

## PURSUERS AND RESCUERS scenario for SP2

A raiding party is on its way back bringing in prisoners, and will soon join waiting friends and safety. The opposition has though found a way to get ahead of them somehow and will try to rescue the prisoners. Best works with indians, if not then the prisoners would be people for “questioning” believing to hold vital information.

PRISONERS: d6 MINIS no less than 3 minis. They do slow the party down a bit and the unit detaining them lose a pip on biggest die for moving when the captives are with that group.

Each prisoner that is taken off the other side of the board is worth 1 morale point up for you, one less for the other side. If the unit detaining them is shot at, they can die, hit if D6 under the number of killed, if only one D6 1-3 roll again killed on a 1. If killed -1 morale for blue side. Only Indians can voluntarily kill the prisoners and will try if trapped. The prisoners will not be harmed by either side in fistcuffs.

Each prisoner freed, brings one point to blue and one less to the raiders. You can free them winning fistcuffs, or killing the escorting unit and not them, or they can be freed by their captors? Or escape if these are broken.



Two possible ford counters are placed 6" from the side as on map, upside down, underneath written real or dummy.

To see it, one miniature must touch it from the shore; take them out of three different ones, two of them dummies when placing terrain.

So you can have one or zero additional fords.

Raiders are in march column. One unit can enter deployed one tiffin before the others if wanted.

Rescuers arrive from either blue arrow (primary deployment point within 6"); put a dummy deployment point on other side after choosing. Any secondary or mobile deployment point they have will start from this side of the river, on this side of the board.

Whenever more than one unit is firing, next tiffin, put rescuers friends coming to help into card pack, entering from the red arrow just as a normal deployment point. They can have bought a secondary or mobile point. Set it up now.

Raiders= ½ points; help other half. Blue side cannot have carts, nor standards.