

# COWBOYS & GUNSLINGERS

Thank you for purchasing Reaper's Cowboys & Gunslingers Boxed Set. In addition to being some really cool minis to paint, we have created a set of data cards and special rules so you can use the Cowboys Boxed Set in a game. Special data cards, game mechanics, and a scenario have been created and are posted on [ReaperGames.com](http://ReaperGames.com). The mechanics for playing a game with this set is based upon the Warlord 2 rules. If you are not already familiar with the Warlord rules, you will need either Warlord 2 or Savage North rule book.

A Referee or Game Master (GM) is not a requirement, but as the number of players increase, so does the length of time needed to play a game. Having someone knowledgeable and excited to run a game for others can greatly increase the fun and speed of Cowboys & Gunslingers.

The data cards are not perfectly balanced, and how effective a data card is will depend upon the scenario and how well a player uses that data cards Special Abilities to his advantage. To prevent the experienced players from picking their favorites, it is suggested that players draw a data card at random. Once a data card has been chosen, the player can keep using that data card as long as he can keep the character alive through the various scenarios. The players divide into two "gangs" and then go at it. Your scenarios will depend on what terrain you have available and your own creativity.

Games involving Chronoscope minis are not a perfect fit for the Warlord rules, but with some adjustments the same quick play and fun, yet unpredictable outcomes of the R.A.G.E. System remain.

## LAWS O' THE WEST

Here are modifications to the Warlord rules for this game:

- \* Magical Defense is no longer necessary, so it has been replaced with an ability called Expertise (Exp). This ability is used when a model attempts something technical or unusual. Bypassing locks, using special equipment, and feats of agility are examples where Expertise would be used.

Modifiers to the Exp check may be appropriate if the attempt is unusually tough or very easy. Creativity can really be sparked with this game, so be prepared to use Expertise in ways you probably never imagined.

- \* Chronoscope models tend to be armed with firearms of all sorts. Using maximum ranges for bows and arrows in Warlord worked fine. Firearms, on the other hand, have much greater ranges. Their accuracy, rather than range, becomes the issue. Ranges now represent a "Range Band". A pistol only lists a range of 4", but it can obviously shoot farther than that. For every 6" beyond the listed range, there is a cumulative -1 penalty to RAV. For example, a model with a rifle (12" range) is shooting at a model 19" away. This is 7" greater than the rifle's listed range, so the attack would suffer a -2 penalty. Also, once the listed range is exceeded, the Auto 10 rule no longer applies. Once that rifle shoots past 12", a roll of 10 is no longer an automatic hit.

- \* Some data cards have multiple ranged weapons. The player can choose to shoot one of them during a shoot action. If a model has two pistols, that is factored into a single ranged attack. Something such as a pistol and a shotgun, however, will list two ranged attack options. Special Abilities listed under one ranged attack do not apply to others on the same data card, just the weapon they are listed under.



\* Tracking ammunition was somewhere we really didn't want to go, but for a game where six shooters and shotguns are the primary weapons, it just needs to be there. Players track how many rounds the weapon(s) holds. Most models can reload fast enough that they can reload and fire each turn. This will tend to make a player think that running out of ammo is no big deal. Then they discover that when they are empty they can't shoot back on defensive shots. After that, keeping bullets in your gun becomes very important. The easiest way to track ammo is to give each player one bead, penny, cheeto, or similar counter for each round of ammo in their gun(s). If they have more than one weapon, they can use different colored beads for each gun. (If you use food items and a player eats his ammo, you can count it a total weapon failure!)  
ÿ If you disagree about tracking ammo, feel free to ignore the Ammo/# Special Ability. Hey, they rarely have to reload in the movies, why not in a game too?

\* A set of "Edge" cards is included. Players start out drawing one random Edge Card, and then are awarded to players when they survive a scenario or accomplish scenario objectives. For easiest use, they can be cut out and slipped into card sleeves.

