# THE REDSTONE PASTURE INCIDENT

A **FREE OPEN RANGE** Scenario
(In homage to *Yellowstone 1923*, Episode 1)

THE CONTINUING SUMMER DROUGHT means no new grass will grow on the low pastures. All the ranch herds are suffering. Worse, all the available pasture lands for rent are gone or grazed out.

Last week, at the Stockman's Association meeting, the Sheepmen complained bitterly about their slowly starving flocks, demanding access to those few grassy pastures still available. The Cattlemen showed them no empathy. *We need grass for our Sheep! THEN YOU SHOULD HAVE RENTED MORE LAND! There is no more grassland to rent! There's just the grass in the mountains on your ranch! THAT'S NOT FOR RENT! AND DON'T LET ME SEE SHEEP UP THERE – OR ELSE!*

That's the truth of it. There is grass. On the Redstone Ranch in the high mountain pastures. Despite bears and wolves, the cattlemen are taking their cattle up there next week to try and save them. And if the sheepmen try to sneak up there, then there will be blood. *BECAUSE STEALING A MAN'S GRASS IS LIKE STEALING HIS CATTLE!*
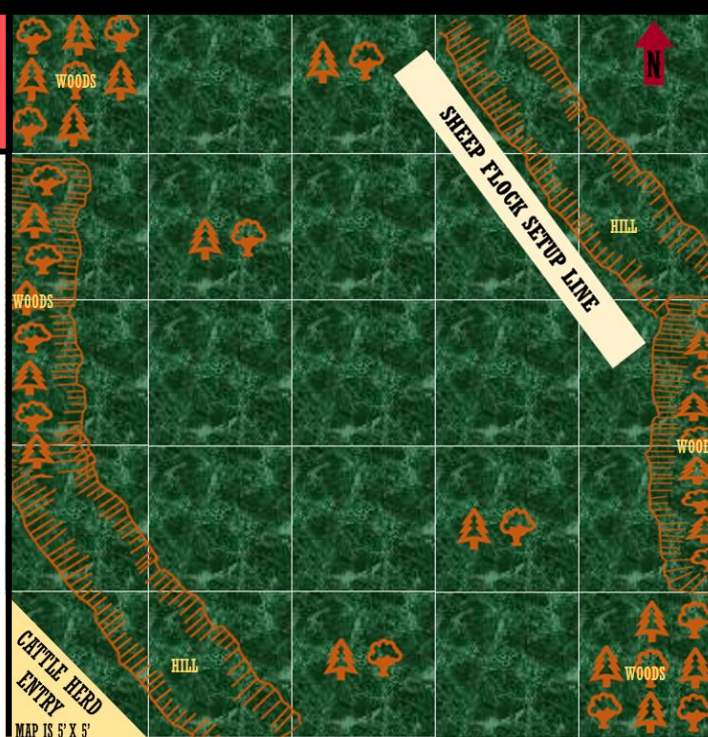
SCENARIO RULES

To play this scenario you will need the RUTHLESS RULES and THE OPEN RANGE RULES and COWBOY CHARACTER CARDS from the OPEN RANGE RULES PACK. Available at www.Fireballforwrd.com/ruthless and on Wargames Vault.

The **Main Herd** (MH) consists of a Leader Wedge (3 Leader Stands) and 12 Cattle Stands plus 4 additional Cattle Stands for each Cowboy Character Card in play, i.e., a Trail Crew of 6 Character Cards (3 players) would push a herd of 36 stands plus the 3-stand leader wedge. Pre-game place on the SW corner of the table, in the *Cattle Herd Entry* area, the Leader Wedge and 12 Cattle stands, 4 abreast behind the leaders, facing to the NE. Additional cattle stands will enter 4 abreast as the MH moves ahead. The MH starts the game at ALERT with MOO Markers on both sides and the rear of the MH.

The **Trail Crew:** This scenario is scalable, and the Trail Crew may be played with 2 to 5 players (4 to 10 Character Cards). The Chuckwagon/Cook and Remuda/Wrangler are not used in this scenario. Use the scenario-provided Trail Boss (Jake Button) Character Card and a Greenhorn Character Card as a Cowboy pair. Add 2 Cards for each player to the Trail Crew, starting with Flank/Swing pairs then Point/Greenhorn pairs until all positions around the herd are covered. Pre-game place the Trail Boss, Point Rider and Swing Rider figures around the entering Main Heard in the *Cattle Entry* area on the table. The Flank/Drag Riders enter with the other Cattle.

The **Sheep Flock** consists of 8 stands of sheep plus 4 additional stands for each Shepherd Character. The stands may be arranged on oval Movement Bases – 8 stands to the base. Pre-game set up all the sheep stands/movement bases touching on the NE corner of the table behind the line marked *Sheep Flock Setup Line* on the map with the Sheepmen placed randomly around the Flock. *Spooked* sheep run directly away from the *Spook*. Sheep running in the *Herd Movement Phase* and *Spooked* again will only run 6" (18" max per turn).

