

OUTLAW SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate, but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their

score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 don't add it to your score.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below).

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the fast draw. During the fast draw neither side is allowed to move, but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw both sides can shoot, but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive Experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+10 Winning Leader. The leader of the winning gang earns an extra 10 Experience Points.