

A. Aggression levels (more left is more aggressive)											
	Priority →	A	B	C	D	E	F	G	H	J	K
Aggression	Narrative intent	Indians	Apaches	Gunmen	Mexicans	Army	Posse	Cattlemen	Workers	Townfolk	Settlers
1	Hold out	9	9	9					9	9	9
2	Transport				11	11		11	11	11	11
3	Lead on				13		13			13	
4	Scout		15			15		15	15		15
5	Exit	17			17		17				
6	Be seen	20				20	20	20	20		20
7	Opportunities		23	23						23	
8	Raid	25		25	25	25	25	25			
9	Destroy	28	28	28		28					

Scenery 3 + 2	
Choose 3	Buildings
	Very rough hill
	Dead ground
	Camp
	Rough hill
	Still water
	Wood
	Gentle hill
Long grass /crops	
Special pieces (choose 2)	
1.	
2.	
Plus 8 partial pieces	

Scenario set up		
A. Choose aggression level		B. 2 guesses
Guessing	Guess	Reward
Opponent aggression (exact)		5
Number of groups (exact)		3
Mounted bases (+/- 3) Not leaders.		3
Most numerous quality		2
How many long shooters (+/- 4)		3
D. Roll D6. Each 5,6 = success. Re-roll allowed. Most D6 rolls first. Earlier letter if same number of D6.		
F. Player with higher number of successes must attack. Else force letter.		
H. Use defender losses table.		
J. Choose enhancements to victory criteria.		

Notes		
Enhancements		
Reinforcement group size (0-8) 12+ = 2nd group		
Extension D6 1.2.3.4.5.6		

Turn Count	
Attacker	Defender
1	2
3	4
5	6
7	8
9	10
11	12
13	

H. Defender game loss table	
All bases save on 3, 4, 5, 6. Unless special rule invoked.	
2nd veteran	
3rd mounted	
3rd raw	
0 - 1	Defender can choose to re-roll.
2 - 3	No re-rolls.
4 or more	Attacker can choose to re-roll.
Lost bases are potential reinforcements	

Commander attributes		
A. Legendary Shooter		+1 shoot D6
B. Legendary Fighter		+2 fight D6
C. Righteous Commander		No morale
D. Gung-ho Commander		1AP assault

**Western
Battle
sheet**

Game Set-up	
1	Organise, declare, do not show
2	Commander attributes
3	Choose scenery (3 + 2 pieces)
Commence scenario generator	
4	Choose aggression level
5	Guesses (x 2)
6	Calculate total D6
7	Reinforcement group size (0-8)
8	Who is defender / attacker
9	Defender choose river or track
10	Defender roll for losses
11	Defender 0, 1, 2 liabilities
12	Place all scenery on long edge
13	Defender defence piece
14	Scenery placing. Attacker first
15	Partial scenery (8). Defender first
16	Defender deploys groups
17	Attacker deploys (+ guns)
18	Defender places liabilities (+ guns)
19	Dismounting at no cost
20	Choose VP enhancements
21	Attacker has first turn

How many D6 to roll for scenario						
Aggression D6	Guess rewards	Total D6	Successes	Opponent's	Difference	Are you attacker