

## **WILD WEST SHOOT OUT - SCENARIO 3 "NIGHT ASSAULT"**

### **MISSION:**

Capture and Control with Victory Points

### **OBJECTIVE:**

This mission is a variation of Capture & Control (pg 91), with the following amendments:

Victory points must be tallied, night fight and table quarters.

Table quarters are worth 250 victory points. They can **NOT** be held by: Independent characters, Monstrous Creatures or "empty" dedicated transports. To count as holding the quarter, the unit must be completely in the table quarter.

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

### **DEPLOYMENT:**

You will use Spearhead Deployment(pg 93).

You and your opponent will take turns setting up terrain.

### **GAME LENGTH:**

Game will last 7 turns.

### **SPECIAL RULES:**

Deep Strike (pg 95)

Reserves (pg 94)

Night Fighting (pg 95)

\* Night Fight will last for rounds 1 – 3.

### **LINE OF RETREAT:**

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

### **CALCULATE RESULTS:**

#### **MASSACRE:**

If a player has accumulated 1,300 - 1,750 difference in victories points and controlled the most objectives scores a Massacre.

#### **MAJOR VICTORY:**

If a player has accumulated 850 – 1,299 difference in victory points and controlled the most objectives scores a Major Victory.

#### **MINOR VICTORY:**

If a player has accumulated 400 - 849 difference in victory points and controlled the most objectives scores a Minor Victory.

#### **TIE:**

If a player hold the same number of objectives, he has scored a tie.



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