

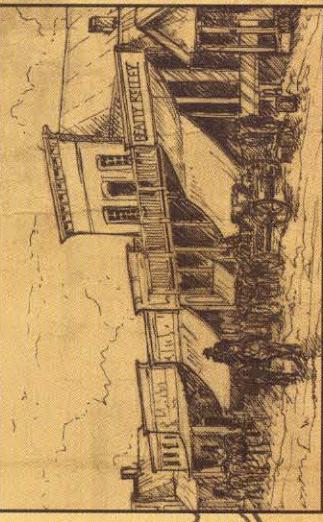
• Legends of •

THE OLD WEST

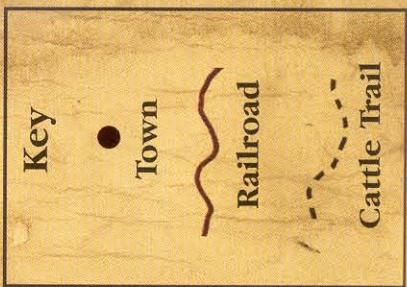


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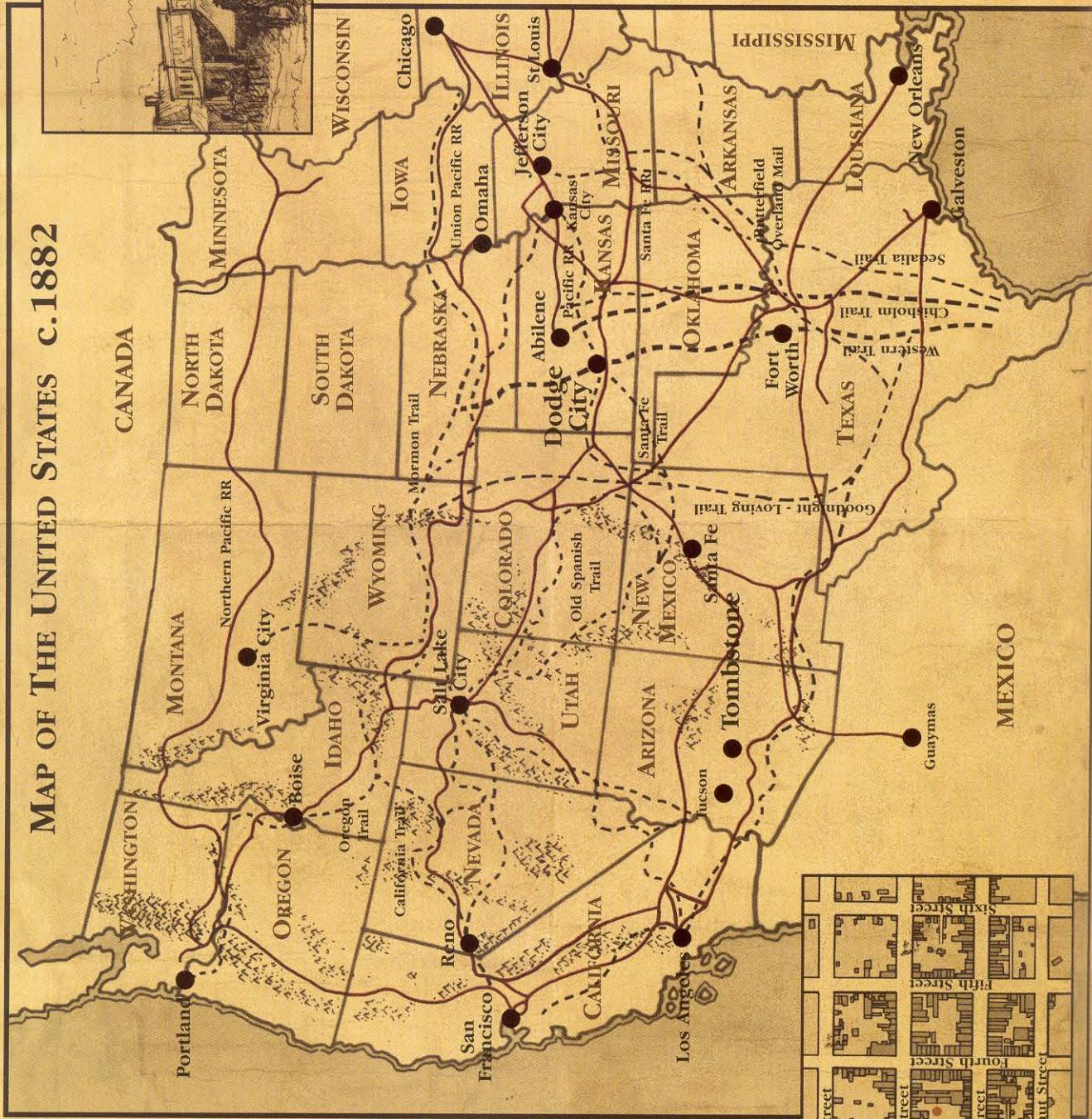
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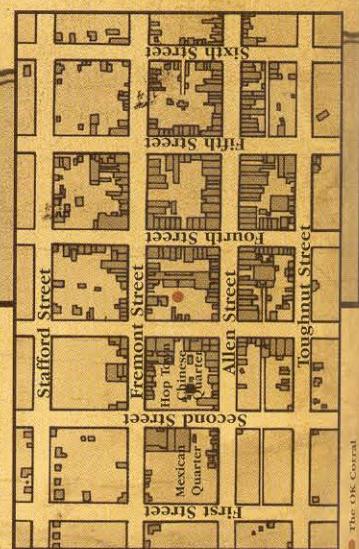
DODGE CITY



Key



TOMBSTONE



Theresa

Legends of

THE OLD WEST

In memory of

Harold Dayson

(1925-2004)

Legends of

THE OLD WEST

by

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Foreword

'This book is the fulfilment of a dream for me, a long-burning ambition that I've had ever since watching John Wayne walk into the sunset at the end of *The Searchers*, or seeing Clint Eastwood paint an entire frontier town red in *High Plains Drifter*. When I began working at Games Workshop, one of the first things I did was go to Rob Broom (the esteemed head of Warhammer Historical) and pitch to him my idea for writing a wild west skirmish game.'

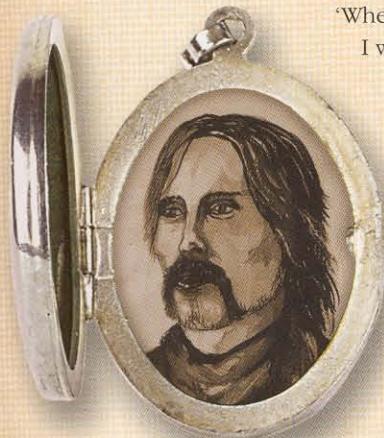
'Initially the idea was met with enthusiasm, tempered with caution. "Why not write a sample version, and we'll put it in a magazine or on the internet to test the waters" he said. However, when he realised what a frothing loony I was, his caution began to dissipate, and a whole new series of games was born. My vision was complete – *Legends of the Old West* was to be the first part of a whole new Warhammer Historical series.'

'This book allows you to fight out skirmishes in America in the latter half of the nineteenth century. Players each take control of a Posse (usually around 6-12 miniatures), and shoot it out in one of the eight scenarios provided. This is a historical game, certainly, but it is also heavily inspired by western movies from what I see as the 'classic western' period of the 50's and 60's, with a little Spaghetti thrown in for good measure. The reasoning behind some of the choices made in this rules set are simple – I wanted to provide a degree of historical accuracy, while simultaneously conjuring up those boyhood images of playing cowboys and watching Sunday afternoon western matinees. I hope I've succeeded, and that you enjoy this semi-cinematic gaming experience.'

'These rules are presented in an easily-accessible format, designed for even newcomers to pick up quickly, while offering plenty of options for the veteran wargamer. Additionally, there are lots of plans in the pipeline for future expansions and support for the system. The first expansion is called '*Frontier: Blood on the Plains*', and deals with the plains wars. One question I've been asked frequently about this book is "Why can't I play as Indians?" Well, the answer is because I want to give the subject of Native Americans the thorough treatment it deserves. *Frontier* will contain history and rules for the proud people of the plains, as well as their hated foes, the Seventh Cavalry.'

'The book you hold in your hands is the culmination of a lot of hard work and sleepless nights, but I think it's all been worth it, and I hope that you think so too.'

Enjoy!
Mark Latham



'When Mark came to me with the plan of creating a book series based on the Old West, I was very excited by the potential for the design and feel. After several discussions and mutually enjoying some classic Western films, we set down how the book should look. I was very interested in making this book faithful to the period in terms of graphic quality. Making the book seem old by using traditional parchments that were worn and battered was crucial to translating the mood and feel of the period.'

'Over the course of many months, the style and structure of the book came together. I took a lot of inspiration from Jon Hodgson's excellent artwork, which I think you'll agree, really adds a level of gritty realism to the pages.'

'It has been a real privilege to have worked on a project that has afforded me a great deal of creative freedom, with a team of very talented, ardent Western fans.'

Many Thanks
Pete Borlace

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INTRODUCTION

The Old West was a place of gun-smoke and vengeance, law and disorder, courage and hardship. With this game, you can take the side of stern lawmen, anarchic outlaws, sturdy mountain men or rowdy cowboys, and with them recreate the battles that defined an era.

Playing Legends of the Old West

Legends of the Old West is a simple game to play, but a tricky one to master. With this rules set you can take control of small groups of miniatures that represent a Posse from the Old West, and take to the mean streets to fight against an opponent's Posse. The rulebook you hold in your hands is written in such a way that it will be invaluable to both experienced gamers and newcomers to the hobby. If you have never played any kind of tabletop skirmish game or wargame before, then fear not – you will find all the rules and guidance you require within this volume.

You Will Need

In order to play *Legends of the Old West*, you will require a few basic items in addition to this rulebook – the most obvious being miniatures to play with. At the back of the book you will find a set of concise reference sheets, which contain the most important information from the game rules at a glance. In this section we cover all the most common items you will require during a typical game.

Dice

You will need a fistful of ordinary six-sided dice to play this game, sometimes referred to as D6's (for example, two dice would be 2D6, three dice 3D6, and so on). Occasionally, you may need to roll a D3. This is done by rolling a regular dice and counting a score of 1 or 2 as a 1, a 3 or 4 as a 2, and a 5 or 6 as a 3.

Measure

The movement of models and firing of weapons requires the use of a measure marked in inches. A tape measure or ruler will do fine.

Throughout these rules you'll often be asked to measure how far a model moves or shoots, among other things. Players are allowed to measure at any time they wish – a player might wish to measure before deciding where to move a fighter, for example. All distances have been given in inches. In real terms, an inch on the gaming area represents about two metres (6 feet) in real life. This system is by no means comprehensive – the ranges of most weapons, for example, have been abstracted greatly to produce a more enjoyable gaming experience.

NB. Some players may be more familiar with the use of centimetres than Imperial inches. If you decide to use the metric system, then simply double all the numbers given in this book. So, for example, 4 inches (4") would become 8cm. This may cause a few discrepancies, but is a simple rule of thumb.



Templates and Counters

Some weapons in the game require the use of templates to mark the area that they affect. Additionally, there are some occurrences in the rules that require counters to be placed next to models, to show that they are reloading, for example. A sheet of templates and counters for you to photocopy and cut out is provided at the back of this book. Instructions on when and how to use them are given in the forthcoming sections.



Deck of Playing Cards

This is an optional extra – a standard deck of playing cards, with the Jokers removed. Many times during the game, you will need to make random dice rolls. Generally, on the roll of 1, 2 or 3, one side wins the 'dice-off', whereas on the roll of a 4, 5 or 6 the other side wins. We find it is even more characterful to cut a deck of cards – the player who draws the highest card wins.

Roster Sheet and Notepad

Also at the back of the book, you will find roster sheets to photocopy. On these, you will find space to fill in all the details of your chosen Posse, along with room to note down their statistics and other useful details. Additionally, in many circumstances, you will find it useful to make notes during the game, if only to mark down how many wounds a fighter has remaining. A pad of paper and a pen will be invaluable for this.



Gaming Area

Any reasonably flat surface will do – a kitchen table, floor, or even a specially built gaming table. An examples of one such gaming table is shown on pages 118-119. The average gaming area is 4' by 4' square, although some scenarios will require slightly more or less than this.

Miniatures

Any number of model combatants can take part in a skirmish. It is best to start with about five or six models a side to familiarise yourself with the rules before attempting a larger battle. There are lots of Old West miniatures available, in a variety of scales (see the list at the back of this book for some companies who produce these models). We use 25-28mm scale for this game.



Basing Miniatures: The rules assume that all models on foot are based on 25mm circular bases (either commercially bought bases or washers are ideal), while mounted models are assumed to be on 40mm round bases. While not essential, this convention does make gameplay a little clearer.

Scenery

Model terrain really brings your games to life. Whether you wish to play over a small farmstead with a few model trees and fences, or a fully-modelled western frontier town, is up to you, but the more terrain you use the better your battles will be. Terrain can be made at home, purchased commercially, or improvised from objects you may have lying around the house. Later in the book we will take a look at how to make scenery to really bring your games to life.

Dear Ma an Pa,
Well, it took us alla five days to git here,
an it was awful hard work. We got caught up
in a dredfull flood, an lost a couple a dozen
head of steers. Mr. More was awful upset, but
Ben says you gotta expect stuff like that to
happen on a trip this long. Ben's my best friend
on this drive, he's not much older than me, but
he's been a cowboy for two years now. I hope
to have some money to send to y'all after the
next stop.

Yours,
Zachary



STARTING A GAME

Each game represents a conflict between two opposing sides, or Posse. This might be anything from a sheriff stopping a bank robbery, to a full-blown shootout between rival cowboy gangs.

Selectin' Your Posse

All models are allotted a value, expressed in dollars (\$), which reflects their effectiveness in the game. Posse leaders and characters are referred to as Heroes, and are worth more dollars than weak fighters and lackeys (referred to as Henchmen). The rules for each scenario explain any special conditions that may apply to your Posse. In a one-off game, Posse are selected to a set dollar value, with both players having the same amount of dollars to expend on their gang members and equipment. Campaign games work slightly differently, however. See the Campaigns section (pages 84-91) for details.

Pick a Fight

Start by picking or generating a scenario from the Scenarios section (pages 65-83). The scenarios represent different kinds of skirmishes, setting the scene for the encounter. You may decide that you'd like to try your hand at making your own scenarios. This is fine, but we recommend

starting with the ones from the rulebook until you get a feel for how the game works.

