

CHIEF WHITE HORSE STRIKES AGAIN!

A game set in the plains of the Midwest in the late 1860's

The Setting

A wagon train of settlers is on the way to Oregon traversing the wide plains of the Midwest always alert of red skins, who are a constant threat to the stream of settlers coming from the East. The wagon train is being guided by "*Old Bill Hickory*", a very experienced scout of the plains and well versed in collecting scalps of indians (his favorite lately being those of the Pawnees tribe. His worst enemy is Chief White Horse with whom he has had many quarrels over squaws, whiskey and scalps). He is always proud in presenting his collection to the settlers who rather react with disgust, not only at the scalps but also at the chunks of chewed yellowish, stinking tobacco he tends to spit at the feet of his listeners(or which hangs on to his moustache for days). But nevertheless the settlers need the experienced guide to take them safely through indian territory.

The group of settlers are headed by Jack Daniels "JD" Junior from Tennessee, a passionate boozier and lay preacher of the virtues of his "medical brew", which he wants to introduce among the drinking communities of the West coast. His wife is "Winchester Wendy" known for barbecues among the settlers (famous recipe: soaky white buns cut in half and filled with grease dripping slices of meat - origin not disclosed). Also among the settlers, worth mentioning by name, is "Singing Sepp" a Bavarian who is never sober (therefore gets along splendidly with JD) and freely serves beer in enormous mugs. He is convinced that the redskins are no danger as they would pass out on his strong brew "Doppel-Bock".

In the meantime Chief White Horse of the Pawnee tribe has gathered his warriors to take them on the warpath and has sworn to leave none of the pale faces alive who cross his territory. His scouts have spotted a wagon train that has just entered Pawnee country and above all is being guided by Old Bill Hickory, the most hated enemy of Chief White Horse. The chief swears to take bitter revenge as he lost his favorite squaw "squealing skunk" to Old Bill Hickory during a gambling and drinking session at his teepee during the wedding celebration of his son "Tumble-of-ye-horse". It was a strange game of cards called "Poke-her" which Old Bill showed the Pawnee Chief (who never really got the grip of it) and then insisted that the squaw now change hands. The evening didn't really end in friendship as Old Bill made a getaway with really squealing skunk, five horses and two scalps of Pawnee warriors.

At the same time a squadron of U.S. Cavalry is on its way from Fort Laremy to catch up with the wagon train and provide them with protection through Pawnee territory. The squadron is being commanded by General Custard or referred to as "Cunning Custard" by his men. The General has unfortunately lost his horse and now moves about in a carriage (his troops don't believe his story that the horse was killed in a wild chase after redskins, but rather the horse threw him out of the saddle on the parade grounds- Custard was never really a good horse rider)

The Game

Chief White Horse will ambush the track and attempt to finish off the pale faces. The settlers and Old Bill Hickory will try to escape or atleast find cover in a close by cottage until the U.S. Cavalry arrives to drive off the indians. The Cavalry will, however, only arrive when the settlers pick a joker from a pack of six cards.(one attempt per game move - one card removed each time)

The game ends when one side has been completely wiped out. Even if the settlers have all been scalped without the U.S. Cavalry having arrived on the scene, the indians will wait until "Cunning Custard" comes and ambush the cavalry as well.

The following figures have a +1 point (Chief White Horse, Old Bill Hickory, Cunning Custard). There is also a +1 point for all cavalry figures.

Special Rule: "Singing Sepp" can prevent indians from attacking him by serving a mug of the "Doppel-Bock" (with saving throw on dice) which will immobilize attacker for one move.