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Flick'em  
UP!

RED ROCK  
TOMAHAWK  
SCENARIO 6

(REQUIRES THE

*Stallion  
Canyon*  
Expansion

TO PLAY)



# Peace Treaty

## Scenario 6

The Sheriff is back! He's escorting a group of people to Waukasee, and hidden among them is the government official. If the official can get to the tipi, where the village elder is waiting, they can both sign and adopt a treaty that ensures the land stays in the hands of the Native Americans, where it belongs. The Cooper clan is preparing an attack from their hideout in Dark Hill - they can't allow that treaty to be signed. The Native Americans, who have grown distrustful and angry towards outsiders thanks to the Cooper clan are preparing an attack of their own.

Will the Sheriff and his group get to Waukasee before it's too late?

### Objective:

#### Native Americans:

Light 5 buildings on fire (in Dark Hill and/or San Fernando).

#### Sheriff's posse:

Take the 2 treaty documents and the government official to the tipi.

#### Cooper clan:

Prevent the signing of the treaty.



### Tomahawk:

In addition to the normal rules for the tomahawk: if a figure is knocked over by a tomahawk while in Waukasee, that figure must be placed just outside Waukasee (on the other side of either fence).

### Sheriff's posse:

- Hide the documents: take 2 document tokens and 3 X tokens, and place 1 face down in each of the posse's inventories, you choose where you place them.
- Hide the official: take 1 government official token and 3 X tokens and place 1 face down in front of each non-Sheriff character tile. You also choose where to place them.

When a member of the Sheriff's posse has lost all of his life points, place all of that posse member's inventory tokens in the inventory of the closest living posse member. If there is not enough space in the living member's inventory, they must choose which tokens they wish to keep and discard the rest.

### Tipi:

The elder has asked for privacy from his tribe. Only the Sheriff's posse may enter the tipi. This is where the posse must drop off the treaty documents. When the government official enters the tipi, he must reveal his identity by flipping the government official token face up. Remove the official's hat and place it on top of his inventory. The official may no longer perform any actions.

### Dynamite:

In this scenario, the dynamite may only be thrown into the tipi, and only if the outlaw throwing it is standing in Waukasee. The first time a piece of dynamite is successfully flicked into the tipi, place a dynamite token on the tipi's support block. The second time a piece of dynamite is successfully flicked into the tipi, the tipi is destroyed, and the the outlaws win.

The dynamite has no effect on tokens or figures inside the tipi.

Once the dynamite is thrown, or if an outlaw carrying dynamite loses his last life point, return the dynamite token to the mountain



*Additional rules*  
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**Clock:** set to 5:00.  
**Hats:** blue side up.  
**Headaddresses:** blue side up.



### Totem:

The rules for the totem are identical to those used in scenario 4

### Mountain:

Only the Cooper clan may enter the mountain, which serves as a dynamite supply. An outlaw on top of the mountain may spend an action to add a dynamite token to his inventory.

### Canyons:

The normal rules for canyons are ignored in this scenario. To travel from San Fernando to Waukasee and Dark Hill (or vice versa), a figure must pass through the space between the two canyons. Figures may not move behind the canyons.

### Burning arrow:

The cowboys inside a building hit by a **burning arrow** are placed, standing, outside the building on one of the **feet**. (They do not lose any life points).

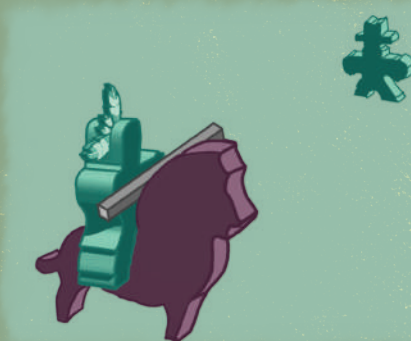
### Game end:

The game ends immediately when one of the teams completes their objective and wins. Otherwise the game ends in favour of the Cooper clan when the clock strikes midnight.

## - Additional Rules -

### *Firing arrows on horseback*

- A Native American on horseback does not need a bow to fire arrows while on horseback.
- Place the arrow between the figure and the horse's head.
- Then, hold the horse with one hand and fire with the other (**thumbs allowed!**).
- Before firing, you may rotate the horse 90 degrees left or right. This allows you to aim at anything in front of the horse, or to his left or right, but not behind it.

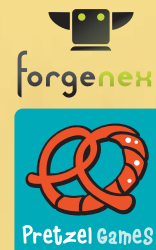


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