Shepherds: Use 2 to 8 of the scenario-provided Sheepmen Character Cards to create the shepherds' side. Sides can be even but if the number of players are uneven, the Trail Crew should always have the higher number of players.

Woods along the East and West edges are Rough Terrain. Movement is halved for Cowboys, Shepherds, and Cattle/Sheep stands. **Lost Cattle & Sheep** - Stands exiting the table are lost and removed from play.

Skedaddle Rolls are applied only when ½ the total number of a side's Characters are casualties and/or in Lilly Livered status.

WINNING THE SCENARIO:

The scenario objective is to end the drive with at least 80% of only YOUR Stands on the bedding ground (the 9 center squares) by the end of the game by either gunning down all the opponents, causing the other side to Skedaddle and/or stampeding the other herd off the table. (Optional – The Trail Crew must also have the MH **Bedded Down** at the end of the game to win.)

JAKE BUTTON — 5

TOUGH AS NAILS ... IGNORE THE 1st WOUND ☐
STARE DOWN ... OPPONENT MUST MAKE TOUGHNESS TEST BEFORE THEIR SHOOT/FISTICUFFS ACTION ☐

REVOLVER [SHORT: 8" / LONG: 12"]
🔫 🔫 🔫 🔫 🔫 🔫

WOUNDS

LEG		ARM		CHEST		SEVERE	
	☠		☠		☠		☠

JAKE BUTTON — 5
RANCHER & TRAIL BOSS – THE REDSTONE RANCH   FOR EVERY 2 WOUNDS: – 1

TRAIL BOSS ... +1 TO ALL COWPUNCHER ACTIONS
LISTEN COW! ... AUTO *HEAD 'EM UP!* IN STAMPEDE ☐

Jake has been a Rancher on this land for 40+ years. Every year, he will tell you, is a tough year. This one with drought is no different. By taking the cattle to the high pastures they will get 'em through to Fall. Even if they must baby sit 'em from the Bears and Wolves. Then - he will figure out how to get 'em through the winter. Lord willing.

OPEN RANGE – SHEEPMEN – TRAIL HAZARDS REFERENCE

The conflict between cattlemen and Sheepmen started at the beginning period of the great cattle drives as a competition for the open range. Cowboys maintained that sheep flocks heavily graze and denude a range. Sheep's sharply pointed hoofs cut the range grasses and compacted the soil, killing the grasses and encouraging weed growth. Cattlemen said sheep made the ground stink so that cattle wouldn't use it. And the fact that the shepherds were predominantly foreigners – Mexicans, Basques, Greeks, Scots, English and Irish – did not endear them to the Cowboys from Texas. Violence between Sheepmen and cattlemen started in Texas in the 1870s. Conflict followed the trails north in "wars" along the New Mexico-Texas border starting in 1875, in Arizona and Colorado in the 1880s and in Montana in the 1890s until the passage of the Grazing Rights Act of 1934 which forced the Cattlemen and Sheepmen to come together and agree on setting grazing rights areas for their respective herds on federal land – the last open range. Animosity persists between the two herding communities, some say, even today. Let the Sheep Wars begin!

[One of my brothers was] the worst of the lot – a sheepman and a Republican.
- E.C. "Teddy Blue" Abbott, *We Pointed Them North*, 1939

A flock of sheep stands may be placed on round (or oval) movement trays.

Modeling a Flock of Sheep: Create sheep Stands with model sheep. (See the picture at left.) Sheep herd or "flock" more tightly than cattle. Use more sheep models (7 or 8) per Stand. A flock of sheep Stands should be arranged in a roughly circular formation.

Moving a Flock: The sheep herd instinct is strong, so Temperament, Herding Up and S&T checks are **not** made on a flock. Move the flock during the Main Herd Movement Phase IF a MOO marker was previously placed on the flock. Sheep walk 6" and Run 9" (1/2 in Rough ground). To *Run*, sheep must be *spooked* with an Action. Orient all sheep in the same direction when moving them. Shepherds use Herding (Cowpuncher) Actions on the flock. With no flock "leader" the shepherd simply indicates the direction the flock will be moved BEFORE making the *Head 'Em Up!* Action roll. Then point and move them in the new direction. A *Push 'Em!* Action can be used <u>once</u> per turn for another 3" of movement. *Spooked* sheep will run 9" <u>once</u> per turn (move 18" per turn max).

Shepherds' Sheep Dog Ability: Shepherds have a Sheep Dog ability on the "Cowpuncher" side of the Shepherd's OPEN RANGE Card. The Sheep Dog allows the shepherd to use a Herding (Cowpuncher) Action on the sheep from up to 12" away. The Shepherd gets this one free additional Cowpuncher Action per activation until the dog is killed by receiving two wounds from an opponent's Shoot Action, recorded in the pink boxes. An opponent may use an *Aim* Action to target the Sheep Dog of a mounted shepherd. Otherwise, any shot at a <u>dismounted</u> Shepherd is resolved for the Sheep dog by making a 1d10 roll to determine if the Shepherd or the Dog was hit (1-5 is the Dog, 6-10 the Shepherd). The Sheep Dog ability does <u>not</u> work on Cattle.