\* The data cards are unique to this set. If you use them for a scenario of your own creation (Which is encouraged), make sure and check for balance before you throw it to your unsuspecting buddies.



# COWBOY PHYSICS

Cowboy physics give the game a fun, Hollywood angle. Their goal is to make the game fun, not to create strict limits or to promote excesses. They work best when you compare them to various cowboy movies.

\* No matter how sudden or violent a shootout, no matter how crowded the location, animals and bystanders will not be hit by stray rounds unless it is convenient for the background story.

\* Any piece of cover that a character can hide behind, no matter how flimsy or thin, will stop a bullet.

\* No matter how badly injured or beat up a character is at the end of a scenario, they will always be fully healed in time for the next scenario.

\* A Cowboy always has enough spare ammunition to reload his weapon.

\* A Cowboy can change gangs at will without ramifications or penalties.

\* The borders of Cowboy Physics are only limited to what has been done in a Western. If a player wants to try something that should be impossible or just silly, they must cite a film or TV show where a similar event occurred. The GM has final say regarding playability.





# COWBOY ABILITIES

## **Ammo/#**

This model has a limited amount of ammunition available for their weapon, equal to #. Once these points are spent, the ammunition is gone and the weapon cannot be fired for the rest of the game.

## **Assassin**

If a model with this SA hits an enemy model and destroys it in a Fight Action, the enemy model does not get to make any Defensive Strikes against the attacking assassin model and does not get to make a Tough roll, even if it has the Tough SA.

## **Bloodlust**

A model with this SA receives a +1 MAV bonus to all melee attacks, including Defensive Strikes, against damaged models. This bonus is not received against models with the Construct SA or the Undead SA.

## **Cleave**

A model with the Cleave SA does an extra point of damage with each hit when the Attack Check is at least 3 higher than the defending model's DV.

## **Disable**

Any model that is hit in melee by a model with this SA immediately becomes Disabled until the end of its next Activation. If the model with this SA is performing a Fight Action (as opposed to using Defensive Strikes), then this effect applies to the Defensive Strikes of the defending model for this Fight Action.

## **Deflect/#**

A model with this SA gains a +(#) bonus to DV against ranged attacks.

## **Dodge/#**

A model with this SA gains a +(#) bonus to DV against melee attacks.

## **Fan**

The #RA of this weapon may be increased up to total of ammo available. For each shot above the models #RA, there is a -1 penalty to RAV.

## **First Strike**

When a model with this SA Charges an enemy model, it may make one attack before the defending model can react. The First Strike attack counts as one of the model's normal attacks. Conduct the First Strike attack as a normal single melee attack, but apply any damage before conducting the remaining attacks and Defensive Strikes. The First Strike SA may also be used on Defensive Strikes when the model is Charged. In this case, conduct a single Defensive Strike against the attacking model and apply any damage before the attacker conducts its melee attacks. The attacker's melee attacks and the defender's remaining Defensive Strikes then occur normally. The Defensive First Strike counts as one of the defender's Defensive Strikes. In the event that both the attacking and defending models have the First Strike SA, they conduct their First Strike attacks simultaneously. The attacker makes a single First Strike attack, and the defender makes a single Defensive First Strike. Damage is applied for both the attack and the Defensive Strike, and then the remaining attacks and Defensive Strikes are conducted normally. First Strike cannot be used with either the Frenzy SA or attacks performed with the Reach SA.

## **Fearless**

A model with this SA can never become Shaken and is immune to the Fearsome SA.

## **Fearsome**

A model with this SA is extremely intimidating to models around it, both models wishing to attack it as well as models attacked by it. Any enemy model wishing to Charge a model with this SA must first pass a Discipline Check. Succeeding at the check allows the Action to continue as normal. If the Discipline Check fails, the model may move up to a maximum of half the distance between itself and the Fearsome model (assuming that the model had enough MOV to reach the Fearsome model), but no further, nor may the model change its movement and go into B2B with any other model with this move. When a model with Fearsome comes into B2B with an enemy model, the enemy model must pass a Discipline Check or become Shaken. Models with the Fearless, Fearsome, or Mindless SAs are immune to the Fearsome SA. Fearsome works



additionally with other SAs (like Shock), potentially causing defending models to have to make multiple, separate Discipline Checks, one for each effect.

