

Cattle Rustlers!

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A herd of cattle has gone missing and a local rancher suspects cattle rustlers are taking his herd to parts unknown.

PREREQUISITES

- Frontier Town
- Blasted Waste

SET UP

Set up all Heroes on the Canyons Entrance **Map Tile** as normal. Search the Nearby area until you have found the necessary clues. This is the location where the rustlers are hold up with the cattle.

MISSION GOAL

The Heroes must locate the cattle, defeat the rustlers, and return the cattle to town.

MISSION DURATION

Bandit Lead time (Roll D3)	
1-Short	Locate 2 clues
2-Med	Locate 3 clues
3-Long	Locate 4 clues

SPECIAL RULES

THEMED THREAT

Build Threat Deck containing enemies with the following:

- One or more following keywords: **Outlaw**, **Human**, **Tribal**, or **Beast**.
- Does not contain Otherworld Keyword (i.e. **Jargon**, **Targa**, etc.)

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, instead of drawing a Threat card, the Heroes are attacked by Bandits

# Heroes	
1-2	 Bandits
3-4	6 Bandits
5-6	6 Bandits with +D3 Elite Abilities

DIFFICULTY (OPTIONAL)

For added difficulty randomly select an Infamous Bandit Gang. All bandit encounters will be with this gang.

CLUES

As each clue is revealed a random hero must make a **Cunning** 4+ test to see if they are on the right track (no Re-rolls are allowed). If the posse fails two different clue checks in a row, They are on the wrong track and the mission has Failed.

STRAY SHOTS

During the Final battle, whenever anyone (Bandit or posse) rolls a '1' while attack with a ranged weapon, their shot hits and kills one of the cattle. Keep track of how many cattle are killed, as this will be necessary for calculating the reward.

OBJECTIVES

FINAL BATTLE

Once the Posse locates the final clue, they have caught up with the rustlers and a final battle ensues.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face the final Threat:

# Heroes	
1-2	6 Bandits with +1 Elite Abilities
3-4	6 Bandits with +D3 Elite Abilities
5-6	6 Bandits (Brutal Side)

REWARD

The XP gained is based on the Mission length. Each Hero receives the following

Bandit Lead time	
Short	25 XP
Med	50 XP
Long	75 XP

To obtain the \$\$ reward the heroes must defeat the rustlers and return the cattle to town.

Roll D6x10 to calculate how many cattle were taken. For each cow returned alive (i.e. wasn't hit with a Stray Shot), the posse gains \$25. See **Stray Shot** to see how many cattle are left.

Success: Remove related Rumor card from play.

FAILURE

The rustlers escape with the cattle and the locals become suspicions of the Heroes.

- Each Hero automatically gains D3 Unwanted Attention markers the next time they visit a Frontier Town.

Failed: Discard the related Rumor card