

COWPOKE: SCENARIOS ANTHOLOGY

OFFICIAL EXPANSION • FOUR COMPLETE WILD WEST TABLETOP MISSIONS • v1.3

MISSION EXPANSION

SCENARIO 1

Bank Robbery Heist • 4' × 4' Table • 60–90 Min

THE BANK OF BLACKWOOD

POSSE ROLES

**Outlaws vs Town
Posse**

TABLE SIZE

**4' × 4' Frontier
Town**

ROUND LIMIT

6 Rounds

PRIMARY OBJECTIVE

**Breach Vault &
Escape**

SITUATION & NARRATIVE

The morning quiet is shattered as the notorious Blackwood Gang kicks down the front doors of the First Territorial Bank. With lit fuses and drawn revolvers, the outlaws prepare to blow the iron vault door off its hinges. But the local Sheriff and an armed citizen posse have already taken positions across the dusty street, rifles trained on every door and window.

TABLETOP SETUP & DEPLOYMENT

Set up a 4' × 4' frontier town layout with the First Territorial Bank positioned centrally. The surrounding street features wooden boardwalks, hitching rails, water troughs, and storefronts (Saloon, Livery Stable, Sheriff's Office).

- **Outlaws (3–5 models):** Deploy entirely inside the bank building (behind teller grates and office partitions).
- **Town Posse (3–5 models):** Deploy within 6" of any table edge, at least 12" away from the bank entrance.
- **The Vault:** Located at the rear of the bank building. Holds **3 Gold Bullion Tokens**.
- **Getaway Horses:** Hitched at the Livery Stable hitching rail, 18" away from the bank exit.

SPECIAL SCENARIO RULES

- **Blowing the Vault (1 AP):** An Outlaw in contact with the vault door spends 1 AP to plant dynamite. At the end of that round, the vault blasts open, placing 3 Gold Bullion tokens on the floor.
- **Carrying Gold:** Spending 1 AP picks up a gold token. Carrying gold reduces base Move by 1" and prevents declaring *Run* actions. If Downed, the gold drops in place.
- **Window Crossfire:** Models shooting through bank glass windows shatter them on the first volley. The shooter gains **+1 Die** on that initial surprise volley, but subsequent fire treats the opening as clear Line of Sight.
- **Mounting the Horses (1 AP):** A character in base contact with the getaway horses may spend 1 AP to mount up, escaping off-board at the end of the round.

VICTORY CONDITIONS

Outlaws: Successfully escape off the table with 2 or more Gold Bullion tokens.

Town Posse: Prevent the outlaws from escaping with the gold by Round 6, or wipe out the outlaw gang.

SCENARIO 2

Town Skirmish • 4' × 4' Table • 45–60 Min

HIGH NOON AT MILLER'S CREEK

POSSE SIZE

3–5 Models / Side

TABLE SIZE

4' × 4' (or 3' × 3')

ROUND LIMIT

6 Rounds

PRIMARY OBJECTIVE

Recover Stolen Gold

SITUATION & NARRATIVE

The morning quiet in Miller's Creek is shattered when the First National Bank's double doors burst open. Outlaws sprint into the dusty thoroughfare clutching three canvas bags of bullion—just as the local Marshal and his deputies step into the street from the opposite end. High noon bells begin to toll, and leather begins to slap.

TABLETOP SETUP & DEPLOYMENT

Set up a classic western town main street running down the center of the board. The street should be at least 10" wide, bordered by wooden boardwalks, two-story false-front buildings (Bank, Saloon, Sheriff's Office, General Store), water troughs, and horse hitching posts.

- **Loot Bags (3 Tokens):** Place one loot sack on the Bank steps, one behind an overturned buckboard wagon in the center of the street, and one on the Saloon porch.
- **Deployment:** Poses roll for table edges. Each posse deploys their models within 6" of their chosen board edge behind starting cover.

SPECIAL SCENARIO RULES

- **Hauling the Gold:** Any character in base contact with a loot token may spend **1 AP to pick it up**. A model carrying a loot sack cannot take the *Run* action, and suffers -1" to their base Move. A model drops the sack if Downed or if they choose to drop it (0 AP).
- **Boardwalk Ricochets:** Attacks aimed at targets standing on wooden boardwalks treat near misses dramatically—any roll producing at least two natural 5s forces the target to make a Quickness test (roll 4+) or be forced into the street!

VICTORY CONDITIONS

The game ends at the end of Round 6 or when one posse is completely eliminated. The posse that has carried the most loot sacks off their own board edge (or controls them in the street) wins the game. If tied, the posse that inflicted the most Critical Wounds claims victory!