### **Moving Reload**

This weapon may be reloaded while making a move action.

### **Pierce**

A model with this SA does an extra point of damage with each hit when the Attack Check is at least 3 higher than was needed to hit.

### **Ranger/#**

A model with this SA may conduct a single Move Action, up to (#) inches, during the Pre-Battle Phase.

### **Rapid Shot**

A model with this SA may use a Specialty Action to increase its #RA by 1 until the end of its current Activation. All attacks are made with a -1 penalty to RAV. This requires two separate Actions: the Specialty Action to gain the extra attack, and the Shoot Action to make the attack.

### **Reload/#**

This weapon may reload /X rounds per activation. This SA can be use twice in one activation.

### **Shock**

When a model with this SA Charges an enemy model and then conducts a Fight Action in the same Activation, the defending model must first pass a Discipline Check to get its Defensive Strike(s). A failed Discipline Check means there can be no Defensive Strike(s) (even if attacked by another model in the same Activation). If multiple models with the Shock SA charge and conduct melee attacks against the same model, the defending model must pass a Discipline Check for each model with the Shock SA that charged and attacked. Failing a single check means the defending model cannot conduct Defensive Strikes. Shock works additionally with other SAs (like Fearsome), potentially causing defending models to have to make multiple separate Discipline Checks, one for each effect.

### **Spiked**

Models with this SA gain +1 #MA for their Defensive Strikes.

### **Swift Attack**

To use this SA, a model must use both a Charge Action and a Move Action (in that order). If at the end of the Charge Action the model is in B2B with an enemy model, this model makes a single melee attack against any one enemy model it is in B2B with. The defending model may not make more than one Defensive Strike against each Swift Attack model that attacked it with the Swift Attack. All regular melee rules and SAs still apply. This attack is resolved along with any other Fight Actions performed by other models during this Activation, as per usual combat rules. After the attack is resolved, this model breaks away from B2B automatically and must use its Move Action to move at least half of its MOV away from the defending model in any direction.

### **Tough/#**

Whenever a model with this SA takes enough damage to destroy it, it makes a 10+ Roll and adds (#). If the roll succeeds, the model is not destroyed, but instead is left alive on its last Damage Track. If the Tough model is destroyed by First Strike attacks (the first attack by models with the First Strike SA or the Pike SA), it does not get to make this roll and is instead destroyed.

### **Unhindered**

A model with this SA can make ranged attacks while in B2B with enemy models. It cannot shoot any of the models it is in B2B with. Using this ability does not provoke Defensive Strikes from any models it is in B2B with.

### **Weaponmaster**

A model with this SA may re-roll one missed attack per Activation. This cannot be used for Defensive attacks.





# SCENARIOS

A straight out shootout is fun for a couple of fights, but then it gets old. Scenarios can give players variety of terrain and objectives that make the game a challenge.

## Terrain

Buildings, horses, and cattle can make for a more visually enjoyable High Noon in Denton County experience, but not everyone has access to them. Common household items can just as easily be used to represent things in the game. A stack of books to represent the Golden Pony Saloon, or a stampede of 10 sided dice during a shootout can be just as entertaining. If your scenario demands the players go inside a building, simply cut down the sides of a cardboard box and draw or cut out the window and doors.

## HIGH NOON SHOWDOWN

This represents the classic showdown in the middle of the street. The models will slowly advance toward each other until someone loses his nerve and takes the first shot. Then the fun begins!

