

Legends of the ACW Scenario Rules

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Terrain	Representation	Difficult	Drown	Cover	LOS Block	Out
Wheat/ Corn fields	Yellow mat	Y		2+	N	2+ if > 6"
Woodland Floor	Mottle green fabric	Y†		2+	> 6"	not if > 6"
Marshland	Astroturf	Y	Y	2+	N	-
Shallow Water		Y	Y	-	-	-
Ploughed Land	?	Y		2+ (prone)	N	-

† Except Native Americans

WALLS AND FENCES.

Walls and fences all require a climb test to pass over them.

DIFFICULT GROUND.

Brush under wooded areas, corn- and wheat-fields all count as difficult ground. It grants a 2+ in-the-way.

Corn/wheat cause a 2+ in-the-way if a shoot out crosses a complete 6" of the

terrain. (i.e. a figure within 6" of the edge of a cornfield may shoot out without penalty while gaining a cover benefit.)

Woodland blocks LOS if more than 6" is crossed; figures within 6" of the edge may shoot out. Figures within the wood get a 2+ in-the-way.

Marshland has a drowning risk. Any figure who becomes prone must roll a 2+ or drown.

Ploughed ground is difficult, but only gives a 2+ in-the-way to prone figures.

RAMRODS.

Inexperienced figures armed with muzzle-loading weapons must be standing up to load them. Prone recruit figures may not load. Figures who are going to load should be marked at the end of their move phase so that opponents who shoot at them know that they are shooting at standing targets (regardless of the pose of the model).

FLAGS.

Unit flags grant the following;

- ★ Members of the unit in hand-to-hand combat within 6" may re-roll 1s on their to-win dice.
- ★ Members of the unit within 6" gain a +1 pluck bonus.

National flags grant the following;

- ★ Friendly figures in hand-to-hand combat within 12" may re-roll 1s on their to-win dice.
- ★ Friendly figures within 12" gain a +2 pluck bonus.

ISOLATED FIGURES.

A henchman is not isolated if;

- ★ They can trace a series of 2" links between figures to reach a hero who is part of their posse.
- ★ A friendly hero is close enough for their pluck to be used to take tests.

If they are 'isolated' they must make a pluck test (per figure) at the start of their movement.

If there are at least two other friendly figures within 6" they gain a +1 on their roll. If there are enemy figures within 6" they suffer a -1 on their roll.

If they fail they will flee towards their table edge.

If the figures have LOS to an allied flag and the flag is closer than the table edge then they may optionally flee towards the flag.

50% LOSSES.

Poses who have lost more than half of their original figure count must take a single pluck test for the whole posse. If they fail, the entire posse will rout off the table immediately. Attached characters (not part of the posse at the start of the game) do not need to rout with them.

HERO'S PLUCK VALUES.

When taking a pluck test, individual henchmen may use a hero's pluck value instead of their own.

Heros must always use their own pluck.

A Major's pluck can be used within 12".

A Lieutenant or Sergeant's pluck can be used within 6".

Within their own posse, a figure can use a hero's pluck if the figure can trace contiguous 2" links to them.

If more than one hero's pluck can be used, then the highest ranking hero's must be used even if it is not the best. If the ranks are tied then the figure must use the hero from their own posse. If there's more than one hero in the posse then the figure should use the closest hero's pluck.

MUSICIANS.

If a hero is within 3" of a musician when he declares a heroic action, then friends within 12" may follow the action (instead of the usual 6").

TURN ORDERING.

Each posse will be dealt a card from a small deck containing Ace-King of a suit. They go in increasing card order.

HIGH RANKING COMMANDERS.

A posse containing a Major can activate out of sequence. The only action the Major can take at this time is to swap the activation order of two other friendly units. He must outrank the leaders of both units. The leaders of both units must be within 12" of the Major.

The Major must move to be in base-to-base contact with one of the leaders. This counts as the Major's activation and when either his original posse or one of the ones he's joined activates he may move to remain in contact with the leader, but make no other action.

A unit may only have its activation order changed once per turn in this way.

RELOADING.

In “Showdown”, reloading is clarified. The only condition for reloading is that the figure may not shoot in that turn – they may still move a full move allowance.