Settin' up Your Posse

The models are placed on the tabletop in their starting positions, according to the instructions for the scenario.

Fight it Out

Okay, pardner, it's time for action! The rules for playing *Legends of the Old West* are described on the following pages.

Winnin' and Losin'

The rules for each scenario specify when the game ends. This will usually be after a set number of turns, or once some special objective has been fulfilled. Once the requisite number of turns has been played or the objective achieved, the game is over. The players can then work out which side has won.



Characteristics

The models represent good guys, bad guys and hired hands: fighters and characters of differing abilities and qualities. For convenience we usually refer to all models as 'fighters'. Some are stronger, tougher or braver than others, while rare individuals may be exceptionally famous or just plain lucky, and have greatly improved abilities to represent these traits in the game.

Because we recognise that not all fighters are the same, we must make allowances for their differences. This is attributing 'characteristics' to all fighters. There are six different characteristics that define each fighter's abilities. These are Shootin', Fightin', Strength, Grit, Attacks, Wounds and Pluck. Each of these has a value written in the form of a characteristic profile like this:

Cowboy:

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

Example: This is the characteristic profile for a cowboy. His characteristic values are typical for a regular westerner. While most fighters have similar characteristic values, Heroes and other extraordinary individuals have greater values to represent their superior abilities.

Shootin'

A fighter's Shootin' value indicates the minimum dice roll he needs to score a hit with a gun or other long ranged weapon. A value of 4+ (ie, 4, 5 or 6 on a six-sided die) is about average for a Shootin' value.

Fightin'

The Fightin' value (F) represents the fighter's skill at hand-to-hand combat and brawling. A value of 3 is average for a competent fighter.

Strength

A fighter's Strength value (St) indicates how strong he is and how powerfully he can strike his enemies. A value of 3 is about average for a man.

Grit

A fighter's Grit value (G) is used to calculate how well protected he is against blows from his enemies. It not only represents how tough or resilient he is, but also how fast his reflexes are and how stubborn and determined he is. A value of 3 is average, although tough westerners and nimble shootists often have higher values.

Attacks

The Attacks value (A) indicates how many strikes a fighter makes when he wins a fight. Most fighters can strike once per turn and so have a value of 1. Particularly skilled and dangerous individuals can strike several times.

Wounds

The Wounds value (W) indicates how many wounds a fighter can suffer before he is killed. In the case of the average man, this value is 1 – a single wound is sufficient to kill. Some Heroes can sustain injuries that would incapacitate an ordinary man; they have 2, 3 or more wounds to represent this.

Pluck

The Pluck value (P) shows how brave and determined the fighter is. A value of about 3 is average, a fighter with Pluck of 5 or more is very brave or hot-headed, while a fighter with a value of less than 3 has a tendency to be yella'.

Other Characteristics

To represent their inspirational presence and uncanny ability to cheat death, Heroes have two extra characteristics on their profile that set them apart from other fighters – Fame (FA) and Fortune (FT). These are covered in the section on Heroes (pages 34-36).



THE GAME TURN

*Games of
Legends of
the Old West
are divided
into turns.
During each
turn, players
can – among
other things
– move their
fighters,
engage in
gunplay and
fight in
band-to-
band
combat.*

Sides

Most games of *Legends of the Old West* will consist of two rival Posses being pitted against one another. Each side is represented by a number of models controlled by one or more players. See the Posses section for rules about choosing models (page 46 onwards).

There must be at least one player on each side. If there are more players taking part, each controls a portion of the models.

The Turn Sequence

During each turn both sides move, shoot, and fight in the order given below. This is called the 'Turn Sequence'. Each part of the sequence is called a 'phase'.

1. The Drop

Both sides roll a dice, or cut a deck of cards, to establish which side has the drop (i.e. gains the initiative) that turn.

2. Movin'

Both sides move their models. The side with the drop moves its models first. Once the side with the drop has made its moves, the other side moves.

3. Shootin'

Both sides shoot. The side with the drop shoots first. Once the side with the drop has finished its shots the other side shoots.

4. Fightin'

Both sides fight close combats. The side with the drop decides the order in which fights are resolved.

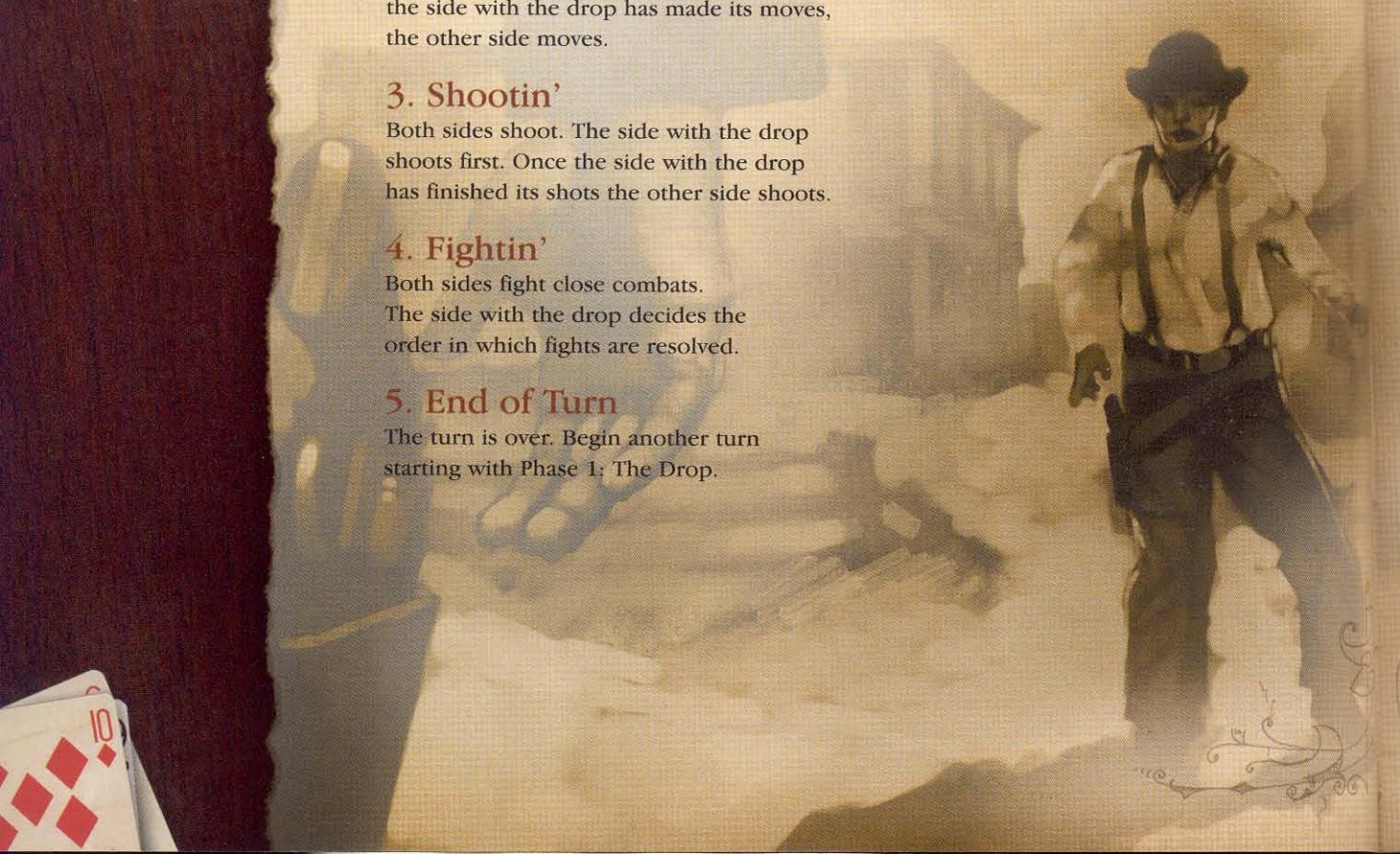
5. End of Turn

The turn is over. Begin another turn starting with Phase 1; The Drop.

The Drop

To establish who gets the drop, both players simply roll a dice (or cut the cards) in The Drop phase at the start of the turn. The player who scores highest has initiative for that turn. If the dice rolls (or card values) are equal, the drop automatically changes from one side to the other – the side that had the drop in the previous turn will always lose it on a tie. It is important to remember which side has the drop each turn. You can use a token, such as a coin, passing it from one side to the other to indicate which has the drop (we like to use a distinctive Wild West themed marker, such as the Joker from a deck of cards, or toy Sheriff's badge).

There are a few exceptions to the drop rules – but these need not concern us right now. In the section on Heroes, we shall discuss rules that occasionally allow Heroes to override the normal rules for the drop and move, shoot or fight before other fighters. These exceptions will be explained in due course.



THE MOVIN' PHASE

Once it has been established which side has the drop, the turn proceeds to Movin'. During this phase, each side gets to move its models up to the maximum distance as detailed below. Models do not have to move their full distance – they can move less, or not at all, if the player prefers.

The distance a model is allowed to move depends upon its type. Of course, mounted models move at the speed of the mount rather than the rider. Over open terrain, an average man or woman will move 6"; a horse 10" and a mule 8". Any other type of model will have its own rules listed if it does not fit into one of these four categories.

Which Side Moves First?

The side that has the drop in a turn moves all of its models first. Once all of the first side's moves are complete, the other side gets to move all of its models.

Moving the Models

Models may be moved by their controlling player, in any order. The distance each model moves is measured using a measuring tape or ruler. Models can be turned to face any direction at any time during the game – not just in the Movin' phase. Rotating a model on the spot does not count as movement. Models cannot be moved through other models, whether friend or foe – so leave gaps for models to pass where necessary. The model's base conveniently defines the space it needs to move and fight – so gaps must be at least as wide as a model's base for a friendly fighter to move through. Models are not allowed to move off the gaming area intentionally unless the scenario requires it.

Control Zone

A model cannot move to within 1" of an enemy unless it is moving into touch. This 1" radius is called the 'control zone'. A move into touch is called a 'charge' and is described on page 12. This limitation prevents a model moving too close to an enemy unless it intends to

attack. This represents how fighters control the immediate zone around them. In effect, this allows models to block the movement of enemies. There are a few exceptions to the control zone rule, shown below.

Exceptions to the Control Zone Rule:

- Models already touching an enemy have no control zone – they are busily engaged in fighting. An enemy model can therefore move to within 1" in this case.
- Models are sometimes obliged to move within 1" because of a rule they have no say over, rather than a deliberate move by the player. In this case, a model can move into an enemy's control zone without charging. Models must be clearly separated by a reasonable distance to make it clear they are not touching once the move is complete.
- Models can sometimes begin their move already within 1" of an enemy for some reason. In this case, the intruder cannot move closer to the enemy unless he intends to move into touch, but can move around without moving closer if he wants.

As civilians clear the streets, gunmen can be seen running from building to building, taking up positions and setting up ambushes as the showdown begins.



The Movin' Phase

Charges

A model can only fight an enemy it is in base-to-base contact with. If a player wants a model to attack an enemy, the model must be moved into touch. This is called a 'charge move' or just a 'charge'.

Once a model has moved into base contact with an enemy, neither can move further in that Movin' phase. A model that is charged before it gets a chance to move is therefore unable to do so – it is already engaged in a fight.

NB. There is nothing to stop a model moving into touch with several enemies at the same time if it can do so. This is entirely up to the player.



The Marshal and the deputy cannot charge the Desperado, as he lies beyond the control zones of two other outlaws.



The deputy charges the first outlaw, negating his control zone and allowing the Marshal to attack the Desperado.

Who Can Charge?

A fighter cannot charge an enemy model he can't see when he starts his own move. If a fighter can't see an enemy at the very start of his move, the model cannot move into base contact. This is quite an important rule because it prevents fighters charging enemies they couldn't see or react to in a real-life situation.

Imagine an enemy is on the other side of a hill, inside a building, or behind a high wall – in these situations a real fighter would have no idea where his enemy is.

Visibility

The easiest way to decide if a model can see another is by bending over the tabletop for a 'model's eye view' of the action. Remember a model can see around in all directions regardless of which way it is facing. If the enemy is visible from the 'model's eye view' then the fighter can see it. In many cases you'll be able to see bits of an enemy model but not all of it – in that case the fighter can see so long as part of the enemy's body is clearly visible. If you can't see any part of a model's body, but you can see the tip of a rifle, brim of a hat, or a piece of equipment or decoration, then we assume the model can't be seen. In reality, the fighter would lay the rifle close to the ground or hold items close to his body while he moved – but our models are not that flexible.

Sometimes it can be quite hard to tell if a fighter can see his opponents or not – that's just a fact of tabletop gaming life. If you really can't tell whether your model's enemies are visible enough to attack, then the situation is obviously going to be fairly marginal. In such a case the best and fairest way to decide is to roll a dice – if you get a 4, 5 or 6 you can see, a 1, 2 or 3 and you can't. Alternatively, cut a deck of cards. If your card is highest, then the decision goes in your favour, and vice versa.

WINNING THE WEST

As models are moved one at a time it is sometimes possible to clear the view for one model by moving another. Similarly, it is easy for models to get in the way of each other if moved carelessly, so try to move the models in an order that allows your other models to see or move.



Fights

At the end of the Movin' Phase, any models that are in base contact with an enemy are paired off into individual combats. Sometimes, you will have situations where a single model is faced by two or more enemies. This is called a 'multiple combat'. Opponents are always paired off where possible and any other combatants join into a multiple combat against an enemy they are touching.

If a warrior could join one of several combats to create a multiple combat, then the player with the drop decides which one he joins. Similarly, where matches can be made in one of several different ways, the player with the drop decides how the combatants are matched. In both cases, all touching models must be included and any multiple combats must have one



This mass of combatants has been split so that there is a one-on-one fight (left), and two multiple fights (centre and right).

model on one side and multiples on the other (never multiple models on both sides). Separate the models slightly to make the combats more obvious and to see what's going on.

Difficult Terrain

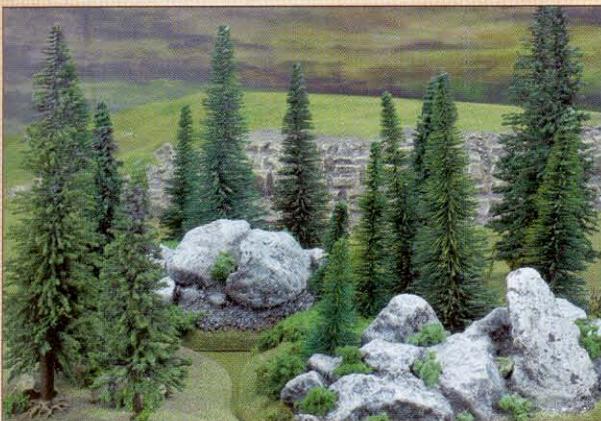
The maximum distances given for movement assume that the going is firm and level and there is nothing to impede progress. Of course that is not always the case – all too often, fighters must struggle through areas of scrub or forest, or upon rocky scree slopes. We refer to all these and comparable conditions as 'difficult terrain'.