Players divide into two gangs/teams/ranch hands/etc. Models are placed in the open 12" apart. Draw initiative cards as normal, but all a player does is move until someone starts shooting. When a player's card is drawn, his model must move towards the other side at least \_ his MOV. After moving, the player rolls a Discipline Check. If the Discipline Check is successful, draw the next card. If the check fails, that model is the first to draw and the shootout begins. The player who failed the Discipline Check takes a shoot action for his second action. All other Initiative Cards are shuffled back into the deck and normal play begins. The model who started the shootout has his card placed back into the Draw Deck after the first normal turn.

# THE BREAKOUT

There is someone in the jail that both gangs want. You can say that the marshal has been called away and isn't at the jail, have the marshal and maybe even some deputies defend the jail, or have one gang defend the jail while the other gang attacks it. The prisoner could be a player model (Perhaps the one who started the Showdown is the first scenario) or just an extra model that you use civilian stats for. Award an Edge Card to each surviving model of the gang who controls the prisoner at the end of the game. If the prisoner doesn't survive, nobody gets an Edge Card.

## A CRAZY NIGHT IN TOWN

This scenario requires at least two extra models. A town set up of some sort is also needed. Start all the players on one end of the street. Tell them that they were in the saloon and someone came running in saying that Crazy Ned is at the other end of town, mean drunk and carrying a sack of dynamite. Tell the players they need to stop Crazy Ned. If they can subdue Ned without killing him (Defeat him in melee) they gain an Edge Card.

As the players get half way up the street introduce Prospector Pete into the game. He comes out of another saloon. He is drunk. Seeing gunfighters out in the street, Pete assumes they are there to steal the gold nugget he found. He will open fire at the closest gunfighter. They also should be close enough for Crazy Ned to start throwing dynamite at them. Subduing Prospector Pete instead of killing him will also gain players an Edge Card.

But the fun isn't finished yet. While the players are distracted with Ned & Pete, announce to them at the end of a turn that a lady comes running out of a building behind them screaming that the bank is being robbed. Place two or three bank robbers drawn from extra cowboy data cards and place them coming out of the bank. Shuffle cards for them into the Draw Deck and start the next turn.



# EDGE CARDS

<b>Agile as a Mustang</b>  Gain S.A. Leap	<b>A Leaf Upon The Wind</b>  +1 MOV	<b>Quick as a Rattler</b>  Gain S.A. Deflect/1
<b>Now This Is a Knife!</b>  +1 MAV	<b>Luckstone</b>  Add +1 to a dice roll  One use per Scenario	<b>Tough as Nails</b>  Gain S.A. Dodge/1
<b>Heavy Gloves</b>  Gain S.A. Parry	<b>Moving Shot</b>  Model can combine a Shoot Action with a MOV Action, but suffers a -2 RAV penalty.  One use per Scenario	<b>Luckstone</b>  Add +1 to a dice roll  One use per Scenario

# EDGE CARDS

<p><b>The Cowgirls are Watching</b></p> <p><b>+2 to DIS</b></p>	<p><b>Nimble as a Billy Goat</b></p> <p><b>Gain S.A. Hover</b></p>	<p><b>Die With Your Boots On</b></p> <p><b>Gain S.A. Tough/0 or +1 to Tough</b></p>
<p><b>Smokeless Powder</b></p> <p><b>Gain S.A. Stealth</b></p>	<p><b>Rabbit's Foot</b></p> <p><b>Re-Roll one failed Dice Roll</b></p> <p><b>One use per Scenario</b></p>	<p><b>Make Your Own Luck</b></p> <p><b>Force another player to re-roll a dice roll.</b></p> <p><b>One use per Scenario</b></p>
<p><b>Practice Makes Perfect</b></p> <p><b>Gain +1 to your reload S.A.</b></p>	<p><b>Bible in Your Pocket</b></p> <p><b>Ignore one point of damage</b></p> <p><b>One use per Scenario</b></p>	<p><b>Like an In'jun</b></p> <p><b>Gain S.A. Ranger/6</b></p>

