

## **WILD WEST SHOOT OUT - SCENARIO 2 “Downed Pilot”**

### **MISSION:**

Capture the objective and kill the enemy!

### **OBJECTIVE:**

This scenario is a variation of Capture and Control/Annihilation (page 91) with the following amendments:

You must capture the objective and carry to your **opponents** deployment zone or table edge.

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

### **WHO CAN PICK UP THE OBJECTIVE?**

It can be picked up by any infantry model. Once it has been picked up you can move no more than 6” a turn. It cannot be put in a vehicle either.

### **OBJECTIVE WILL BE DROPPED IF:**

*There is no longer a model in the squad to carry it  
A unit that runs or flees  
If you choose to.  
If the unit has lost close combat. The winner will assume control of the objective.*

### **DEPLOYMENT:**

Use Pitched Battle – Long table edges (page 92)  
The objective will be placed in the center of the table.  
You and your opponent will take turns deploying terrain.

### **GAME LENGTH:**

The Game will last 7 turns.

### **SPECIAL RULES:**

Infiltrate (page 92)  
Deep Strike (page 95)  
Outflank (page 94)  
Reserves (page 94)

### **LINE OF RETREAT:**

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

### **CALCULATE RESULTS:**

#### **MASSACRE:**

If you got the objective off the table and have more kill points than your opponent.

#### **MAJOR VICTORY:**

If you have the objective in your opponent’s deployment zone and have more kill points than your opponent.

#### **MINOR VICTORY:**

If you have the objective in your opponent’s deployment zone and you have equal kill points.

#### **TIE:**

If no one controls the objective in their opponents deployment zone.



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