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This Town ain't Big Enough...

A themed assignment for Rezolution by Simon Key

As the dust settled around the transporter, Marshal Lanckham pulled down his neckerchief and cleared the grit from his goggles. That was one problem on this godforsaken planet: the dust. It was everywhere, it got everywhere and made life a misery. The other problem was the lawless scum that had been wrecking his reputation: destroying his town and, since the day they had run him out, turning it into a cesspool of human decadence and depravity. Well, today was the day to start dealing with that particular problem and it was time to deal with the Blindside gang.

Mars has a problem, one that is common to all new frontiers: how to enforce the law, any law, on the diverse and widespread settlements that stretch over its dusty plains. For the CSO, this is a problem that is compounded by a lack of personnel and funding, resulting in, at best, just a single Marshal in each town. The harsh fact of the matter is that there are never enough marshals, so should a black-hearted gang of renegade Ronin decide to run amok, a single marshal would have his work cut out.

This was the problem that the settlement of New Hope now faced. New Hope was little more than a way station where the ore transporters would hole up during their long trips from the mines to the major shuttle-ports. So, when the Blindside gang showed up, Marshal Lanckham, having taken a serious wound to his upper arm, was forced to flee to the nearest CSO outpost to get some help.

Help came in the shape of the four marshals that patrolled the surrounding settlements. They all understood the threat that this level of lawlessness represented: they would be outnumbered and outgunned, but, if they didn't deal with this quickly, then the whole of the Red Bowl Mesa would degenerate into a haven for all the scum in the system.

This is where the assignment begins as the CSO posse arrives in the back of one of the regular ore transporters. They gain a much-needed element of surprise whilst the Blindside gang are busy making the most of their latest watering-hole.

Crews

CSO Posse
Marshal Lanckham
Marshal Noa
Marshal Crazy
Marshal Roberts
Marshal V-Shai

The Blindside Gang (Ronin)
Maven - Mad Mary
Shootists
- Ant
- Ragged Ren
- Doc. Kenally
- Lady Jane
- Josh and Jeff, the mute Mitchell twins.

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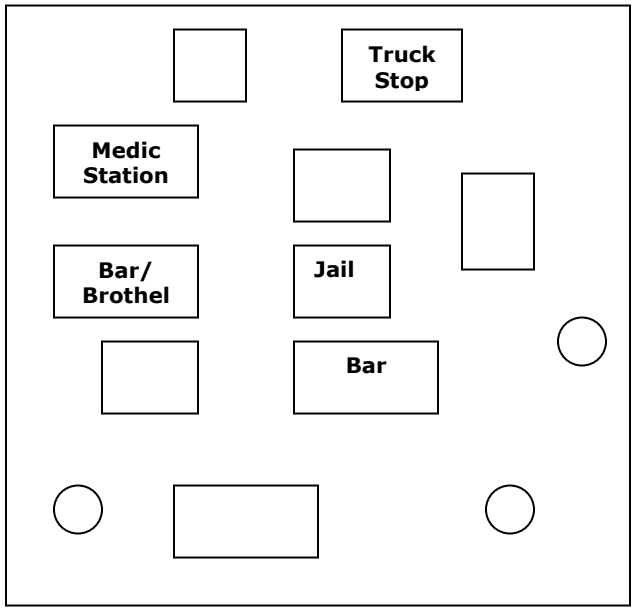
Terrain

The town of New Hope is typical of many frontier settlements: a ragged sprawl of shanties ranged around the main route from the mines to the pads. At one end of the town there should be a truck stop where the transporters hole up, and then a street of buildings supplying the rest of the needs of both visitors and residents. There should be at least two bars, a medic station and the old marshal's office (Jail), while the rest of the street should be made up of whatever else comes to mind – shacks, shops, places to eat, numerous hovels and possibly an undertakers. The Town should be spread out over a 4'X4' table with the truck stop at one end.



Set-Up

The CSO set up in the truck stop around the transport they have just arrived in. Mad Mary should be in the old marshal station; the Mitchell twins will be drinking in one of the bars; Doc Kenally and Lady Jane will have set up their drug-running operation in the medic station; whilst René and Ant will be carousing up and down the street (and in and out of a brothel, if there is one).
CSO take the first turn and get two activations to simulate surprise (all CSO models must activate before any can take their second activation). Each time the Ronin wish to activate a model or a team in the first turn, they must roll a D6. On a 1-3, the activation is lost, as they haven't realised what is going; on 4-6 activate as normal. Each Ronin may only attempt activation once in the first turn. From the second turn, all models activate as normal.

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Special Rules

To represent his earlier injury, Marshal Lanckham should have two blocks marked off his Damage Gauge at the beginning of the game. CSO models cannot be panicked, though they can still be suppressed, as this is a last-stand situation and if they fail, all is lost.

Victory Conditions

This is a no holds barred, shoot ‘em up and victory goes to whoever has the last model alive.

As the marshals emerged through the dust, the few remaining townsfolk fled or took cover - today was not a good day for a stroll along Main Street.

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