# EDGE CARDS

<b>Spare Cylinder</b> Once per scenario, gain the S.A. Reload/6 (Handgun only)	<b>Tall Tales</b> Play this card to gain two Prestige Points  One use per Scenario	<b>Smokeless Powder</b>  Gain S.A. Stealth
<b>Luckstone</b>  Add +1 to a dice roll  One use per Scenario	<b>Luckstone</b>  Add +1 to a dice roll  One use per Scenario	<b>Spare Cylinder</b>  Once per game, gain the S.A. Reload/6 (Handgun only)
<b>Click!</b> Play this card to cause all of one opponents ranged attacks to miss.  One use per Scenario	<b>Luckstone</b>  Add +1 to a dice roll  One use per Scenario	<b>Rabbit's Foot</b>  Re-Roll one failed Dice Roll  One use per Scenario



# EDGE CARDS

<b>Boiler Plate</b> Gain S.A.: Deflect/2	<b>Lucky Shot</b> Change a roll of Natural “1” into a Natural “10”  One use per Scenario	<b>Dramatic Reload</b>  Model always has one round left in his guns.
<b>Tall Tales</b>  Play this card to gain two Prestige Points  One use per Scenario	<b>Click!</b>  Play this card to cause all of one opponents ranged attacks to miss.  One use per Scenario	<b>Dramatic Reload</b>  Model always has one round left in his guns
<b>Practice Makes Perfect</b>  Gain +1 to your reload S.A.	<b>Bible in Your Pocket</b>  Ignore one point of damage  One use per Scenario	<b>Make Your Own Luck</b>  Force another player to re-roll a dice roll.  One use per Scenario



# DATA CARDS

**Bill Cody**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50021**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	3
<b>DIS</b>	8	7	6	5
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	3	2	2
<b>S.A.:</b> Tough/2				

<b>MAV</b>	3	3	2	2
<b>#MA</b>	2	<b>S.A.:</b> First Strike		

<b>RAV</b>	5	5	4	4
<b>#RA</b>	1	Rng(18) <b>S.A.:</b> Ammo/1, Moving Reload, Pierce, Reload/1		

<b>RAV</b>	4	4	3	3
<b>#RA</b>	2	Rng(6) <b>S.A.:</b> Ammo/6, Reload/1		

**Diamond Sue Dawson**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50111**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	6	6	5	4
<b>DIS</b>	6	6	5	4
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	3	2	2
<b>S.A.:</b> Dodge/1, Tough/1				

<b>MAV</b>	3	2	2	1
<b>#MA</b>	2	<b>S.A.:</b> Disable		

<b>RAV</b>	5	4	4	3
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Fan, Reload/2		

**Ellen Stone**  
**Affiliation:** Cowboys  
**Rank:** Unq Hero **Base:** Std  
**50003**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	4
<b>DIS</b>	6	6	5	4
<b>DV</b>	9	8	8	7
<b>EXP</b>	4	4	3	3
<b>S.A.:</b> Tough/2				

<b>MAV</b>	3	3	2	2
<b>#MA</b>	2			

<b>RAV</b>	5	5	4	3
<b>#RA</b>	2	Rng() <b>S.A.:</b> Ammo/2, Moving Reload, Reload/2		

<b>RAV</b>	4	4	3	2
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Rapid Shot, Reload/2, Unhindered		

**Buck Fannin**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50240**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	3
<b>DIS</b>	6	5	5	4
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	3	2	2
<b>S.A.:</b> Tough/2				

<b>MAV</b>	4	4	3	2
<b>#MA</b>	2	<b>S.A.:</b> Bludgeon		

<b>RAV</b>	4	4	3	2
<b>#RA</b>	2	Rng(12) <b>S.A.:</b> Ammo/15, Moving Reload, Rapid Shot, Reload/2		

<b>RAV</b>	4	3	3	2
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Moving Reload, Rapid Shot, Reload/2		