An area of difficult terrain isn't impossible to move through, but it slows progress. To represent this, the distance moved over difficult terrain counts as twice the actual distance. For example, a model that normally moves 6" will move a maximum of 3" across difficult terrain.

Sometimes a model's move will be split partly over good ground and partly over difficult terrain. In this case the model moves normally over the good ground and only the distance over difficult terrain is doubled. For example, a model with a 6" move might move 2" across a stream (doubled to 4") leaving only 2" for further movement. Always round any remaining fractions of movement up to the next highest half inch ($\frac{1}{2}$ ") – any distance that is smaller than this is much too insignificant to worry about. Below are some examples of typical difficult terrain features.

Examples of Difficult Terrain

As difficult terrain counts as double distance it is important to be able to tell where features begin and end. It is useful to delineate the area in some way – for example, by using a card base to define the area.



The rocky pine forests of North America are difficult to traverse.



This ford allows passage over the river, but is harder to cross than a bridge.



Obstacles: Barriers and Gaps

Obstacles can take many forms on the tabletop – most are raised barriers that impede movement such as a stack of barrels, a fence, a rocky outcrop, or a clump of cacti. An obstacle can also be something that cuts down into the landscape forming a gap, such as a creek, ditch or even the distance from the roof of one building to another. The main difference between an obstacle and an area of difficult terrain is that an obstacle is

something you might leap over,
while an area of difficult terrain
is something you must slog
your way through. A good
example is a fence – a raised
barrier you might leap over –
as opposed to a whole patch
of thick undergrowth where
all you can do is push your
way through. It is important
to make the differences
between the types of
terrain clear, and so
here are some
examples of various
pieces of terrain.



Examples of Barriers



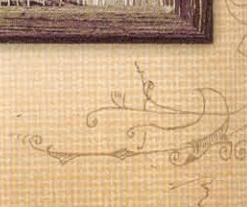
Fences like these are the most common barriers you are likely to encounter.



The gap between these two buildings can be jumped just like other obstacles.

WINNING THE WEST

If there is any doubt as to what a piece of scenery on the battlefield counts as, then the players should decide between themselves before the game commences. It is up to the players' common sense to decide which scenery counts as what. If you really can't decide between you, then roll a dice. On a 1, 2, or 3 one player is right, on a 4, 5 or 6 the other is. Alternatively, settle the debate by cutting a deck of cards – the player who draws highest chooses.



How Barriers Affect Models

The effects of raised barriers are dictated by how high they are. Depending on the size of the barrier, a model will either be able to cross the barrier unhindered, have to jump it, or have to climb it.

- If a barrier is very low then a model can cross it unhindered – the fighter simply strides over the barrier. A model can automatically cross any barrier if its height is less than $\frac{1}{2}$ ".
- If a barrier is between $\frac{1}{2}$ " and 2" high, then it can be jumped as described below.
- If a barrier is very high then it cannot be crossed at all, or can only be crossed by climbing as noted later. A model cannot cross any barrier that is more than 2" without climbing it.
- Some barriers – especially very steep and very smooth ones – are considered impossible to climb. Players must use their own judgement to decide if a barrier is impassable in this way.

NB. Any raised terrain that is more than 1" wide and has space for a model to stand on top of it, does not count a barrier. It is simply considered a different level of the playing area. Models may move across it, jump or climb onto it just as they would a barrier, but may move around on the higher level and then, if appropriate, jump or climb down the other side.

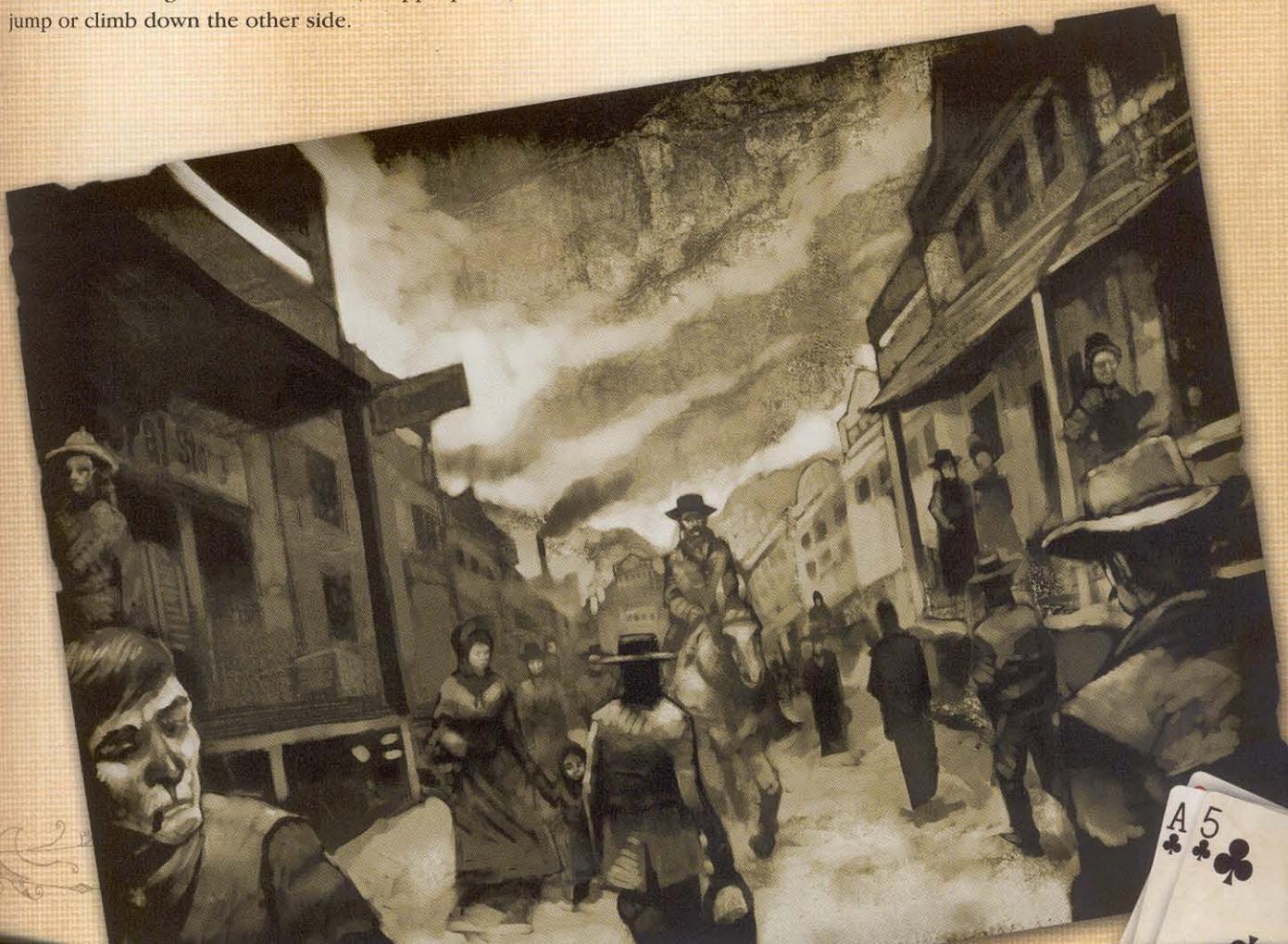
How Gaps Affect Models

The effects of gaps are dictated by how wide they are. Depending on the size of the gap, a model will be able to cross unhindered or leap over, while obviously large gaps cannot be jumped.

- If a gap is very narrow then a model can cross it unhindered – the fighter simply steps over. A model can automatically cross any gap if its width is less than $\frac{1}{2}$ ".
- If a gap is between $\frac{1}{2}$ " and 2" wide, then it can be jumped as described below.
- If a gap is more than 2" wide then it cannot be jumped. Depending on the exact type of terrain, the model will have to find another way – taking a different route or perhaps climbing down one side and then up the other if possible.

Doors and gates

To open or close a door or gate, a model must sacrifice half of its movement. Models may then be placed inside buildings. If this is not physically possible due to the type of terrain being used, then the door is considered to be barred, and the building cannot be entered.



The Movin' Phase

Jumping an Obstacle

Sometimes a model will have no choice but to negotiate an obstacle in order to move beyond it, as in the case of a stream, for example. On other occasions a model might be able to move around, taking a longer route but avoiding the inconvenience of tackling the barrier itself (by moving downstream to get to a bridge, for example).



The bank robber heads towards the fence. Rolling a 5 for his jump test, he clears the barrier but stops on the other side, unable to continue his move.

To get over an obstacle, a model must first move up to it and must have at least enough movement remaining to reach the other side were the obstacle not there. A model that does not have a great enough movement distance to cross the obstacle must wait until the following turn.

A single dice is rolled to see if the attempt is successful. The higher the score, the more successful the jump is. If the barrier is taller or the gap is wider than 1", subtract 1 from the result. Next, consult the Jump table, below.

Falling Down a Gap

If the obstacle being jumped is a gap, then the price of failure may be somewhat more serious! On a 1 the model does not simply fail to cross, but falls down the gap as well. A model falling more than 2" may be injured as a result – see below for details about damage from falls.

JUMP TABLE

Dice Result

1 **Stumbles** – the model does not cross, and cannot move further this turn.

2-5 **Success** – the fighter successfully clammers over the barrier or jumps over the gap and reaches the other side. The model is placed on the other side of the obstacle with its base touching it and cannot move further this turn.

6 **Effortlessly bounds across** – the model leaps over the obstacle and can complete its move if it has any remaining.

Climbing

Terrain with a vertical surface that is more than 2" high may not be jumped onto or over. As mentioned earlier, it is up to players to decide if a piece of terrain is climbable or impassable. If it is climbable, then the surface will offer enough handholds so that it can be scaled steadily. In this case treat the vertical surface as difficult terrain and move the model upwards or downwards, counting the distance it moves as double the actual measured distance. So, for example, a cowboy could climb 3" per turn. In addition, roll a dice when the model starts to climb and at the start of each Movin' phase while climbing, then consult the Climb table. Some vertical surfaces have ladders or ropes against them. These counter the need for a Climb test, and may instead be negotiated at half the fighter's movement rate. Obviously this does not extend to horses or other animals – they may never use ladders or ropes!

Dear Ma an Pa,

Arrived in Abilene today. Mr. Moore is talkin to the beef dealers to get a good price for our steers. I should be able to send you some money real soon, so you can git Sally-Ann that new school dress. Ben an Huck have been teachin me all kinda tricks with a rope, so I can lasso steers now just like they do.

Yours

Zachary



CLIMB TABLE

Dice Result

- 1 **Fall** – the model slips and falls to the ground.
- 2-5 **Continue to climb** – if the top/bottom is reached, place the model at the edge. The model cannot move further that turn.
- 6 **Continue to climb** – if the top/bottom is reached the model can complete any remaining move.

It's also important to note that when jumping down a drop of more than 2", no Jump roll is required to make the descent, no matter how far it is. The fighter plummets to the ground quite uncontrollably! Even if the fighter survives the fall, he may move no further that turn.

Models on the Ground

Real fighters on foot can conceal themselves from view by crouching or lying behind cover. In addition, some situations in the game – such as diving for cover or taking a heavy fall – require models to be placed 'on the ground'. To represent this in your games, players must lie their models down if they wish them to hide, or if a situation calls for it. When lying down by choice, this costs a model half its movement – so if a model with a move of 6" only moved 3", it could then lie down. This makes it easier to stay out of the enemy's line of sight, but if a model is on the ground and its body is still completely visible to enemy models, it can still be seen. A model that is already on the ground can get up in its Movin' phase. This also costs the model half of its movement distance. The model can then complete the rest of its move normally.

The movement rate of all lying-down models is reduced to 2". This represents the fighter crawling along on hands and knees. If a model is lying directly behind cover, we assume the fighter is capable of peeking through or over the cover without exposing himself to view. A model lying behind cover is therefore assumed to be able to see as if it were standing, even though the cover might be in the way of the model's eye view.

While on the ground, a model does not have a control zone and is unable to charge an enemy, regardless of whether it can see a target or not. Additionally, models on the ground act differently to other models in the Fightin' phase – this is covered later.

Spottin' Rolls

If a model is on the ground and the enemy's line of sight to it is partially obscured by scenery or other models, then it can only be seen by the enemy if a dice is rolled and scores 4, 5 or 6. On the roll of a 1, 2 or 3 the model can't be seen because it is too cleverly concealed. This is called a 'spotting' roll. It is necessary to roll a 'spotting' dice for each enemy trying to spot the model – only enemy models that successfully spot the model on the ground will see it.

A hiding model who fires in the Shootin' phase no longer counts as hiding to any enemy within 6" of his position, in this turn or the next. This means that enemies within 6" may charge without making a spotting roll first, as the hider has given away his position.



The robber leaps from the balcony in order to escape his pursuer. The balcony is 2½" high, so he is placed lying down and must take 2 Strength 3 hits.



Obstacles and Charging

If a fighter is directly behind a wall, fence, barricade, ditch or similar linear obstacle, he is well placed to stop anyone else crossing over. Models are not permitted to jump a gap or a barrier if they would land within the control zone of an enemy model that is in contact with the obstacle. However, it is still possible to charge the enemy and fight with one model on either side, even though the obstacle prevents their bases from touching.

As always, the enemy model must be visible to the charging model at the start of his move, so the obstacle must be low enough to see the target. To charge an enemy who is behind an obstacle, the charger's base must move into touch with the obstacle and be touching or overlapping the enemy's control zone. The two fighters are then considered to be engaged in combat as if their bases were touching, and neither model can move further this turn. In practice this means that if an obstacle is wider than 1" then it will be impossible to charge without first negotiating the obstacle itself. Equally, if the obstacle is quite thin (a fence for example), then it may be possible for two or even three models to charge the same enemy.

Rules for combat with an obstacle in-between the models are covered in the Fightin' phase section.



The deputy has been charged from both sides of the fence. The combat is treated as a regular multiple fight.

