table until all models have been placed somewhere in the mine. Models cannot be placed anywhere that an enemy model can see (line of sight) them during the set up.

Mining for Gold and Buying Reinforcements

This scenario has a different game element to it....your models can choose to mine for gold, take that gold, and use it to buy reinforcements. To mine for gold, a model must be in one of the 2 designated gold vein spots and use an action to "mine". To mine, roll 2D6. If the roll comes up doubles, the miner has pulled out a chunk of gold!

If a miner with a chunk of gold successfully leaves the mine through one of the exits, he returns at the beginning of the next round, at the same entrance, with an additional henchman. If a model carrying gold is incapacitated before reaching an exit, the gold can be picked up (as an action) by any other model.

Victory Conditions

Last man standing claims the mine and wins the game!

HOLD THE FARM

"Sir,, the Grey Backs are holed up at the Adams Farm. There's only a handful of them."

Lieutenant Hamilton looked down at the young soldier. "Good. Organize the men at once. We'll surround those Sunday soldiers and open the ball. Don't just stand there son, toe the mark!!"

"...Um, sir, one more thing...they have a cannon."

Set-up

Set up a small farmstead with plenty of cover in the center of the table.

Confederate Soldiers

One player takes on the roll of the 6 battered remains of a Confederate squad. The confederates take up a defensive position inside a farmstead. The confederate posse is armed with a cannon. The confederates are gritty and passionate. They make all salt rolls at +1.

Union Soldiers

The other player plays a unit of 12 Union soldiers. The Lieutenant is mounted, while the rest of the soldiers are on foot. They are deployed anywhere along the 4 table edges. The Union soldiers have impetus and are determined. They have a +1 to hit. In addition, any soldiers within 6" of the Lieutenant rolls a D8 for shootin rolls.

Cannon (Range: 18" Short, 36" Long)

The cannon can pivot, but can't move and require 1 or 2 adjacent models to fire it. If 1 man is arming the cannon it takes 1 round to load, and 1 round to shoot. If 2 men are manning the cannon you can fire every round. You can choose 1 of 3 types of ammunition each round.

Solid Shot: You must have line of sight to your first target. Draw a straight line 36" toward (and beyond) the target. If the shootin roll is successful, any model under the line makes a salt roll or dies.

Canister Round: This is like a huge shotgun blast. Any model within 8 inches of the mouth of the gun is a potential target. If the hit roll is successful, targets may take 2 wounds (make 2 salt rolls).

Case Shot: Case shot is like a grenade. Chose any spot up to 36" away, but no less than 12" and mark it. If the shootin roll hits, everyone in a 3" radius of the spot may take 2 wounds (roll 2 salt rolls). On a miss the case shot is a dud or it explodes ineffectual.

Set-up

This is a fight to the last man standing!

HANGMAN HORROR

(A Weird Western)



"We was just getting justice!" You tell yourself as you try to sleep in this ramshackle ghost town. Them religious folk said they had a bill of sale, but your boss told you those cattle were stolen and to bring em back. Someone had to swing for the crime, but that priest's followers just kept crying and yelling, despite your guns. You hung him alright, but you couldn't keep all them people back. You didn't want to kill them all, but they just kept coming at you. What was that old man mumbling before he died? "Si deus non salvabit nos, Satin habebit vindictam!" What in tarnation was all that balderdash?

Set-Up

One player takes the roll of a posse that did a bad thing...and the other player takes on the roll of the dead coming back for revenge!

Set up the table as a ghost town and place the posse in an open area in the middle. Spread out 12 zombies anywhere at least 12" away from the posse.

In this scenario you will not roll for initiative. The posse will activate ALL its models first, then the zombies all activate.

The Zombies

You will need LOTS of zombie miniatures. The zombies shamble 6" and only fight in hand to hand. Head wounds are the only way to kill them, so they are -1 to hit, but a single hit kills them (no salt rolls).

At the end of the zombie turn, roll 2D6. This many new zombies appear 6" from any of the 4 table edges, spreading them out as evenly as possible.

Victory (sort of) Condition

Your posse is not allowed to leave town...they will die here. Keep track of how many rounds you survive, this is how you measure your victory...the longer you live, the more impressive.

LAMBASTING LONGHORNS

"Bud...you got them longhorns ready ta move out?" The burly cowhand Frank asked as he threw his saddlebags over his horse. Usually he wouldn't take both a rifle and a shotgun with him, but since half the cattle his boys were moving had the brand of the Bar X on them, it was better to be well armed.

Bud was sitting high in his saddle chuckling. "Shore do, Frank. Boy are those Bar X boys gonna be savagerous when they find out we dun thinned out their herd." Suddenly, a shot rang out and bud was thrown from his horse with a hole in his chest.

Set-up

Set up a ranch in the center 2 feet of the table, with as many outbuildings as you like. Surround the ranch with some terrain like fences, woods, rocks, and hills. Place the longhorn herd (see below) in the center of the table.

One side takes on the role of Franks Cowpokes. This posse sets up first anywhere within the limits of the ranch. The other side takes on the role of the Bar X boys coming to get their cattle back. Deploy them anywhere along a single edge of the table. Up to 3 models on each side can be mounted if you choose.

The Longhorn Herd

Cut a round base (or cut a paper template) about 6" in diameter and mount as many longhorn models on the base as you think looks good. This represents the longhorn herd.

All the shots being fired cause the herd to stampede while the shootout is going on.

At the beginning of each round (before initiative) the herd will move 3D6 inches in a random direction. Put the diagram to the left down next to the herd and roll a D6 to determine the direction. Move the herd intelligently around obstacles. If the herd hits a table edge, turn it completely around and finish the movement in the new direction.

If any part of the herds base touches the base of a posse member, that model takes a wound with no salt roll.

Victory Conditions

Last man standing gathers the cattle and wins the game!