**Dirk Goodspeed**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50195**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	4
<b>DIS</b>	9	8	8	7
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	2	2	2
<b>S.A.:</b> Fearless, Tough/3				

<b>MAV</b>	4	4	3	2
<b>#MA</b>	2	<b>S.A.:</b> Provoke		

<b>RAV</b>	4	4	3	3
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Disarm, Reload/2, Unhindered		

**Hank Callahan**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50251**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	3
<b>DIS</b>	6	5	5	4
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	3	2	2
<b>S.A.:</b> Ranger/4, Tough/2				

<b>MAV</b>	4	3	3	2
<b>#MA</b>	2			

<b>RAV</b>	4	4	3	2
<b>#RA</b>	2	Rng(Spray) <b>S.A.:</b> Ammo/2, Rapid Shot, Reload/2, Weaponmaster		

<b>RAV</b>	3	3	2	2
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/12		

**Deadeye Slim**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50249**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	4	4	4	3
<b>DIS</b>	7	7	6	6
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	2	2	2
<b>S.A.:</b> Fearless, Ranger/4, Tough/2				

<b>MAV</b>	3	3	2	2
<b>#MA</b>	2			

<b>RAV</b>	5	5	4	3
<b>#RA</b>	2	Rng(6) <b>S.A.:</b> Ammo/12, Reload/1, Weaponmaster		

**Doc Holliday**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50023**

DT	0	1	2
MOV	4	4	3
DIS	8	7	7
DV	8	8	7
EXP	3	3	2
S.A.: Deflect/1, Fearless			

<b>MAV</b>	3	2	2
<b>#MA</b>	2		

<b>RAV</b>	4	4	3
<b>#RA</b>	3	Rng(4) <b>S.A.:</b> Ammo/12, Rapid Shot, Reload/2, Unhindered	

**Jeb Lawson**  
**Affiliation:** Cowboys  
**Rank:** Hero **Base:** Std  
**50076**

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	4
<b>DIS</b>	6	5	4	4
<b>DV</b>	9	9	8	7
<b>EXP</b>	3	2	2	2
<b>S.A.:</b> Fearsome, Tough/3				

<b>MAV</b>	4	4	3	3
<b>#MA</b>	2			

<b>RAV</b>	4	4	3	3
<b>#RA</b>	3	Rng(6) <b>S.A.:</b> Ammo/12, Rapid Shot, Reload/1, Unhindered		



# DATA CARDS

<b>Rio Wilson</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
50049	

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	6	5	5	4
<b>DIS</b>	6	5	5	4
<b>DV</b>	10	9	9	8
<b>EXP</b>	4	3	3	2
<b>S.A.:</b> Tough/2				

<b>MAV</b>	4	3	3	2
<b>#MA</b>	2			

<b>RAV</b>	4	4	3	3
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Fan, Reload/2, Unhindered		

<b>Victoria Jacobs</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
<b>50244</b>	

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	6	5	5	4
<b>DIS</b>	6	6	5	4
<b>DV</b>	9	8	8	7
<b>EXP</b>	3	3	3	2
<b>S.A.:</b> Dodge/1				

<b>MAV</b>	3	3	2	2
<b>#MA</b>	2			

<b>RAV</b>	4	3	3	2
<b>#RA</b>	3	Rng(4) <b>S.A.:</b> Ammo/12, Rapid Shot, Reload/2		

<b>Lobo Sanchez</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
<b>50050</b>	

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>MOV</b>	4	4	4	3	3
<b>DIS</b>	5	5	4	4	3
<b>DV</b>	9	8	8	7	7
<b>EXP</b>	2	2	1	1	1
<b>S.A.:</b> Tough/3					

<b>MAV</b>	5	5	4	4	3
<b>#MA</b>	2	<b>S.A.:</b> Bloodlust			

<b>RAV</b>	4	4	3	3	2
<b>#RA</b>	2	Rng(4) <b>S.A.:</b> Ammo/6, Reload/2			

<b>Mickey O Dull</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
<b>50155</b>	