Fighting on Elevated Positions

A fighter who climbs to the top of a wall, balcony, cliff or other vertical surface automatically counts as charging the nearest enemy whose zone of control is overlapping the top edge. The climber hangs on just below top and fights the model above. If no enemy zone of control overlaps the top edge, then the climber can position himself on the top – but he cannot charge any other enemy on the top as they would not have been visible at the start of his move. Only fighters whose zones of control extend to the edge are considered to be visible as the climber moves up the vertical surface.

The combat itself is worked out following the rules in the Fightin' phase, but the climber's Fightin' value counts as being '1', to represent his precarious position. The only other difference is that, because the models are climbing, they risk falling off if they fail to beat their opponent. See the section on trapped fighters in the Fightin' phase.



The Deputy must fight the outlaw atop the water tower before he can reach the top himself. However, he has a Fightin' value of 1 for the duration of the fight.



Mounted Fighters

Mounted fighters move in the same way as models on foot do, with a few exceptions and additional rules as noted below.

In the case of a mounted model, the 'model's eye view' is taken from the rider. As the rider is directing his mount, it is his ability to see that counts, not that of the steed. A rider can dismount if the player has a suitable model to represent the fighter on foot. The mounted model can be left in place to represent the mount itself – but the player must make it visibly clear that the rider has dismounted (a piece of paper slipped under the base is a good way to do this; or an un-ridden horse or mule model can be used).

Mounting a horse or mule is treated as a jump. If a 1 is rolled, the model fails to mount; a 2-5 is successful but the model's move ends, and on a 6 any remaining proportion of the model's move can be completed by the mount.

Dismounting a horse is automatic. The rider simply dismounts and any remaining proportion of his move is completed on foot. If the rider dismounts and the horse is in base contact with a piece of scenery, then the horse may be tethered. This takes up no movement, and simply stops the horse from wandering away (see 'loose mounts' on page 21). An un-ridden horse or mule may be charged and attacked in the usual way, but may never make a charge move itself.

Passengers

A mount can carry two people – the rider and a passenger. The most convenient way to show that a model is a passenger is to place it on the base of the mounted fighter, or as close to the base as possible. Mounting and dismounting is exactly the same for a passenger as it is for a rider.

If a passenger dismounts before the mounted fighter moves, then both the passenger and the mounted fighter may move normally. Otherwise, the passenger may dismount at any time during the mounted fighter's movement, but forfeits the rest of his own move if he does so. If a rider dismounts, then the passenger automatically dismounts with him.

Passengers may not shoot from the back of the steed, nor may they fight in combat. When shooting at either the rider, passenger or mount, roll to see if the other two models are in the way as usual (requiring a 4+ In the Way roll), each in turn, in any order. If the rider is killed, then the passenger is immediately thrown – see the Thrown Rider table (page 21). If targeted by a template weapon, then the mount, rider and passenger all count as separate models for the purpose of deciding who is hit.

Although a passenger may not fight in combat, he may be struck if the mounted fighter is beaten. The enemy can divide his strikes between mount, rider and passenger, and thus may choose to strike any or all of his blows against the passenger if he wishes.



The outlaw can move over to the horse, but must pass a jump test before he can mount up.



Difficult Terrain and Obstacles

Horses are well suited to galloping over open plains, but mules are made for plodding on through more inhospitable areas. Mules move through difficult terrain at half speed, exactly like fighters on foot, while horses negotiate difficult terrain at a quarter of their normal movement. Effectively this means that all distance travelled by a horse in difficult ground counts as four times the actual distance.



The horse moves over the ford at 2½" – a quarter of its normal movement rate.

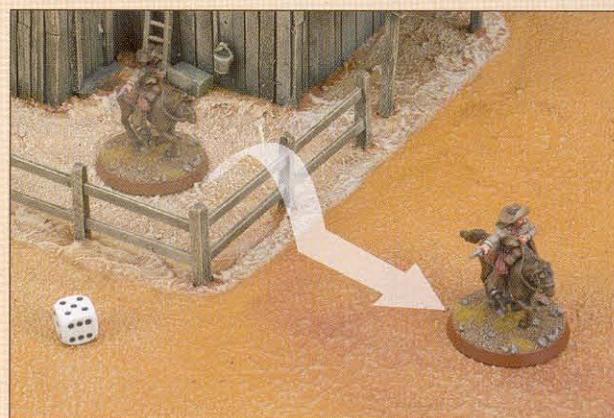
Mounts ignore obstacles up to $\frac{1}{2}$ " in height or width, just like foot models. Anything higher or wider is impassable to a mule. Horses, on the other hand, can jump raised barriers up to 2" in height and gaps up to 4" wide. Mounted models may never climb and may certainly never use stairs or ladders. Additionally, they may only ever use doors if it is appropriate for them to do so (an open barn door, for example) – they may never move through doors in a normal town building, for example.

The rules for fighters mounted on horses jumping obstacles are the same as those for models on foot, with the exceptions detailed here. Use the following table for the results of the Jump test:

If the barrier is taller than 1" or the gap is wider than 2", subtract 1 from the dice roll to represent the increased difficulty. Furthermore if, when attempting such a difficult jump, the dice scores an unmodified 1, then the rider has come unseated – roll on the Thrown Rider table. If the roll is a 2, reduced to a 1 because of the difficulty, then the model fails to cross but the rider manages to stay in the saddle.

HORSE JUMP TABLE

Dice	Result
1	Refuses – the model does not cross and cannot move further this turn.
2-6	Effortlessly bounds across – the model leaps over the obstacle and can complete its move if it has any remaining.



The mounted fighter passes his Jump test, and his horse bounds over the fence and continues its move.

Saddle Up!

This rule represents the cinematic method of mounting a horse – leaping from a balcony onto the back of your faithful steed! If a fighter is on top of an appropriate piece of scenery that is no more than 3" high, then he may attempt to leap off the edge of the scenery onto his steed, providing it is within 1" of the base of the scenery. Roll a D6. On the roll of a 1, the model falls and may have to take damage, as described in the Movin' phase. On a 2-5 the model makes it to the saddle, but is either winded or takes too long to unhitch his steed, and therefore may not move any further. On a 6, the fighter lands in the saddle and takes off at full speed! He may finish his move using the mount's movement rate (remembering, of course, to deduct any proportionate distance he may have moved before making the leap).

Loose Mounts

In the middle of a firefight, it is quite likely that horses or mules not under the control of a rider will bolt away from the action. This rule has a tendency to complicate the game a little, but adds an extra level of realism. As such, we recommend it be treated as an optional rule.

It is usually convenient to remove mounts if their rider is killed. Mounts are considered to be loose if their rider dismounts and does not tether them or remain in base contact with them, or if their rider is killed. Players should agree at the start of the game whether loose mounts will be removed from play immediately, or if they will be allowed to roam free. A loose mount can be represented by leaving the mounted fighter model on the tabletop and placing a marker next to it, or by replacing the model with an un-ridden horse miniature.

Loose mounts generally do not move unless they fail a Pluck test, which they must take at the start of the Movin' phase each turn. If this test is failed, then the player with the drop moves the steed up to its maximum distance in any direction, following the usual rules for Movin'. If a mount is tethered (see page 19), then it will not wander off, although other models may un-tether and ride it later. Mounts also have no control zone, so other models can pass by easily. If other models are inhibited by the mount, then the horse or mule model must be moved aside if possible. The player who is moving chooses which way the mount goes – but it must only move the shortest distance possible to allow the fighter to pass.

The loose mount will block line of sight just like other models, and may be attacked in the usual way. However, if it is killed, it will never count as a casualty for the purpose of deciding who has won the game, nor for gaining experience (see the scenarios, page 65-82).

Leading Mounts

In order to prevent a mount becoming loose and wandering off, a fighter may simply remain in base contact with his trusty steed to keep it under control. He may also, if he chooses, lead the mount around in this manner – the two models remain in base contact and move at half the rider's usual movement distance.

THROWN RIDER TABLE

Dice Result

1

Knocked Flying – The rider hits the dirt and suffers a single Strength 2 hit. If he survives, he is placed lying down beside his mount, in base contact if possible. If already engaged in a fight he fights lying down.

2-5

Rises from the Dust – The rider disentangles himself from his mount and dusts himself down. The rider can do nothing else for that turn – if already engaged in a fight, he cannot strike blows if he wins.

6

Leaps into Action – The rider bounds from the saddle of his plunging horse to confront his enemy. The mounted fighter is replaced by a model on foot and suffers no further penalty.



THE SHOOTIN' PHASE

The rival Posses bear down on each other, and the gunfight begins. The sound of gunfire pierces the air and smoke fills the streets. This was the way of the West, where victory often belonged to the man who shot first.

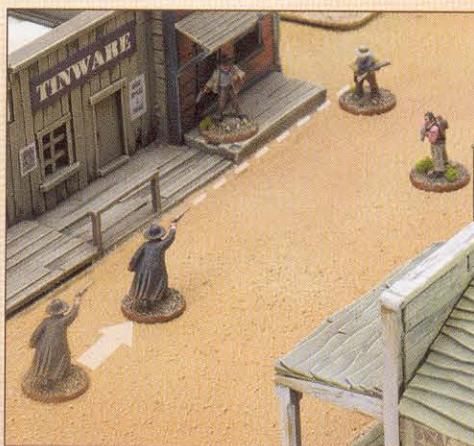
Once both sides have moved, it is time for the Shootin' phase. In this phase, models armed with guns and other missile weapons from both sides can shoot. The side that has the drop works out all their shooting first, followed by the other side. This is important, because if a fighter is gunned down before they have a chance to shoot, then obviously they cannot return fire. A player can shoot with his models in any order. The Shootin' phase itself can be broken down into three stages: Preparing to Shoot, Rolling to Hit and Rolling to Wound.

Preparing to Shoot

Who Can Shoot?

Any fighter with an appropriate shootin' weapon may fire it in the Shootin' phase. The player starts by selecting the model that is to shoot and indicates the target. It is a good idea to turn the shooter to face his target – this is not strictly necessary, but it looks far more dramatic that way!

Models that are touching an enemy in the Shoot phase cannot shoot that turn. They are already busily engaged in hand-to-hand fighting using knives, fists or improvised weapons, such as the butt of a gun. Hand-to-hand combat is worked out in the Fightin' phase (Pages 27-33).



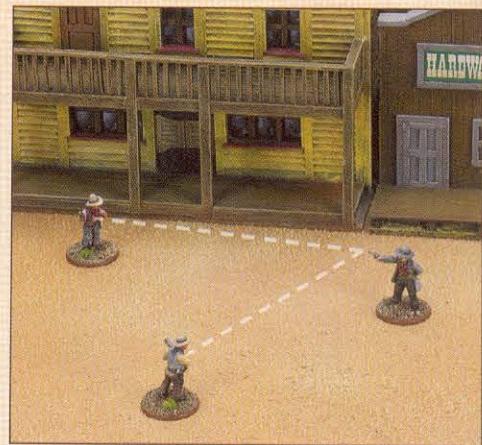
Because Wyatt Earp carries a heavy pistol, he must sacrifice half his move in order to shoot at a cowboy.

Moving and Shooting

A model may be required to give up a proportion of its move to fire certain weapons. If the model moves further than the permitted distance, it may not shoot that turn. See the Weapons section (page 37) for details. For example, a model with a potential move of 6" cannot shoot if it moves further than 3".

Multiple Shots

It is important to remember that most models may only fire once per turn. However, some Heroes can fire several times each turn due to their special rules. Where this is applicable, a note will be made on the fighter's profile. If a Hero has multiple shots, you must work out all of his shots before going on to shoot with another model. Work out each shot separately. The player can shoot at the same target or change targets with each shot – it's up to the player. This rule is not to be confused with the special weapon rule, 'Fanning' (see page 38).

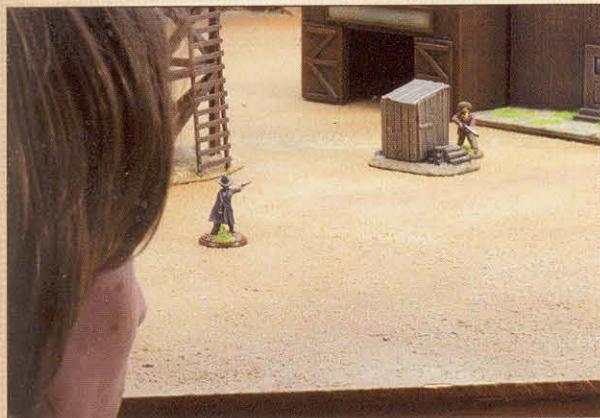


Doc Holliday can fire twice in a single turn. Here, he turns his attentions to two unfortunate cowboys.



Line of Sight

A fighter cannot shoot at an enemy model that he can't see when it is his turn to fire. If a model is partially visible (obscured by a piece of terrain such as a cactus, for example), then you may still shoot at it, but the object is considered to be 'In the Way'. This rule will be covered later. Remember that the best way to check if a target is visible or not is to lean over the tabletop for a 'model's-eye view' of the action.



The best way to tell if a fighter can see his target is to get down for a model's-eye-view.

Visibility

Usually it is easy enough to tell whether or not a fighter can see the enemy he wants to shoot, but occasionally it can be quite hard to know for sure. If you really can't agree whether your model's enemies are visible enough to shoot at, then the fairest solution is to let the dice (or the cards) decide. Roll a D6 – if the result is a 1, 2 or 3 you can't see, if it is a 4, 5 or 6 you can! Alternatively, cut a deck of cards as discussed previously – the player with the highest card gets to decide.

Checking Range

A model may only shoot at a target that is within range. Different kinds of weapons have different ranges and properties – some have longer ranges than others, while some are harder hitting and more dangerous. The Weapons section (pages 37-45) indicates the range of each type, and the proportion of the model's move it must give up in order to shoot that turn.

Targets in Combat

Fighters are not allowed to shoot into a close combat in which both friendly and enemy models are fighting, even if they have a clear shot. There is a great risk of hitting an ally in the hurly-burly of a brawl. Some fighters have the ability to ignore this rule, in which case it will be stated on their profile or in their special

Posse rules. These fighters are free to attempt such a shot if they wish. This means that they risk hitting friendly models instead of their chosen target. The rules for this are covered below.

Rolling to Hit

Not all fighters are equally good marksmen, as reflected by the Shootin' value in their profile. The Shootin' value indicates the minimum dice roll which is needed by the shooter to score a hit on its target. So, a shooter with a Shootin' value of 4+ needs a dice roll of 4, 5 or 6 on a D6 to score a hit, a shooter with a value of 5+ needs to roll a 5 or 6, and so on.

In the Way!

Often a shooter's view of the target will be partially obscured by another model or some other object that lies between him and the target. The model or object is in the way of the shot.

