

WILD WEST SHOOT OUT - SCENARIO 5 "WHEN ALL IS LOST"

MISSION:

Seize ground and destroy the enemy at all cost!

OBJECTIVE:

This scenario is a variation of a Seize Ground mission and Annihilation mission (pg 91) with the following amendments:

There will be 5 objectives, one of which will be placed in the center of the table. The objective in the center is worth 2 objectives.

KILL POINTS:

Troops – 2 kill points

Monstrous Creatures – 2 kill points

HQ – 3 kill points

Heavy Support – 2 Kill points

All other units give the base 1 kill point if destroyed.

Seize The Initiative rule found on page 92 is in effect.

DEPLOYMENT:

The players will use Pitched Battle – Long table edges (pg 92).

Players will take turns deploying terrain.

GAME LENGTH:

The Game will last 7 turns.

SPECIAL RULES:

Reserves (pg 94)

Deep Strike (pg 95)

Infiltrate (pg 92)

Outflank (pg 94)

LINE OF RETREAT:

Units that are forced to flee must move toward their friendly, long deployment edge.

CALCULATE RESULTS:

MASSACRE:

If a player has scored 10(or more kill points) over their opponent and have the most objective points, scores a Massacre.

MAJOR VICTORY:

If a player has scored 8(or more kill points) over their opponent and have the most objective points, scores a Major Victory.

MINOR VICTORY:

If a player has scored 1(or more kill points) over their opponent and have the most objective points, scores a Minor Victory.

TIE:

If the players have the same number of objectives they score a tie.



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