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS ☐🟪 ☐☠
(Use the wounding horse mechanic OR use the *AIM* Action)

Dan Layton   5

WALKING STICK... ADJUST FISTICUFFS DAMAGE +1

REVOLVER [SHORT: 8"/ LONG: 12"]

⬛ ⬛ ⬛ ⬛ ⬛ ⬛

WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

Dan Layton   6
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action) 🟪 ☠

Dan came West for opportunity and found wool. Now he sees that opportunity and his future slipping away. Lost with the Sheep that are slowly starving to death as the eaten grass doesn't grow back in the drought. There is a way to save them, but it involves great risk. What choice does he have?

Hank Heppe   7

NERVOUS... -1 TO ALL SHOOTING ROLLS

REVOLVER [SHORT: 8"/ LONG: 12"]   **SHOTGUN**

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WOUNDS   [SHORT: 8"÷2 | LONG: 10"÷1]

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

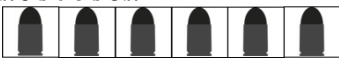---

Hank Heppe   7
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action) 🟪 ☠

Hank enjoys the outdoors and the calm routine of herding sheep but isn't certain that this life is what he really wants. He has doubts and no desire to kill - or die - for a flock of sheep. For Hank there is nothing heroic in fighting or getting shot by cattlemen.

Tom Boyd   6

COOL HAND ... IGNORE 1ST FAILED TOUGHNESS TEST ☐

REVOLVER [SHORT: 8"/ LONG: 12"]   **SHOTGUN**

⬛ ⬛ ⬛ ⬛ ⬛ ⬛   ⬛ ⬛

WOUNDS   [SHORT: 8"÷2 | LONG: 10"÷1]

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

Tom Boyd   6
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action) 🟪 ☠

From Ireland, Tom has spent his entire life with Sheep. He has walked two whole countries with them and faced down every hazard along the way. A drought is no bother. Cattlemen are no obstacle. Clear away the track and let the bulgine run.

Peter Angel   6

SURE SHOT... +1 TO ALL SHOOTING ROLLS

REPEATING RIFLE [SHORT: 10"/ LONG: 24"]

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WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

Peter Angel   6
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action) 🟪 ☠

Pete is the kind of ne're do well vagabond that also makes the best shepherd. Easy going but savvy. Inured to hardship and scornful of possessions but solicitous and protective of the flock. Reliable, aware and a good shot with a rifle. The flock is in good hands.

ED LOWE — 6

YOU KILLED MY DOG!... AFTER THE DOG IS KILLED, 1ST FISTICUFFS IS AN <u>AUTO LOW BLOW WIN</u> ☐

REVOLVER [SHORT: 8"/ LONG: 12"]

WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

ED LOWE — 7
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action)

Ed is a little high strung but has a deep affection for animals. More like companions, Ed and his dog carry on a continuous conversation throughout the day, with Ed talking and the dog yipping and barking back. He says the dog keeps him sane.

SCOT BUCKLER — 6

KNIFE... ADJUST FISTICUFFS DAMAGE RESULTS BY 1

REVOLVER [SHORT: 8"/ LONG: 12"]   **SHOTGUN**

S: 8"+2 | L: 10"-1

WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

SCOT BUCKLER — 6
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action)

Slow and steady Scot. That's what they call him. That's how he goes. But the delivery of the flock is guaranteed when in Scot's hands. A long-time and trusted shepherd, Scot tries to get along with everyone - right up to the point where he does not.

PAUL MICHAELS — 6

NO SHOT... -1 TO ALL SHOOTING ROLLS

REPEATING RIFLE [SHORT: 10"/ LONG: 24"]

WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

PAUL MICHAELS — 5
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action)

Paul is another lost soul, living his life as a traveler in this land. Just keeping it together. Walking along. As a shepherd. A surprisingly good shepherd. But a really bad shot.

TONY KOTA — 5

TOUGH MINDED... IGNORE 1st TOUGHNESS TESTS ☐

SHOTGUN [SHORT: 8"+2 | LONG: 10"-1]

WOUNDS

LEG		ARM		CHEST	SEVERE
	☠		☠	☠	☠

TONY KOTA — 6
SHEEPMAN   FOR EVERY 2 WOUNDS: − 1

SHEEP DOG... 1 FREE, AUTOMATIC COWPUNCHER ACTION UNTIL DOG RECEIVES TWO WOUNDS
(Use the wounding horse mechanic OR use the AIM Action)

Tony is tough. One of the toughest you will ever meet. He is mentally tough. Tony will keep pushing ahead long after other men have shut down. Give the job to Tony. It will get done, no matter how tough he has to be or how long it takes.