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	5	5	4	4
<b>DIS</b>	5	4	4	3
<b>DV</b>	10	9	8	7
<b>EXP</b>	4	3	3	2
<b>S.A.:</b> Ranger/8, Tough/1				

<b>MAV</b>	6	5	5	4
<b>#MA</b>	1	<b>S.A.:</b> Cleave, Spiked		

<b>RAV</b>	5	5	4	4
<b>#RA</b>	2	Rng() <b>S.A.:</b> Ammo/2, Moving Reload, Reload/2, Weaponmaster		

<b>Miss Scarlet</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
<b>50057</b>	

DT	0	1	2
MOV	5	4	4
DIS	5	4	4
DV	8	8	7
EXP	2	2	1
S.A.: Tough/1			

<b>MAV</b>	5	5	4
<b>#MA</b>	1	<b>S.A.:</b> Assassin, Shock, Swift Attack	

<b>RAV</b>	5	4	4
<b>#RA</b>	2	Rng(12) <b>S.A.:</b> Ammo/15, Moving Reload, Pierce, Rapid Shot, Reload/2	

# SPECIAL CARDS

<b>Monterey Jack</b>				
<b>Affiliation:</b> Cowboys				
<b>Rank:</b> Hero			<b>Base:</b> Std	

DT	0	1	2
MOV	4	4	3
DIS	6	5	4
DV	9	8	7
EXP	3	2	2
S.A.: Deflect/1, Fearsome, Tough/3			

<b>MAV</b>	3	3	2
<b>#MA</b>	2	<b>S.A.:</b> Shock	

<b>RAV</b>	3	3	2
<b>#RA</b>	3	Rng(4) <b>S.A.:</b> Ammo/12, Rapid Shot, Reload/2, Weaponmaster	

<b>Stampeding Cow</b>				
<b>Affiliation:</b> Cowboys				
<b>Rank:</b> Soldier			<b>Base:</b> Cav	

DT	0	1	2
MOV	4	4	4
DIS	7	7	7
DV	7	7	6
EXP	1	1	1
S.A.: Fearsome, Mindless			

<b>MAV</b>	5	5	4
<b>#MA</b>	1	<b>S.A.:</b> Shock, Trample	

<b>Cave In Ned</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
50019	

DT	0	1	2
MOV	5	5	4
DIS	6	5	4
DV	8	8	7
EXP	3	3	2
S.A.: Explosive			

<b>MAV</b>	3	3	2
<b>#MA</b>	2		

<b>RAV</b>	3	3	3
<b>#RA</b>	1	Rng(8) <b>S.A.:</b> AoE/5, Pierce	

<b>Civilian</b>				
<b>Affiliation:</b> Cowboys				
<b>Rank:</b> Civilian			<b>Base:</b> Std	

<b>DT</b>	<b>0</b>	<b>1</b>
<b>MOV</b>	5	4
<b>DIS</b>	4	3
<b>DV</b>	8	7
<b>EXP</b>	2	1
<b>S.A.:</b>		

<b>MAV</b>	2	1
<b>#MA</b>	1	

<b>Crazy Pete</b>	
<b>Affiliation:</b> Cowboys	
<b>Rank:</b> Hero	<b>Base:</b> Std
<b>50119</b>	

<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOV</b>	4	4	3	3
<b>DIS</b>	4	4	3	3
<b>DV</b>	9	9	8	7
<b>EXP</b>	2	2	2	1
<b>S.A.:</b> Hide, Nauseating, Raider, Tough/3				

<b>MAV</b>	4	3	3	2
<b>#MA</b>	2	<b>S.A.:</b> Savage		

<b>RAV</b>	4	4	3	3
<b>#RA</b>	2	Rng(12) <b>S.A.:</b> Ammo/15, Moving Reload, Pierce, Rapid Shot, Reload/2		