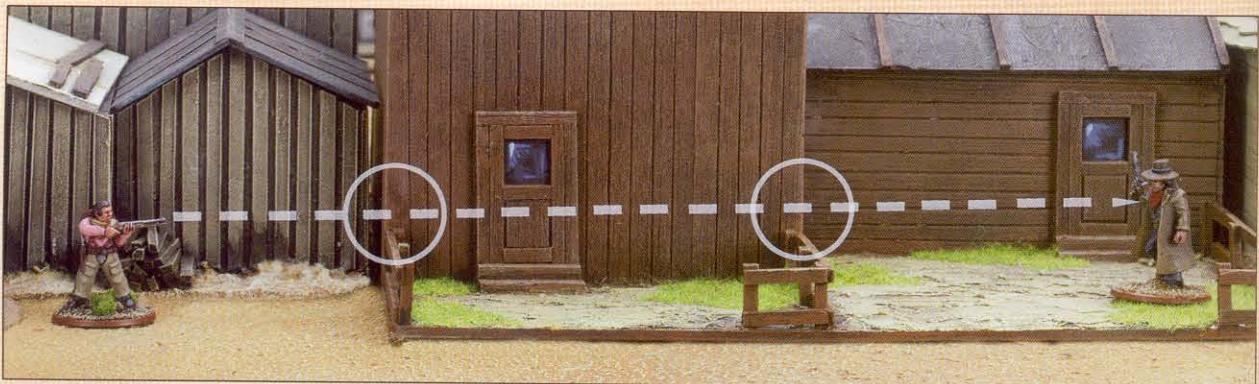
A fighter is not allowed to shoot at a target if there is a friendly model in the way. He wouldn't want to risk hitting a friend, after all. However, as stated above, some fighters can attempt these shots anyway. Where a shooter's view to his intended target is partly obscured by someone or something in the way, there is a chance a shot will hit whatever is in the way instead of the target. As a simple rule of thumb, at least a quarter of the target must be obscured in order for an 'in the way' roll to be necessary. This is worked out as follows:

First roll to see if a hit is scored as normal. If you miss, the shot flies wild and hits nothing. If a hit is scored, roll a D6 on behalf of the first thing in the way of the shot. You will need to equal or beat its In The Way value to avoid it, otherwise the shot has hit whatever was in the way. If this is another combatant or creature, work out the effect of the hit. If it is a piece of terrain, like a fence or tree, the shot strikes it and is stopped or deflected, causing no harm. If you successfully beat the object's In The Way value, the shot has missed whatever was in the way and flies on towards its intended target. Roll for the next object in the way, and continue rolling for each object in the way of the shot until it hits something or reaches the intended target.

NB. A fighter, loose mount, innocent bystander or other creature or playing piece always has an In The Way value of 4+. Any terrain on the tabletop that does not loosely fit these descriptions must be identified at the beginning of the game. It is up to the players to agree on suitable In the Way values for these objects before play commences.



The Shootin' Phase



In this instance, the cowboy must roll to see if he hits either of the two fences that are in the way of his target.

IN THE WAY CHART

Dice	Terrain Type
3+	Picket fence, hedge, cactus, washing line, narrow posts, barbed wire, etc.
4+	Solid wooden fence, low wall, rocks, wagon/cart, door or window of wooden building, barrels and crates, etc.
5+	Fortified wall, large rocky outcrops and boulders or similar.

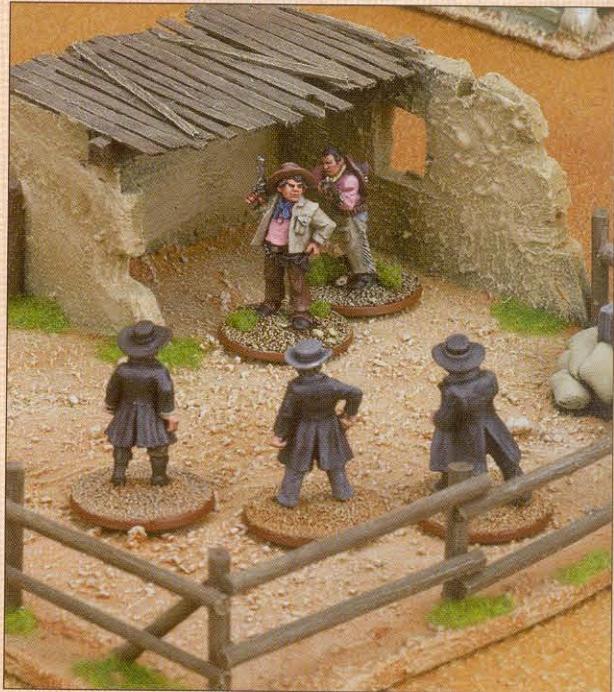
Shooting From Cover

If a model is shooting from behind cover – a low wall or other barrier, or from behind a rock, bush, or similar object – its own cover isn't considered to be in the way of its shooting so long as the model is touching the cover and is tall enough to see over or around it.

This is one of those cases where in real life a fighter could quickly lean out of or over his cover to shoot – so the model is allowed to shoot so long as its head is clear to see the target. The same applies if the model is behind a tall, thin piece of scenery, such as a tree trunk. If part of the model is visible, then it may shoot around the object.

Shooting from behind friends

If a model is shooting from behind a friendly model, this model is not considered to be in the way of the shot, so long as the base of the shooter is touching the base of the friendly model, and the friendly model's base is the same size as the shooter's or smaller. Even a weapon with a spread template (see the Weapons section, later) may be fired from behind a friend in this manner – the friendly model is not caught in the blast.



The rifleman takes aim over his friend's shoulder. As long as they are in base contact, he counts as shooting from behind cover.



Targets in Combat

As mentioned earlier, some fighters may attempt to fire into combats even though they risk hitting their friends. Roll to hit the target in the usual way. If the result is a miss, then the shot misses altogether and causes no harm. If the shot scores a hit, roll another dice to determine which side has been hit. On a 1, 2 or 3 you have hit a fighter from your own side, on a 4, 5 or 6 you have hit your intended target. If you hit your own side and there are two or more of your own models fighting, you will hit the nearest.



The Desperado fires at the deputy, heedless of the fact that he risks biting his fellow outlaw.

Mounted Fighters

When shooting at a rider, the horse is treated as if it were a living target in the way – a dice roll is made as for any other model partially obscuring the target. Should a player wish to shoot at a horse, the rider is treated as being in the way in the same manner.

If a rider is killed, it is convenient to remove the entire model including the mount, unless you're using the optional rules for loose mounts (see pg 21). Hits on mounts are worked out in the same way as shots against fighters. Should the mount be slain its rider is unexpectedly thrown to the ground. The rider must be replaced with a foot version of the model, or a suitable stand-in. Roll a D6 against the following table to determine if the rider is hurt as a result.

Jamming and Reloading

Unless stated in their description, missile weapons may be subject to jamming on occasion, due to weather conditions, dirt in the mechanism, or simply a design flaw. This places their user in a precarious position.

Whenever a fighter rolls a 1 to hit, then a jamming check must be made. Roll a second dice. If the result is a 2 or more, then the model is fine. The shot misses as normal but there are no further effects. However, if the result is another 1, then the weapon has jammed.

The weapon may not be fired this turn or the next. If the weapon may normally only fire every other turn because it is slow to reload (see page 38), then it incurs no additional penalty for jamming, as the act of reloading in itself clears the jam.

Clearing a jam or reloading a weapon takes one entire Shootin' phase. No weapon may be fired or thrown during the phase in which the model reloads. Place a reload marker next to the model to remind you that it may not fire.

NB. A fighter who's weapon jams or requires reloading may still fire any other weapon he may have in subsequent turns instead of clearing the jam. However, when he wishes to fire a jammed or emptied weapon again, he must forego a Shootin' phase in order to ready it. This single Shootin' phase will clear any and all jams, and reloads all weapons that require it.

Rolling to Wound

Once you have hit your target, you need to see if you have wounded them. Some weapons are more deadly than others, and therefore the chance of wounding a foe is greatly affected by its Strength value. The dice roll needed then depends on the Grit value of the target. See the Wound chart on the following page to work out the result needed to cause a wound.

To use the chart, find the Strength value of the weapon by reading down the left-hand side of the chart. Now find the target's Grit value across the top of the chart. Trace the numerals across and down to find the figure that indicates the minimum dice roll required to inflict one wound on the enemy. If the dice roll is insufficient to inflict a wound, the loser remains unharmed.

High Rolls

A score of 6/4, 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either 4+, 5+ or another 6. A ‘-’ indicates the target is impossible to hurt – it is just too tough!

Examples of common ranged weapons include:

Weapon	Range	Strength	Move Penalty
Six-gun	10"	3	None
Heavy Pistol	12"	4	Half
Rifle	24"	4	All

Critical Damage

When using a firearm or explosive (not close combat weapons, or primitive shootin' weapons), any unmodified roll of a 6 to wound may inflict critical damage against its target.

If the target has any Fortune, then it must be used before checking for critical damage. If the model has no Fortune, or the Fortune roll is failed, roll a further dice before working out the effects of the damage. If this dice also scores a 6, then the target takes D3 wounds instead of just 1. See pages 34-36 for details of how to use Fortune.

Casualties

If a model has 1 Wound on its characteristic profile, it is slain if it suffers a wound (most fighters have only one Wound). The model is then taken out of action and removed from the game.

Multiple Wounds

Some fighters have more than 1 Wound on their profile. Only when the model loses its last wound is the fighter taken out of action, and the model is then removed from the tabletop.

WOUND CHART

Target's Grit Value

Weapon Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

Dear Ma an Pa,

Bought moh first shootin iron today, cause Huck an Ben reckon there aint a fella in town who dont go heeled. Dont you worry none, though, cause I aint barely shoot strait, an I aint planning on gettin in no trouble! Hope yall is well, an the crop wuz planted without no fuss. I'll write y'all as soone as we reach the next car-town.

Forever yours,
Zachary



THE FIGHTIN' PHASE

During the Fightin' phase, both sides work out combat between opposing models in base-to-base contact. Enemies are only allowed to touch where one has charged the other, as described in the Movin' phase section of the rules (see page 12). The Fight phase itself is broken down into three separate steps: *Dukin' it Out*, *Back Off* and *Woundin'* (shown below).

When to Fight

The side that has the drop that turn decides the order in which fights are resolved. The player chooses which combat he wants to work out first, the players work out the result, then the player with the drop nominates the second combat, and so on until all fights have been resolved.

NB. The fights should already have been paired off, as described on page 13.

1. Dukin' it Out

The easiest way to explain how combat works is to consider a simple fight which, in this example, is between a Lawman and an Outlaw. Both combatants have an Attack value of 1 and Wound value of 1 on their characteristic base profiles, as well as a Fightin' value of 3. When both combatants have 1 Attack, each player must roll one dice (1D6) on behalf of their fighter. The highest scoring fighter wins. If both fighters roll the same result, however, the combatant with the highest Fightin' value wins. Where both fighters have the same Fightin' value, players roll one dice. If 1, 2 or 3 is rolled, one side wins; if 4, 5 or 6 is rolled, the other side wins.

2. Back Off!

The loser is moved 1" away from his enemy to represent the fact he has lost the combat. The model cannot move into touch with another enemy as it backs away but it can move within the 1" control zone of other enemies, as models are assumed to make way for the combatants.



The cowboy and the Sheriff are in combat. Both roll a D6 – the Sheriff scores highest, meaning that he wins the fight.



Having lost the fight, the cowboy backs 1" away from the Sheriff. The Sheriff must then roll to see if he wounds his opponent (see later).

There are times when an encounter gets up close and personal, and the only option is to duke it out, man to man. Of course, in the Old West there were many who would start a brawl just for the fun of it...



The Fightin' Phase

3. Woundin'

In addition to beating his opponent, the winner strikes at the loser and might hurt him by inflicting a wound. Where the winner has a single Attack, the player rolls one dice and refers to the Wound chart. To use the chart, find the Strength value of the attacker by reading down the left-hand side of the chart. Now find the



target's Grit value across the top of the chart. Trace the numerals across and down to find the figure that indicates the minimum dice roll required to inflict one wound on the enemy. If the dice roll is insufficient to inflict a wound, the loser remains unharmed.

High Rolls

A score of 6/4, 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either 4+, 5+ or another 6. A dash (-) indicates the target is impossible to hurt – it is just too tough!

Who's Next..?

Once wounds have been calculated, and any casualties removed, the combat is complete and the side that has the drop selects which combat to work out next. Once all combats have been successfully resolved, the Fightin' phase is over.

The Sheriff requires a 4 or more on a D6 to wound the cowboy. He scores a 6, and the cowboy is taken out of action.

WOUND CHART

Grit

Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

Trapped Fighters

Fighters that have been defeated must move 1" away from their enemy as described previously. Sometimes a model will be unable to back out of a fight because there isn't room behind it – for example, if the fighter's path is blocked by a feature such as a fence or wall, or by other models. This will invariably be the case where a defeated fighter is surrounded by three equidistant enemies.



The cowboys gang up on the Sheriff and position themselves so that he is trapped.

If a defeated fighter can't back off, then he is trapped. Any strikes made against a trapped fighter count double. So, a fighter with 1 Attack will make two strikes, a fighter with 2 Attacks makes four strikes, and so on. The defeated fighter must still be moved away so that enemies are no longer touching – if necessary other models can be moved to ensure that there is a clear gap.

A defeated model is not allowed to jump or climb an obstacle to avoid being trapped. If the defeated model is fighting on the edge of a cliff or similar drop, and cannot back off 1", then again he is trapped. However, in this case he may choose to jump, taking normal strikes instead of double, plus damage for falling if the distance is more than 2".

Models on the Ground

If a model is charged while on the ground, it cannot stand up in the Movin' phase, but it will attempt to stand in the Fightin' phase. Determine who wins the fight as normal. If the model on the ground wins the fight then it cannot strike – but automatically stands up instead and the loser backs off. If the model on the ground loses, it remains down, is pushed back 1" and is counted as being trapped.

