

THE ASSASSINATION

"Patience, boys, he'll be here. This is the only way he can come. Stay still. If he sees us this whole thing'll be for nothin'. Okay, here he comes. Remember boys, shoot to kill. "

In The Assassination, a gang or group of bounty hunters is attempting to eliminate one of their targets as quickly as possible. The target is not aware of the attack, and must escape before it's too late.

GANGS: This scenario is played with two groups, the bounty hunters and one being the arbitrator. If not played as part of the Bounty Hunters campaign, it can be fought between two gangs, attacker and defender, in which case the target of the assassination is the defending gang leader.

TERRAIN: Terrain is set-up in the normal fashion, with care taken to ensure there is some sort of route through which the target is passing, either across the long or short side of the table. The route must be a straight line about 12" wide running through the centre of the table.

DEPLOYMENT: The attacking gang deploys first, anywhere on the table, but no less than 8" from the edges of the 12" wide route. After the attackers are deployed, the defenders set up on a random side of the route, within 4" of the table edge.

BEGINNING THE GAME: The defending gang always gets the first turn.

ENDING THE GAME: The game is over when one of the following happens. a) The target (or defending gang leader) is taken out of action, b) the attacking gang bottles out or c) the defenders get off the opposite side of the board.

BOTTLE TESTS: Like all bounty scenarios, there are special rules for bottling out. The Defenders are desperate to escape and will never bottle out. The attackers are also desperate to take the target down and will only test once 50% of the group are down.

EXPERIENCE

The following experience is gained after the fight has ended.

+D6 Surviving

+5 Per wounding hit

+10 Winning gang leader

+5 Each defender getting off board (in non-arbitrator fights only)

+5 Each hit on a target (arbitrator scenarios only)