

# Roadblock

## 4 PLAYER SCENARIO

### The Gist:

Munday, TX. Places like this used to be speedtraps ... now they're deathtraps. Two Republic of Texas Rangers (ROToRs) have setup a trap for any Outriders desperate enough to pass through this particular section of old SH 277.

### The Teams:

The Outrider team consists of a Muleskinner (hauling precious/illegal/dangerous cargo) and a Gunslinger riding shotgun. The ROToR team has one interceptor and one linebacker.

### Setup:

Setup a play area approx. 36"x24". See the scenario map (next page) for a guide to arranging the game components.

### Victory Conditions:

The Outrider team must get the Muleskinner past the roadblock for a win. The ROToR team must destroy the Muleskinner for a win.

### Terrain & Scenery Rules:

**Road rules** - any actions made completely on the paved surface are treated as normal

**Off road rules** - any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any vehicle off road receives +1 Defense when attacked, due to the dust that is kicked up around the vehicle. Non-paved surfaces are defined as any area outside of the 7"x7" terrain tiles.

**Structures** - Buildings completely block line of sight and cannot be fired through. Buildings also cannot be damaged by attacks. Colliding with a building or the roadblock will automatically cause 1 point of damage to a vehicle and immediately stop it dead in its tracks (no rolling required). Any vehicle that collides with a structure is boxed in at the beginning of the next turn.

**Roadblock** - The Roadblock is the ONLY exit for the outrider team, all other edges are considered impassable by wheeled vehicles. The roadblock has 3 hit points and will automatically lose 1 HP each time it is attacked or rammed. When reduced to zero HP, it can be plowed-through, as part of a successful maneuver chain. This maneuver is marked with a (+2) severe hazard token

**Victory** - Only the *Muleskinner* is needed for either victory, so the *Gunslinger* can certainly be sacrificed for the win!

# *Pony Express*

## 3 PLAYER SCENARIO

### The Gist:

One of the primary semi-legitimate jobs taken by Outriders is delivering parcels. Unfortunately, the cargo is typically illegal and the Outrider smugglers tend to blaze a 120mph trail accross the desert, killing anyone who stands in their way ... so local law enforcement will step in, when necessary.

### The Teams:

The Outrider team consists of a single Interceptor, who has decided to cut thru a small West Texas town to avoid any 'entanglements' with any Texas Rangers. The small town marshall and deputy are represented by a Linebacker and Gunslinger, each reduced to 3 Armor Tokens each, to represent the hand-me-down nature of the small town vehicles.

### Setup:

Setup a play area approx. 36" x 36". see the scenario map (next page), to see how to arrange the base game components for this variant.

### Victory Conditions:

The Outrider team must get the Interceptor past either of the roadblocks for a win. The Law Enforcement team must destroy the Interceptor for a win.

### Terrain & Scenery Rules:

**Road rules** - any actions made completely on the paved surface are treated as normal

**Off road rules** - any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any vehicle off road receives +1 Defense when attacked, due to the dust that is kicked up around the vehicle.

**Structures** - Buildings completely block line of sight and cannot be fired through. Buildings also cannot be damaged by attacks. Colliding with a building or the roadblock will automatically cause 1 point of damage to a vehicle and immediately stop it dead in its tracks (no rolling required). Any vehicle that collides with a structure is boxed in at the beginning of the next turn.

**Roadblocks** - The Roadblocks are the ONLY exits for the outrider smuggler, all other edges are considered impassable by wheeled vehicles. The roadblocks have 3 hit points and will automatically lose 1 HP each time they are attacked or rammed. When reduced to zero HP, they can be plowed-through, as part of a successful maneuver chain. This maneuver is marked with a (+2) severe hazard token

# Stakeout

## 5 PLAYER SCENARIO

### The Gist:

A known arms smuggler and a black marketeer arranged a drop on a remote stretch of FM1949, hidden (they thought) by some abandoned cotton barns near Vernon, TX. Little did they know, The Rangers have been tracking them for weeks, ready to come out of hiding and pounce, once the exchange was made.

### The Teams:

The Outlaw team consists of a Gunslinger and an Interceptor. The RoTR team consists of two Linebackers and one Muleskinner S.W.A.T. van

### Setup:

Setup a play area approx. 48" x 24". see the scenario map (next page), to see how to arrange the game components for this variant.