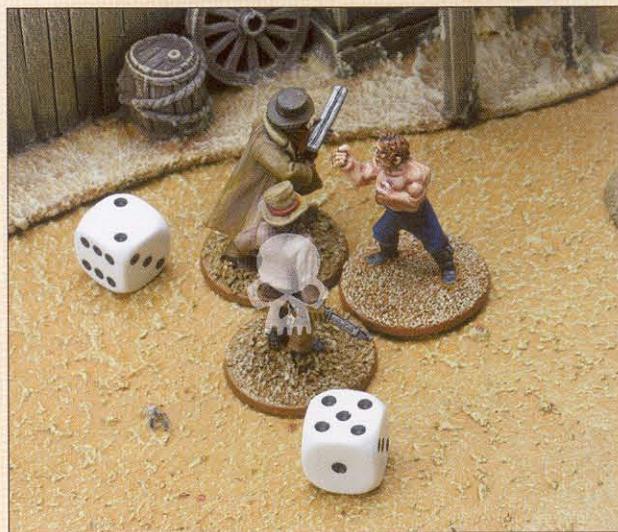
Multiple Attacks

Some fighters have an Attack value of more than 1 on their characteristic profiles. If a model has 2 Attacks then roll two dice when working out fights instead of one and choose the best score. If a model has 3 Attacks, roll three dice and choose the best score, and so on. A model with an Attack value of more than 1 is therefore more likely to win a combat.

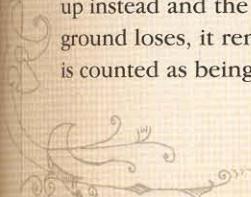
If a model with multiple Attacks wins a fight, it strikes the enemy once per Attack. So, for example, a Marshal with 2 Attacks rolls two dice to see if he inflicts a wound. Both dice count, so in this instance he might inflict no wounds, 1 wound or 2 wounds.



The Prize Fighter has two attacks. As one of his dice scores a 6, he has the biggest score in the combat, and wins the fight.



The Prize Fighter strikes both outlaws, and knocks one of his opponents senseless.



The Fightin' Phase

Multiple Wounds

As with Attack values, some combatants have more than 1 Wound on their profile. If a fighter has 2 Wounds it takes two wounds to kill him, 3 Wounds means it takes three wounds to take him out of action, and so on. If such a fighter suffers a single wound, note this down and carry on fighting. When he loses his last wound he is taken out of action and removed from play.

Multiple Combats

If two, three or more fighters are fighting a single enemy, roll one dice for each fighter as before.

For example, where three Outlaws fight one Cowboy, the Outlaws roll three dice and the Cowboy rolls one.

The player rolling multiple dice takes the highest scoring dice and ignores the rest. In this example, the highest scoring Outlaw dice is compared to the Cowboy's dice score and the highest score wins.

If any models involved in a multiple combat have Attack values of 2 or more, total up the number of attacks on both sides and roll the appropriate number of dice. Pick out the best scoring dice from each side.

In the case of a draw, compare the single model's Fight value to the best Fight value from the multiple side. If this is equal, roll one dice. Roll 1, 2, 3 and one side wins; roll 4, 5, 6 and the other side wins. Alternatively, cut the deck to decide the winner.



Even though one of the cowboys scores the lowest, his side still wins the fight because his friend scores the highest.

All the models on the losing side are beaten back 1" away from their enemy. Where a single model is beaten back by two or more enemies, the retreating player can retreat through any gap that is wide enough for the model to pass – if there is no gap the model is trapped as described previously. Where multiple models are backing away from a single model, each retreats exactly

as in a one-on-one combat; which means none, some or all might be trapped. In a multiple combat where several models must move, the player whose models are backing away can move them in any order he wishes. Once models have backed off, work out strikes. If the multiple side wins the fight, each model strikes against the loser. It doesn't matter whether individual models score higher or lower than their opponent – all models strike if their side wins. If the single model wins the fight, it can strike against one of the enemy. If the model has more than 1 Attack, it strikes once per attack and can divide its strikes amongst the opponents as the player wishes. This is important as some enemies might have different Defence values or might be trapped. The player can roll for each strike before allocating the next if he prefers.

Fighting Over Obstacles

In the Movin' phase section we described how models can fight each other from either side of an obstacle, such as a fence, pile of crates or a ditch, even though their bases are not touching. The following rules take into account models fighting over an obstacle.

Roll to determine which side wins the fight as normal. The loser backs off 1" from the obstacle. However, the winner's strikes may hit the obstacle instead of his enemy. On a roll of 1, 2 or 3 the blow is deflected by the barrier (or cannot reach over the gap) and has no effect, on a roll of a 4, 5 or 6 the blow strikes the defender and is worked out as normal. Roll for each strike separately if the winner has more than one Attack.



Here, the deputy wins the fight. The outcome is not affected by the barrier, although it might get in the way when rolling to wound.



In the next turn the fighters can move as normal. If the loser survived, there should be a space where he backed away, so if the winner's posse gets the drop, he may, if he wants, attempt to jump over the obstacle (and most likely back into combat). If the loser's posse gets the drop then he may decide to charge back to the obstacle, holding his enemy on the far side by engaging him in combat again.

Enemies on Both Sides

If a model is fighting across an obstacle and has also been attacked from his own side of the obstacle, the winner is determined as normal in a multiple combat. Obviously, strikes made by the winner only have a chance of hitting the obstacle if they are directed at an enemy on the far side. If the lone model loses the combat he must back away from his enemies and, if unable to do so, he is trapped.



The deputy is attacked from both sides of a fence. This is treated as a multiple fight. Roll any strikes separately, as some will be eligible to hit the barrier and some will not.

Mounted Fighters

Mounted fighters are treated in the same way as other fighters when in combat. Riders will fight but mounts take no part in the combat. If a mounted fighter loses a fight then his foes can elect to strike either the rider or his mount. This is the choice of the player who is making the attacks, and if he has several attacks to distribute he can elect to strike against both the rider and mount if he wishes.

If the mount is slain the rider must roll on the Thrown Rider table. Note that a mount isn't considered to be in the way of strikes from an enemy in a fight as it is for hits from shooting. This is because fighters are close enough to engage directly so we allow the attacker the choice.



Dear Ma n Pa,
Bad news! Mr. Moore didn't git a good price
for the cattle, an he's had to lay sum folks
sum money, but not much, so I wuz first to go. I got
I car. I Managed to get sum extra through.
Don't worry none, but I got me into a prize
fight an I won! No one expected a straing kick
like me to win, but I showed them. The other
fella wuz an ~~immigrant~~ immigrant named McReedy.
Huck says it was the daundest thing he ever
saw. I hope this money is enough to get
new job now, so I'm not gonna be home as
soon as we thought. As soon as I can get
back on the trail, I'll write you.

Forever yours,

Zachary

3 A

PLUCK

The rules that follow represent the fact that fighters will not always act as you, the player, might wish.

There are times when even the bravest fighter would sooner retreat than fight. To take this into account we have the Pluck characteristic.

Testing Pluck

A Pluck test is always taken in the same way. Two dice are rolled and the scores are added together, then the fighter's Pluck value is added to that sum. If the total score is 10 or more, then the test is passed. If the score is less than 10 the test is failed. When a test is passed, there is no ill effect. Pluck is usually tested in one of the following situations: Head for the Hills tests, charging an opponent with a Fearsome Reputation or when Diving for Cover.

Head for the Hills

The most important use of Pluck in the game is to take Head for the Hills tests. If half or more of the fighters on your side have been taken out of action, then a Head for the Hills test must be taken every turn. Carry out a Pluck test at the beginning of the Movin' phase on behalf of the Posse's leader or, if he has been removed from play already, the model in the Posse with the highest Pluck value.

When a Head for the Hills test is failed, the entire Posse flees the table and is removed from play – once half the Posse is destroyed, gang morale will quickly begin to disintegrate and this is often the moment when a fight is won or lost.

NB. Models that leave the board as part of a scenario objective do not count as being taken out of action for the purposes of the Head for the Hills test. Keep these models separate from the casualties for the sake of clarity.

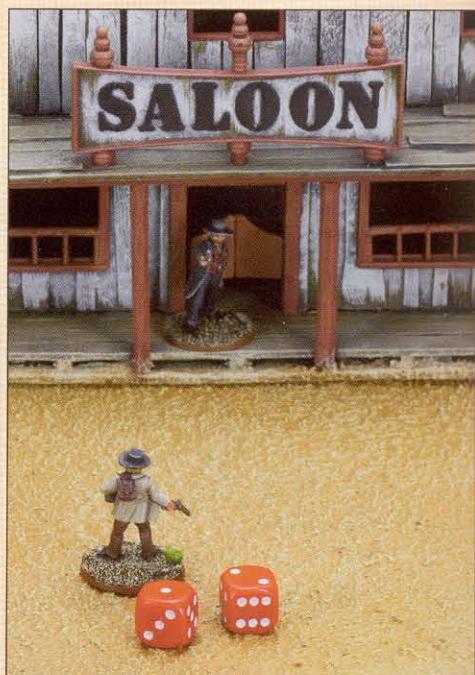
Voluntarily

Head for the Hills

Alternatively, after losing half its members, a player may voluntarily Head for the Hills at the start of his Posse's Movin' phase, thus fleeing the board and ending the game. This represents the desperate moment when a Posse realises that it is hopelessly outgunned and 'gets the heck outta Dodge', to fight another day.

Fearsome Reputation

If a fighter wishes to charge or shoot at an opponent who has the Fearsome Reputation ability (see page 91), he must take a Pluck test. If the test is passed, the model can charge or shoot as normal. If it is failed, the fighter loses his nerve and will not charge or shoot, instead doing nothing in the phase.



Realising that his opponent is none other than the infamous Doc Holliday, the outlaw fails his Pluck test and can't summon the courage to shoot!

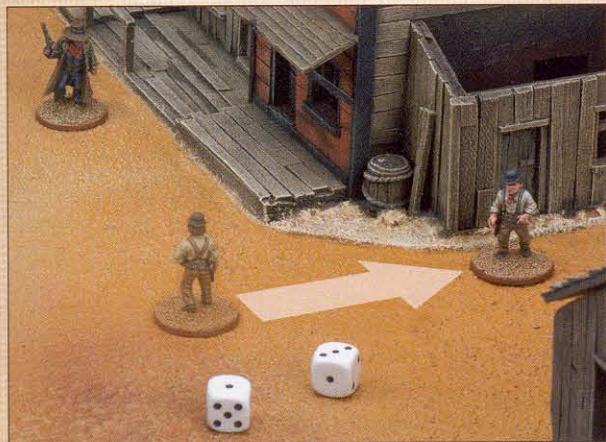
Dive for Cover

Taking heavy fire from an opponent is a frightening experience, and many fighters can lose their nerve and become pinned by incoming shooting.

When a fighter is hit by missile fire but not killed (i.e. if the roll to wound is failed, or the victim has more wounds than can be removed), they must take a Pluck test immediately. They must also test if a friendly model within 3" is shot and removed as a casualty. If the test is passed, then there is no effect. If the test is failed, however, then the victim must instantly

make a move to put some terrain between himself and the shooter (i.e. in the way). This move must be toward the closest piece of terrain, by the quickest and safest route. The model may not move further than its regular movement value.

If the model was behind a piece of terrain to begin with, then it has no need to move, but must instead be laid on the ground, where it will begin its next turn. If a model that fails his Pluck test and dives for cover was yet to shoot, then he loses the chance to do so – he is too busy ducking bullets! A model may be required to take several Dive for Cover tests in a turn, as he may attract more fire during the Shootin' phase.



Having been bit but not killed by the Desperado, the vigilante runs towards the nearest cover.



Because he is already in cover, the vigilante throws himself to the ground when he is hit again, rather than running away.

Designer's Note

These criteria may force a fighter to move towards the opponent who shot them. This may seem odd, but represents the fighter scrambling for cover in blind panic as the shot takes off his hat, nicks his ear, etc.

Mounted Models

Fighters riding horses or mules always test using the rider's Pluck, never their mount's, even if it was the mount that was hit but not wounded. If a mounted model fails its Pluck test and is forced to dive for cover, then it will move behind the nearest piece of terrain as normal. However if the mounted fighter is already behind cover when the test was failed, then the model is not laid down. Instead, the fighter must dismount and is positioned so that his mount is now in the way for the shooter.



HEROES

Heroes are extraordinary individuals – stern, dangerous fighters whose skills have made them legend. A Hero can fight and defeat several ordinary fighters with ease. In game terms, Heroes are not necessarily good or bad. The term 'Hero' is simply a gaming convention that can just as easily mean 'villain' in the tumultuous Old West!

Fame & Fortune

Heroes have characteristic profiles just like ordinary fighters. In addition, they have two heroic characteristics: Fame and Fortune. Unlike other characteristics these are represented by a store of points that are used up during the game. Players must decide for themselves the best time to use their precious Fame and Fortune points.

Fame

This represents a Hero's ability to perform heroic feats. When a dice is rolled on behalf of a Hero for shooting, fighting or whatever, its score can be adjusted by expending Fame. Fame can also be used to perform Heroic Actions as described later.

Each point of Fame expended can be used to adjust the dice score up or down by 1 to a maximum of 6 or minimum of 1. No dice can be augmented to more than 6 or reduced to less than 1. If a player rolls a 3, for example, he can expend 2 points of Fame to turn the score into a 5.

A player does not have to decide to use his Fame until the dice has been rolled, or until both sides have rolled in the case of a roll to see who wins a fight.

This means a player can always ensure the result he wants so long as he has enough Fame points left.

If two opposing Heroes are fighting and one wishes to use Fame to win, the other can also add to his score to counter his enemy. Both players must secretly indicate – with hidden dice or written notes – how much Fame they wish to expend (minimum of 1), and reveal this simultaneously.

At the start of the game you must record the Fame points available for each of your Heroes. As Fame is used up, you must keep a track of the remaining points. Once all of a Hero's Fame points are gone, he can no longer adjust dice rolls.

- It is important to note that Heroes can only spend Fame points to affect their own dice rolls. This means a Hero cannot spend one of his points to adjust a roll that another model, friend or foe, has made. It is therefore a good idea to roll a Hero's attacks separately, or use different coloured dice during a multiple combat.

- Fame cannot be spent to modify the outcome of a 'random roll', such as a roll to decide who wins a draw in combat, a spotting roll, or a roll to see if a shot hits intervening models or terrain. Neither the 'dice-off' nor the cutting of the cards may ever be affected by Fame points.

- Finally, Fame cannot be used to influence the roll to get the drop.

Movin' Phase

In the Movin' phase, Fame can be used to affect the outcome of Jumping and Climbing tests. It can also be used to influence Pluck tests.

Shootin' and Fightin' Phases

Fame may be used to influence rolls to hit, rolls to win a fight and rolls to wound. Every Fame point spent on a dice roll to wound adds 1 to the result. Sometimes two rolls are required if the target has a high enough Defence value. In this case every single Fame point spent adds to both rolls. For example, Strength 3 against Defence 8 needs a 6 followed by a 4+ in order to cause a single wound. If you roll a 4 first and spend two Fame points to add to this to make it a 6, then 2 points are automatically added to your second roll. If you rolled a 1 next, it would actually count as a 3, and so only one more Fame point would need to be spent.

