Scenario: The Bounty

In this scenario, players each lead a team of bounty hunters tracking the bounty through a rugged landscape filled with traps. The objective is to capture (kill) the bounty by the end of turn 6. If the bounty survives, they escape, and all players lose.

Setup

1. **Board Setup**: Use a 3'x3' board with craggy, rugged terrain featuring rocks, cliffs, and obstacles.

2. **Objective**: Capture (kill) the bounty by turn 6.

3. **Game Duration**:

   o End of turn 5: Roll a d6. On a 4+, the game ends in a loss if the bounty is still alive.

   o End of turn 6: If the bounty has not been captured, they escape, and all players lose.

The Bounty's Stats and Abilities

- **Speed**: 3 (Allows up to 3 Move actions per turn).

- **Defense**: 2d10 (Durable and evasive).

- **Firepower**: None (The bounty relies on close combat).

- **Prowess**: 2d12 (Lethal in melee).

- **Willpower**: 2d10 (Resilient and determined).

- **Traits**:

   o **Elusive**: The bounty gains +1DT to Defense when in cover.

   o **Lethal Strikes**: If the bounty wins a Fight action by double or more, they roll on the Under Attack table +2.

   o **Engage on Discovery**: When the bounty is discovered, they immediately engage the closest model, initiating a Fight action on their turn.

Special Rule: Life is Cheap

- When the bounty is engaged with one of your models, other models in your warband can still target them with ranged attacks. The restriction that "the shooting model's target must not be touching one of your warband's models" is lifted.

- **Friendly Fire**: If a model fires at the bounty while they're in close combat with one of your warband members and misses, you must roll to see if it hits your own model. Resolve the attack as if your engaged model is the target, rolling for both hit and damage.

Traps

The bounty has hidden traps around the terrain. Each time a player moves within 1 stick of a trap marker, roll a d10:

1-3: **Snare Trap** - The model is staggered (cannot act until recovered). 4-6: **Explosive Trap** - The model takes 2d8 Firepower damage, opposed by Defense. 7-9: **Pitfall** - The model is downed and must use a Stand action to resume movement. 10: **Bounty Encounter** - The player has located the bounty! The bounty immediately engages the closest player model, starting with a Move action and initiating a Fight action.

Disarming Traps:

- Players can attempt to disarm a trap instead of triggering it. If disarmed, the marker is removed from the board, eliminating that location as a possible hiding spot for the bounty.

Last Remaining Trap:

- If only one trap marker remains on the board, it automatically represents the bounty's location. Players do not need to roll and will encounter the bounty when moving within 1 stick of that marker.

Victory Conditions

- **Capture the Bounty**: To capture the bounty, a team must kill them. The player whose team kills them wins.

- **Time Limit**: If the bounty is not captured by the end of turn 6, they escape, and all players lose.

Special Rules Summary

1. **The Bounty's Escape**: If the bounty is not neutralized in the turn they are discovered, they escape and hide again. Remove them from the board and determine their new hiding location:

    o Take the center point of the map.

    o Roll a scatter die to determine the direction.

    o Roll a d12 to determine the distance in inches from the center point in the direction indicated by the scatter die.

    o Place a new trap marker at this location to represent the bounty's new possible location.

2. **Endurance Check**: At the end of turn 5, roll a d6. On a 4+, the game ends in a loss if the bounty is still uncaptured.

3. **Life is Cheap**: Warband members can shoot at the bounty even if they are engaged in close combat with another model from their team.

4. **Friendly Fire**: If a ranged attack on the bounty misses while they're engaged with one of your models, reroll to see if the shot hits your own engaged model instead, resolving the attack as normal.