### Special Rules:

This particular scenario breaks from the norm a bit with a special, secret selection made before the game starts. The game begins just as the drop is being made - but it is still unclear which outlaw has the loot. before play starts, the Outlaw players decide which car is stowing the goods and places a small slip of paper marked 'loot' under that car's Armor Card. Alternatively, a slip of paper marked 'decoy' is placed under the other Outlaw vehicle. When an Outlaw car is destroyed, flip over the armor card to reveal the slip underneath.

### Victory Conditions:

The Outlaw team must get the loot past either of the cotton barns (represented by the roadblocks) that are positioned at each end of the FM Rd. The Rangers win by destroying (capturing) the vehicle with the loot.

### Terrain & Scenery Rules:

**Road rules** - any actions made completely on the paved surface are treated as normal

**Off road rules** - Any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any vehicle off road receives +1 Defense when attacked, due to the dust that is kicked up around the vehicle. Upaved surfaces are defined as any area that is not represented by a 7"x7" tile that contains a road surface or structure.

**Structures** - Buildings completely block line of sight and cannot be fired through. Buildings also cannot be damaged by attacks. Colliding with a building or the roadblock will automatically cause 1 point of damage to a vehicle and immediately stop it dead in its tracks (no rolling required). Any vehicle that collides with a structure is boxed in at the beginning of the next turn.

**Roadblocks** - The roadblocks represent cotton barns at either end of this Farm-to-Market highway. The roadblocks have one (1) HP, and will automatically lose 1 HP when attacked or rammed. When reduced to zero HP, they can be plowed-through, as part of a successful maneuver chain. This maneuver is marked with a (+2) severe hazard token. If this maneuver fails, the vehicle will stop dead and receive one (1) point of damage, as they have slammed into the side of the barn. Any Outlaw that makes it thru any barn's edge is home free. The cotton barns are the only exits, The fields surrounding this area is only traversable by tractor(!)

# *Border Run*

## 6 PLAYER SCENARIO

### The Gist:

Since becoming its own republic again, Texas has had to defend its borders against hostile forces, like raiders from Cartel-controlled city states in Mexico and Oklahomans(!)

### The Teams:

The Comanchero raiding party consists of a Muleskinner, Gunslinger and Interceptor. The RoTR team consists of three Linebackers (see image below for initial positioning).

### Setup:

Setup a play area approx. 48" x 24". see the scenario map (next page) to see how to arrange the base game components for this variant.

### Victory Conditions:

The raiding party must get two of their three vehicles past the Texas Border (roadblock) to win. The Rangers must destroy the covered bridge (represented by a roadblock tile) that the raiders are using to cross into Texas.

### Terrain & Scenery Rules:

**Road rules** - any actions made completely on the paved surface are treated as normal

**Off road rules** - Any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any vehicle off road receives +1 Defense when attacked, due to the dust that is kicked up around the vehicle. In addition, both sides of the conflict have planted mines all over the non-paved surfaces - so many that nobody really can determine with any accuracy where they all are. Any vehicle that fails a control roll with a '1' on a maneuver that carries it onto or across non-paved terrain will take 1 Point of unblockable damage, as they have driven over a mine (In addition to any loss of control effects). Paved surfaces are defined as any 7"x7" tile that contains a road surface or structure.

**Structures** - Buildings completely block line of sight and cannot be fired through. Buildings also cannot be damaged by attacks. Colliding with a building or the roadblock will automatically cause 1 point of damage to a vehicle and immediately stop it dead in its tracks (no rolling required). Any vehicle that collides with a structure is boxed in at the beginning of the next turn.

**Roadblocks** - The Texan roadblock is the ONLY exit for the raider team, all other edges are considered impassable by wheeled vehicles. The roadblock has 3 hit points and will automatically lose 1 HP each time it is attacked or rammed. When reduced to zero HP, it can be plowed-through, as part of a successful maneuver chain. This maneuver is marked with a (+2) severe hazard token. The Covered Bridge has 6 HP and will automatically lose 1 HP each time it is attacked or rammed. When reduced to zero HP, the bridge collapses, cutting off access to (Mexico/Oklahoma) - the raiders are trapped!