Heroic Actions

As we have already described, the drop is established at the start of each turn by rolling a dice. Whichever side has the drop that turn takes all its moves and shots first, and decides the order in which combats are fought. This is the normal rule for getting the drop, as described on page 10.

However, Heroes can push themselves beyond these normal boundaries with extraordinary feats of courage and daring, and act out of the usual sequence.

At the start of the Movin', Shootin' or Fightin' phase, any individual Hero can spend a point of Fame to make a 'Heroic Action'. The player must declare at the start of the phase which, if any, of his Heroes will spend a point of Fame and make a Heroic Action. A Hero can make no more than one Heroic Action in each phase. There are three types of Heroic Action, detailed later. These are:

- Yee Haw!
- Quickdraw
- Time for a Whuppin'

Multiple Heroic Actions

If both players want one or more of their Heroes to perform Heroic Actions, then you can roll a dice to determine which side goes first – 1, 2 or 3 for the player with the drop; 4, 5 or 6 for the other player. Alternatively, cut the cards – the highest face value denotes who goes first. Once a Hero from that side has completed his Heroic Action then one of the opposing player's Heroes gets to take his Heroic Action. Continue to alternate Heroes like this until all Heroic Actions for that phase have been made.

Yee Haw!

A Hero who makes a Heroic Action at the start of the Movin' phase will move before other models that are not making Heroic Actions. In addition, the Hero can shout "Yee Haw!" as he moves, and all friends within 6" will move at the same time. Friends moving in this way must end their move within 6" of the Hero who is making the heroic action.

Quickdraw

A Hero who makes a Heroic Action at the start of the Shootin' phase will shoot before other models that turn. In addition, the Hero can shout, "Fire!" as he shoots, and all friends within 6" can also shoot at the same time, at whatever targets they wish, assuming they are able to do so.

NB. A Hero must fire or throw a weapon himself in the phase in order for the Quickdraw action to work.



The Sheriff calls a Quickdraw against the outlaws – three of his four followers are within 6" of him, and may open fire along with him.



Time for a Whuppin'

At the beginning of the Fightin' phase, a Hero may spend a point of Fame to declare that it's Time for a Whuppin'. This fight is resolved straight away, overriding the order of combat as decided by the player with the drop.

If all enemy models are killed in the Time for a Whuppin' combat, then the Hero and any friendly models who are also part of the combat may move again, before proceeding with the remainder of the Fightin' phase. This is an extra move, up to the models' full regular distance, with factors such as terrain affecting the move as usual. They may even move into touch with new enemies or join other fights, for example. When a fighter moves to join another combat, this may mean that the combats need to be divided again.



The Sheriff has called a 'Time for a whuppin' action. Killing his opponent, both he and the vigilante from the same combat may charge new opponents and fight again.

Designer's Note

A fighter can only take advantage of Heroic Actions once each phase. For example, a Hero cannot fight in a Time for a Whuppin', move to join another fight that also has a Hero who has declared a Time for a Whuppin', and then move again.

Once a model has moved or shot, it has completed its movement and shooting for that phase. The Heroic Action enables the model to move or shoot first but does not enable it to move or shoot twice. A model that happens to be within 6" of a series of Heroes making Yee Haw! Moves cannot move along with each – it only moves once! Time for a Whuppin' is slightly different because a model gets the chance to move and fight a second time. However, a model can only benefit from a Time for a Whuppin' once per Fightin' phase.

Fortune

Fortune represents a Hero's destiny and, as such, preserves him from harm where ordinary men might otherwise die. If a Hero loses a wound then he would normally reduce his remaining Wounds value by 1. However, if the Hero has Fortune points left he may be able to avoid harm by some heroic ruse or twist of fate.

When a Hero is wounded, then he can expend one or more of any Fortune points he has to resist it. The player rolls a dice and reduces the Hero's Fortune store by 1. If the dice scores a 4, 5 or 6 then the roll is successful and the wound is not lost. Any number of wounds can be resisted in this way, but a Hero can never have more wounds than shown on his profile.

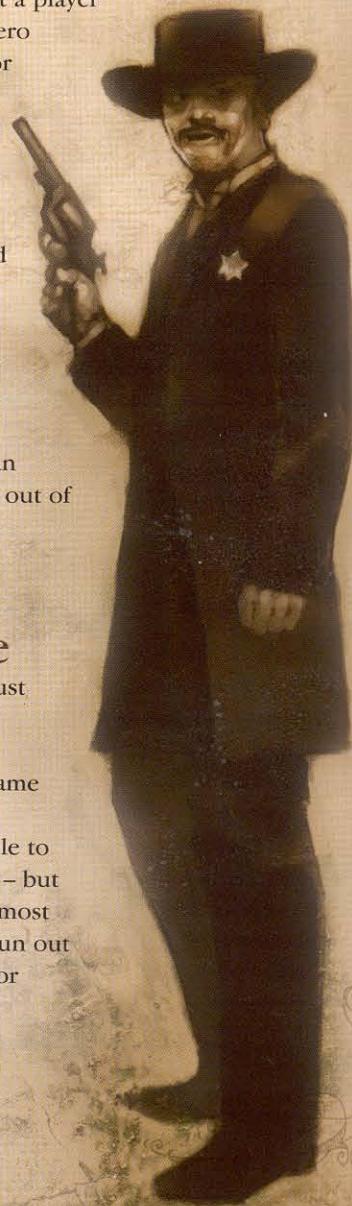
A player can use as many Fortune points as he has available to try to recover a wound. The player can roll one dice at a time until he makes the score required, runs out of Fortune, or decides to suffer the wound.

Fortune points are most commonly expended in combat, but a player can also use them if a Hero dies as a result of a fall or similar mischance. In this case, a successful result might mean that the Hero has not fallen to his death but landed on something soft placed in his path by chance.

NB. If a Hero suffers so many wounds in a single round of fighting that he loses all his wounds and Fortune, then nothing can save him and he is taken out of action!

Using Fame with Fortune

Fame can be used to adjust Fortune dice rolls if the player wishes, as long as the Hero has sufficient Fame points remaining. A very powerful Hero will be able to cheat death – for a while – but sooner or later even the most infamous character will run out of one or other of Fame or Fortune.



THE WEAPONS LOCKER



Sidearms

A sidearm is any firearm that is light and easy to use one-handed. They represent pistols – the most plentiful guns available in the Old West.

Sixgun

Most cowboys carried a revolver as a standard sidearm, usually around .32 calibre, manufactured by companies such as Smith & Wesson, Remington, Colt and Whitney. The most popular were single-action, meaning that the gun did not have to be manually cocked before firing, and this is the type represented here.

• **Fanning:** The main advantage of the sixgun comes from its single-action, which allows gunfighters to fan the hammer to deliver all six shots in a deadly (if inaccurate) fusillade! This type of shooting is called fanning. You may declare that a model wishes to fan its sixgun instead of firing a single shot before it rolls any dice to shoot.

Fanning reduces the range of the sixgun to 6"; such is the unreliability of the technique. Roll six dice (6D6) – one for each bullet. Any roll of a '6' is a successful hit. The first hit must be allocated on the

original target, but any additional hits may be allocated against any model within 3" of the target. Roll for any model or scenery that is in the way, followed by rolls to wound for all models hit. Finally, because fanning the sixgun empties the entire chamber, the model may not use that weapon to shoot in the next turn, instead spending time to reload (see the rules for reloading and clearing jams in the Shootin' phase). In addition, Critical Hits may never be scored when fanning.



The way of the gun was the law of the Old West – danger could come at any time, and only a well-armed man had any hope of defence against it. Included here are the rules for the various weapons found in the Old West.



Heavy Pistol

Large calibre pistols such as the Colt Dragoon, the notorious Colt .45, the Remington .44, the .45 Schofield and the Buntline Special were highly prized weapons on the deadly frontier. Many gunfighters chose a powerful yet cumbersome sidearm over the traditional sixgun. Heavy pistols are carried by men who mean business!

● **Improvised Weapon:** As well as being a powerful firearm, heavy pistols may also be used in a brawl. Their heavy, robust grip is ideal for pistol-whipping opponents. As such, in the Fightin' phase, heavy pistols count as hand weapons with a -1 penalty on the rolls to see who wins the fight.

Saturday-night Specials

Favoured by harlots and gamblers, these tiny pistols were often concealed up sleeves or in garter belts. The most popular models were the infamous Derringers, used to get the drop on unsuspecting opponents.

● **Concealed Weapon:** If a scenario ever calls for models to be unarmed, then the rule does not apply to these weapons.

● **Slow Reload:** A model that fires a Saturday-night special may not fire it again in the next turn, instead spending time to reload, as stated in the Shootin' phase.

Le Mat Pistol

The Le Mat revolver is a nine-shot pistol with a built-in scattergun barrel. It worked very much like a regular pistol, but was capable of unleashing a .60 calibre shotgun-like discharge at the flick of a switch on the hammer.

● **Scattergun Setting:** Once per game, the Le Mat revolver may switch barrels and fire as if it were a Sawed-off Shotgun with a single barrel and a spread template (see Shotguns, page 40). Once used in this way, the weapon may only be fired with its regular revolver setting thereafter.

● **Improvised Weapon:** LeMat revolvers may be used for fighting in exactly the same way as heavy pistols.



Longarms

Favoured by marksmen, soldiers and pioneers alike, rifles and other longarms were almost essential items of equipment for hardy Westerners.

Special Longarm Rules:

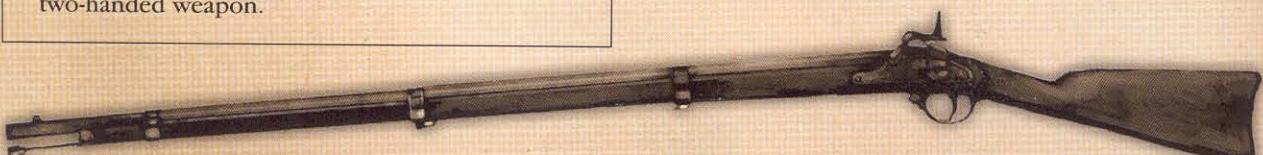
● **Two-handed:** All longarms require two hands to use effectively. Fighters who carry a longarm may not carry a double-handed weapon as well.

● **Improvised Weapons:** Longarms are generally of a sturdy construction and, although not designed for close-quarter fighting, may be used in combat. In the Fightin' phase, longarms count as hand weapons with a -1 penalty on the roll to see who wins the fight. The exception to this rule is the Buffalo gun, which counts as a two-handed weapon.

Rifle

One-shot breech-loaders faded in popularity after the civil war, but were still used by ranchers and sharpshooters right up to the end of the century. Slow and cumbersome, they were also incredibly accurate, especially the Springfield and Remington models.

● **Slow Reload:** Rifles are accurate and long-ranged, but are slow to reload. A model that fires a rifle may not fire it again in the next turn, instead spending time to reload, as stated in the Shootin' phase.



Buffalo Gun

Used by buffalo hunters due to their immense stopping power, the Sharps rifle (or 'Big Fifty') was a deadly but cumbersome long-rifle. Although this was the most common buffalo gun, Springfield also manufactured a .70 cal rifle. For game purposes, they are grouped together here.

- **Slow Reload:** Buffalo guns are slow to reload. A model that fires one may not fire it again in its next turn, instead spending time to reload, as stated in the Shootin' Phase.
- **Two-handed Weapon:** Buffalo guns are of an even bulkier construction than regular breech-loading rifles, and count as double-handed weapons in combat.
- **Blown Away:** The Buffalo gun is a powerful longarm. Any model on foot that survives a hit from a Buffalo gun is knocked to the ground, where it must begin its next move, as described on page 17. This negates the standard Dive for Cover rules. Note that a mounted fighter hit by a Buffalo gun is not knocked down, as such, but must instead take a Thrown Rider test. If the mount is hit but not killed, then it is not knocked down.

In addition, models hit by a Buffalo gun are always wounded on a 4 or more on the dice, regardless of their Grit value, unless the required value would be less than this.

Repeating Rifle

The lever-action repeating rifle is one of the most archetypal weapons of the Old West. In fact, the Winchester model 1873 is often referred to as 'the gun that won the West'. Although the Henry Repeating Rifle was another popular example, the design was not really bettered until Winchester developed their 1892 model. Repeating rifles are expensive yet reliable, giving a high rate of fire along with their 12-17 round capacity, with a respectable range and accuracy. The main advantage of a repeating rifle is that it has no reloading time compared to a breech-loading rifle. This category also includes the less popular revolving rifles, such as the 1855 Colt Sporting rifle.

Musket

Although out of production by the end of the civil war (replaced by rifles), muskets were found throughout the late 1800s in backwater settlements or in the hands of some Native American tribes and mountain men. Despite their inferior accuracy and range, they were cheap to produce and still had formidable stopping power.

- **Slow Reload:** Muskets are slow to reload. A model that fires a musket may not fire it again in its next turn, instead spending time to reload, as stated in the Shootin' Phase.



Shotguns

Double-barrelled percussion shotguns, and later the metal cartridge variants, were enduringly popular in the West, particularly among farmers and trailblazers.

Special Shotgun Rules:

- **2 Barrels:** Shotguns have two barrels, which may be fired independently of each other. To represent this, the first time a shotgun is fired (and the first time it is fired after reloading) place one of the special Shotgun counters or other appropriate marker next to the model. The shotgun may fire again in a subsequent turn without having to reload. When its second barrel is fired, place a reload counter next to the model, as shotguns are also slow to reload. A fighter may choose to fire both barrels simultaneously. This is only an option when a shotgun is fully loaded (i.e. has no counters next to it). When firing both barrels, make a single roll to hit but, if the shot hits and fails to wound

the target, the wound roll may be re-rolled. The result of the re-roll must be accepted. When both barrels are fired, immediately place a reload counter next to the firing model.

- **Slow Reload:** Shotguns are slow to reload. Once the second barrel is fired (as explained above), they may not be used again until they have reloaded, as stated in the Shootin' Phase.

- **Improvised Weapons:** Shotguns are generally of a sturdy construction and, although not designed for close-quarter fighting, may be used in combat. In the Fightin' phase, longarms count as hand weapons with a -1 penalty on the rolls to see who wins the fight.

12-gauge Shotgun

The most common type of shotgun, found in most homes in the Old West as a means of defence and hunting. 12-gauge shotguns were fearsome weapons, especially at close quarters.