SCENARIO 3

Train Heist • 4' × 4' Table • 60–90 Min

THE IRON HORSE **AMBUSH**

POSSE ROLES

**Attackers vs
Defenders**

TABLE SIZE

4' × 4' Desert Mesa

ROUND LIMIT

7 Rounds

PRIMARY OBJECTIVE

Breach Payroll Safe**SITUATION & NARRATIVE**

A dynamite charge across the transcontinental rail line has brought the 11:15 Express to a screeching halt in Red Rock Canyon. Deep within the armored baggage car sits the territorial army payroll vault. Outlaws swarm down the canyon bluffs while the train guard and armed passengers fight desperately to protect the engine boiler and the safe.

TABLETOP SETUP & DEPLOYMENT

A railroad track runs through the middle of the table. Place a steam locomotive, tender car, passenger car, and an armored express car along the tracks. The surrounding terrain features dry scrub, boulder outcroppings, and elevated canyon bluffs.

- **Defenders (Train Guard):** Deploy up to 4 models inside or within 2" of the train cars.
- **Attackers (Train Robbers):** Deploy up to 5 models within 6" of either canyon mesa edge.
- **The Armored Safe:** Stationed inside the express car. Has **3 Wounds and Armor**. Normal gunfire cannot penetrate it.

SPECIAL SCENARIO RULES

- **Blowing the Safe:** An Attacker in base contact with the safe may spend 1 AP to plant a lit dynamite stick. At the end of the round, the dynamite detonates! The safe is blown open and leaves 2 Gold Tokens.
- **Roof Catwalks:** Characters on top of boxcars gain **+1 Die** on ranged attacks against ground targets. However, if a roof character takes a Critical Wound, they must roll a Quickness test (4+) or plummet 8 feet to the ground, taking 1 automatic Wound!
- **Venting Boiler:** If the locomotive boiler takes 2+ hits from stray gunfire or dynamite, scalding steam floods a 4" radius around the cab (-1 Die to all shooting and visibility).

VICTORY CONDITIONS

Attackers: Blow the safe and carry both Gold Tokens off any table edge before Round 7 concludes.

Defenders: Prevent the Attackers from escaping with the gold by the end of Round 7, or eliminate all attackers.

SCENARIO 4

BAD BLOOD AT THE BROKEN SPOKE

Saloon Brawl • 2' × 2' or 3' × 3' Interior • 30–45 Min

POSSE SIZE
3–4 Models / Side

TABLE SIZE
2' × 2' to 3' × 3'
Saloon

ROUND LIMIT
5 Rounds

PRIMARY OBJECTIVE
Grab Pot & Escape

SITUATION & NARRATIVE

An extra Ace drops out of an outlaw's sleeve during the midnight poker tournament at the Broken Spoke Saloon. Chairs scrape back, whiskey glasses shatter on the hardwood floor, and everyone dives for cover as both posses draw iron in the crowded room.

TABLETOP SETUP & DEPLOYMENT

This skirmish is fought entirely within a tight saloon interior. Place a long bar counter with shelves of liquor, 4 poker tables with chairs, an upright piano, swinging batwing doors at the front entrance, a heavy storeroom back door, and a mezzanine balcony reachable via wooden stairs.

- **The Poker Pot:** A massive pile of gold and bank drafts sits on the center poker table.
- **Deployment:** Players alternate placing characters in base contact with any table or the bar. No model may begin within 4" of an enemy model.

SPECIAL SCENARIO RULES

- **Flipping Tables (1 AP):** A character in base contact with a table may spend 1 AP to flip it on its side, providing immediate **Heavy Cover (-2 Dice)** against incoming fire from that angle!
- **Improvised Weapons (1 AP):** A character in base contact with the bar or a table may grab a heavy whiskey bottle or chair and fling it at an enemy within 4". Roll **3 Dice Brawling**. A hit inflicts 1 non-lethal Wound and knocks the target Prone.
- **Chandelier Swing (1 AP):** A character on the upper balcony may leap onto the brass chandelier and swing down to the main floor. Roll 1D6: on a **3+**, they land cleanly in base contact with any enemy on the ground floor, gaining **+3 Dice** on an immediate free Brawl attack! On a 1–2, they crash into the floor and become Prone.

VICTORY CONDITIONS

The posse that grabs the poker pot and successfully exits through either the front batwing doors or the back storeroom door to the horses outside wins the scenario!