

DEFENDER DEPLOYMENT B 10" X 72"



ATTACKER DEPLOYMENT 10" X 72"

Scenario : Construct Costumes for Everyone

The Enlightened* are up to no good on Halloween night. They are kidnapping trick-or-treaters and taking them to a warehouse in the middle of town. A rescue is in order before the Enlightened* exchange the captive's costume to a more permanent one.

Deployment: 7 Civilian models are placed inside a 12"x12" building in the center of the table. Defender (kidnappers) deploys a Boss model and up to 5 Hired Hand models inside the building along with the Civilians, and the remaining posse within 10" of a long table edge of their choice. Attacking player deploys posse within 10" of the opposite long table edge.

Initiative: Turn 1 Initiative is given to the Attacking player. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario

Attacking player must rescue the civilians by moving them off their table edge. To move the civilian, a model must be in base to base contact with it. The civilian model then moves at the same rate as the rescuing model. Close Combat is handled normally and if the rescuing model is removed from play, the Civilian remains where it is at until another attacking model comes in base to base contact with it.

Starting at the beginning of turn 3, 1 Civilian model still in the Defender's Deployment Zone A turns into a Construct. The Construct is now controlled by the Defending player.

Attacking player scores (1) point for every Civilian moved off their table edge.

Defending player scores (1) point for every Civilian turned Construct.

Secondary Scenarios

'REMOVE THE HEAD OF THE SNAKE': Kill the Enemy Boss (1)

'THE EVERLASTING': Have your Boss alive at the end of the game (1)

'HERO TO THE RESCUE!' Rescue more than one Civilian with the same model (1)

OH NO YOU DON'T 'Kill a rescuing model in base to base contact with Civilian model (1)

*Does not have to be an Enlightened posse. Can be played with faction of your choice.