- **Variable Strength:** The 12-gauge is far more powerful at short range than at long. If a target lies within 6" of the firer, then the shotgun has a Strength value of 5. If the target is further than 6" away, then the shotgun has a Strength value of 3. In addition, any model on foot hit by a 12-gauge at short range is knocked to the ground, where it must begin its next move, as described on page 17. This negates the standard Dive for Cover rules. Note that a mounted fighter hit by a shotgun at short range is not knocked down, as such, but must instead take a Thrown Rider test. If the mount is hit but not killed, then it is not knocked down.

- **Forceful:** Such is the power of a shotgun (and the fact that it has a very slight spread at longer ranges) that cover is far less effective against it. A shotgun reduces the In The Way value of any terrain that is in the way of the shot by 1. i.e. A picket fence can be avoided on the roll of a 2 or more rather than a 3 or more. This does not, however, apply to other fighters, creatures and innocent bystanders. These things always have an In The Way value of 4+.

Sawed-off Shotgun

The main purpose of sawing off a shotgun barrel is to increase the spread of the pellets. This was favoured by gunfighters with poor eyesight, as they required less accuracy to use in a heated duel. The spread of the shots led to these weapons becoming known also as scatterguns.

- **Spread:** When firing a sawed off shotgun do not roll to hit. Instead, place the spread template with the narrow end touching your model's base and the wide end towards the target(s). You can position the template between models if you wish to maximise the number of targets in the spread. Ignore any terrain that is in the way, as the spread makes it highly unlikely that the entire shot will be blocked by intervening terrain. If the object in the way is another model, friend or foe, then it too is hit! Remember that many fighters will be unable to take the shot if they risk hitting a friend. If successful, any model wholly or partially under the template will be hit by the spread of pellets on the roll of a 4 or more on a D6, regardless of the firer's Shootin' value. Once all victims of the shot have been determined, roll to wound each model separately.



Primitive Shootin' Weapons

Not all inhabitants of the Old West relied upon firearms. Many a man had his life claimed by a skilled knife-thrower or Indian arrow in those turbulent times.

Special Primitive Weapon Rules:

Primitive Weapons are exempt from jamming checks, as they have no complex mechanism to go wrong!

Thrown Weapon

Thrown weapons range from throwing knives to bottles in saloons! The range of a thrown weapon is always double the thrower's Strength value in inches (so a model with a Strength of 4 may throw an object 8"). Thrown weapons may be thrown in the Shoot phase as normal. A throwing weapon can only be used once in a game. Once it has been thrown, mark the model in some way or make a note on the roster sheet to show that it cannot be thrown again.

- **Improvised Weapon:** Thrown weapons count as improvised weapons in hand-to-hand fighting (see Longarms).

NB. In a campaign game (see the campaign section on pages 84-91), models are always considered to retrieve their throwing weapons before the beginning of the next game. This is to maintain some level of simplicity, and also to make owning these weapons more worthwhile in game terms!

Tomahawk

A tomahawk is a Native American throwing axe, and is treated as a throwing weapon in every respect. In addition, a fighter may choose to burl a tomahawk at an enemy in the Movin' phase as he charges. The player moves the fighter as if it were going to charge, but instead of moving into touch it halts 1" away. It then throws the weapon at the enemy it is about to fight. The throw is worked out exactly as if it had occurred in the Shootin' phase. Once the tomahawk has been thrown, the charger is moved into contact with the same enemy model or, if the enemy has been slain (or has dived for cover), the charger completes its move as the player wishes – including charging a different model.

- **Hand Weapon:** A Tomahawk counts as a hand weapon in hand-to-hand combat.

Indian Longbow

Used on the Great Plains by the Native American tribes for as long as the Indians can remember, longbows are reliable and surprisingly effective weapons.

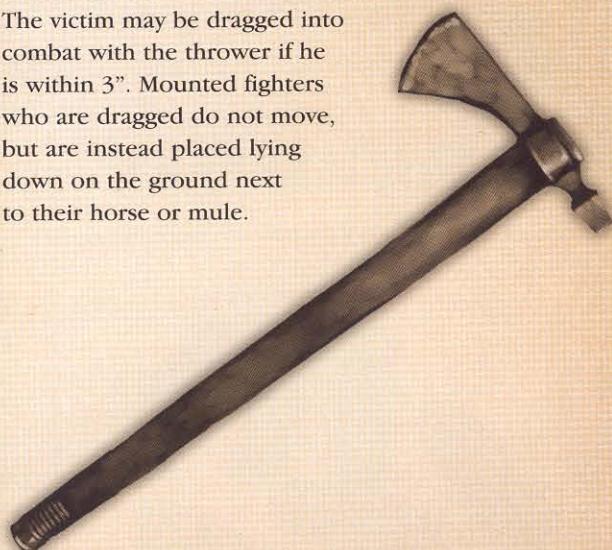
Lasso

Originally used for roping steers by the original cowboys of Mexico, the lasso became one of the most useful tools and impromptu weapons of the drover's trade.

A lasso may be used at any point in the Movin' phase. However, once used, the thrower may not move any further that turn. It is used exactly like a thrown weapon with a range of 6", but does not inflict any damage. A model hit by a lasso attack automatically becomes entangled. An entangled model may not perform any actions for the remainder of the turn and their Fightin' value counts as 1. A model with a lasso may not target friendly fighters.

In addition, once a model has become entangled, the fighter with the lasso may attempt to drag the victim towards him. Roll a dice. On the score of a 4 or more, the unfortunate victim may be moved up to 3" towards the fighter with the lasso, as well as suffering all the other penalties for being entangled. If the thrower is mounted, he adds 1 to this dice roll.

The victim may be dragged into combat with the thrower if he is within 3". Mounted fighters who are dragged do not move, but are instead placed lying down on the ground next to their horse or mule.



SHOOTIN' WEAPON SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
Sixgun	10"	3	none	Fanning
Heavy pistol	12"	4	half	Improvised weapon
Saturday-night special	6"	3	none	Concealed; slow reload
Le Mat Pistol	12"	3	half	Scattergun setting
Rifle	24"	4	full	Slow reload
Repeating Rifle	18"	4	half	-
Musket	18"	3	full	Slow reload
Buffalo Gun	30"	4	full	Blown away; slow reload; two-handed weapon
Shotgun	12"	3/5*	half	Shotgun; variable strength; forceful
Sawed-off shotgun	Template	3	half	Spread
Indian longbow	18"	2	half	-
Thrown weapon	St x2"	As user	none	Improvised weapon
Tomahawk	St x2"	As user	none*	Fire on the move; hand weapon
Dynamite	Str x2"	6	half	Blast area
Nitro	Str x2"	10	full	Blast area



Designer's Note

In reality, many of the firearms included in this section would have a much longer range than represented by the rules. The reasoning behind this is twofold: firstly, it is an abstraction to make the game more playable and to not allow certain weapons to dominate. Secondly, it represents the effective range of a given weapon rather than the actual maximum range. This is the optimum range, at which the weapon would be most potent and accurate.



Explosives

Explosives were originally used by rail workers to blast the path of progress. However, bandits and bank robbers soon found other uses for it.

Special Explosives rules:

● **Throwing Explosives:** To throw an explosive, simply roll to hit exactly as if using a thrown weapon. If a '1' is rolled on the dice, however, then either the nitro is shaken up too much, or the dynamite fuse is too short, and it explodes in the user's hand! Work out the effects as described below. If the thrower has any Fame, then the roll may be modified to avoid any accidents. If the explosive misses on any roll other than a 1, then it lands on target but fails to detonate. In the case of dynamite, the stick is a dud and is lost. Nitro, however, cannot be a dud! Mark the position of the nitro (the spot where the original target stood). From now on, whenever any model (including loose mounts, cattle, stagecoaches etc.) moves to within 1" of the nitro, roll a dice. On the roll of a 1, it detonates as described below. On a 2-6 nothing happens, but you must roll again next time. The owner of the nitro may retrieve it at any time during his own move, but must move into touch with it to do so – and thus risk setting it off just like any other model moving to within 1".

● **Planting Explosives:** To plant an explosive, a player must declare that the model is doing so at the start of his move. The model may do nothing during the Movin' phase. If it is subsequently engaged in combat, then the attempt is aborted and he must try

again later. If successful, the explosive is set in position. Roll a D6. On the roll of a '1', it goes off as described below, unless Fame points are spent to adjust the roll. On any other roll, the explosive is set and the model is free to move away next turn. In any subsequent turn, the fighter who set the explosive may attempt to detonate it in the Shootin' phase instead of firing a weapon. Roll a D6. If the result is a '1', the explosive fails to detonate, but the firer may try again next turn. On a 2-6 it goes off – position the round template so that the centre is over the location of the explosive.

● **Detonation:** The detonated charge automatically strikes every target under the template, including scenery. Each target struck takes D6 automatic hits (roll a dice – the target takes the number of hits shown on the dice). Dynamite has a Strength value of 6, while nitro has a Strength of 10. The Grit values and 'wounds' of scenery pieces are summarised below. If the scenery lay wholly beneath the template, then it is removed entirely if all its wound points are lost. If it only partially lay within the area, then it is damaged. It is left to the players to decide how to represent damage and partial collapses on the tabletop. If the damaged scenery is of a type not listed, then players should feel free to extrapolate from the chart and agree on their own values. Once detonated, the explosive is used up and is lost.

Dynamite

Dynamite is used by miners, prospectors and some insane outlaws! Knowing how long or short to cut a fuse is a highly desirable skill, but unfortunately is one that most exponents don't get a chance to master.

Nitro

Vials of nitro-glycerine are highly unstable explosives, used only by the very brave or the very reckless. They may be used in one of two ways – either thrown, or detonated. Neither way is safe, but throwing nitro around is seen by most educated people as just insane!

● **Unstable:** The act of carrying nitro is dangerous in itself. A model may only move at half speed as long as the nitro is carried, and he may never ride a horse or mule, as the jostling would prove fatal!

SCENERY CHART

Scenery	Grit	Wounds
Stone/brick wall	8	4
Wooden building	6	4
Fence/cart/wagon, etc.	4	2
Tree or hedge	4	3
Rocky outcrop/cliff face	10	5

Fightin' Weapons

Although most men relied on their fists for close quarter fighting, a knife in the back or pistol-butt would settle a dispute more effectively.

Hand Weapons

Many fighters have access to knives (of varying types) canes, improvised cudgels such as axe-handles, or even cavalry sabres. Weapons like these represent the norm – they require no additional rules to those presented earlier in the Fightin' phase (page 27). Sabres can be subject to special rules as a result of some fighters' special skills. This makes it important to be specific about exactly what kind of hand weapon a model has.

Two-handed Weapons

Some weapons are so large and heavy that they need two hands to wield effectively (the large, woodsman's axes favoured by Free Trappers are a prime example). Two-handed weapons are difficult to use because they are so heavy. Fighters pressed into combat for prolonged periods will tire easily as the strain of swinging these weapons takes its toll on their stamina. The advantage, though, is that they are very dangerous – able to smash foes with horrific ease.

If a model is armed with a two-handed weapon, then it suffers a -1 penalty when working out which side wins the fight – a dice roll of 5 counts as 4, a roll of 6 as 5, and so on. The minimum possible score is 1, so a roll of 1 still counts as 1 and not as zero. This penalty reflects the fact that the weapon is heavy and difficult to use. If fighting a multiple combat, it is necessary to distinguish models that are using two-handed weapons from others – so roll separately or use different-coloured dice for their rolls.

By way of compensation, a warrior armed with a two-handed weapon adds 1 to his dice roll on the Wound chart – a roll of 1 counts as 2, 3 counts as 4, and so on. If two rolls are normally required (e.g. 6/4+) the bonus is added to both rolls. The maximum score on a dice is 6, so a roll of 6 still counts as 6. The bonus reflects the fact that the weapon is heavy and very destructive.

- **Requires two hands:** Models may never have more than a single two-handed weapon. In addition, a fighter armed with a two-handed weapon cannot use it while mounted.

Designer's Note

As you can see, a fighter armed with a two-handed weapon is less likely to win a combat, but more likely to inflict a wound. To take full advantage of these weapons it is a good idea to support warriors armed in this way with others carrying ordinary hand weapons, as these more nimble fighters are more likely to win fights than their slower compatriots.

Unarmed

Most fighters in the Old West were far more inclined to resort to pugilism than fighting with weapons, such as knives. When fighting unarmed, a fighter incurs a -1 penalty on both the roll to see who wins the fight and the roll to wound. This represents the fact that, although fist-fighting can be dangerous, it is rarely deadly compared to fighting with weapons.

Improvised Weapons

Occasionally a fighter will find himself in a brawl with a weapon not specifically designed for fighting (such as a bar stool, broken bottle or rifle butt). These weapons will be specifically referred to as 'improvised weapons'. They count as hand weapons with a -1 penalty on the rolls to see who wins the fight.



FIGHTIN' WEAPONS SUMMARY CHART

Weapon	Dice Modifiers		Notes
	Winnin' the fight	Rolling to Wound	
Hand Weapon	-	-	-
Two-handed Weapon	-1	+1	Requires two hands
Unarmed	-1	-1	-
Improvised Weapon	-1	-	-



GATHERIN' THE POSSE

Before you can play, you will need to recruit a Posse for the encounter. Here we present three different Posses – Cowboys Lawmen and Outlaws – to oppose each other in your games. Later, you will be able to expand the Posse with deadly Hired Guns and Legends of the Old West.



A posse of Lawmen pose outside the jailhouse before heading out in search of notorious outlaws.

The lists that follow are used to recruit and equip your Posse. You have \$200 to spend on fighters in the Posse, but you are not obliged to spend it all. Each model, including their equipment, costs a set amount of money to hire. As you make your selections, subtract the amount you have ‘spent’ from your total until you have bought all you can. Any unspent dollars are put into the Posse’s stash and can either be used later or hoarded to buy something more expensive.

To begin with, you must recruit at least three fighters for your Posse, which must include a leader. Ideally, the weapons and equipment you buy for your fighters should be visible on the models that represent them. The exceptions are knives and Saturday-night specials, which we can safely assume are tucked away in a boot or inside coats, etc.

Skill Tables and Experience

Later, in the Campaign section, we will discuss how to keep your posse from game to game, improving the skills of your fighters as you go. As your Heroes gain experience, they will learn various skills, which you will need to record on the roster sheet. Don’t worry about these rules while you are learning the game, as the Campaign section provides all you need to know about experience and skills.

Each Posse has a list of Preferred Skills in its entry. These are the most common tables that the Posse will gain skills from as it advances. Again, see the Campaign and Experience section for details.



Heroes and Henchmen

For convenience, the fighters in a Posse are categorised as Heroes and Henchmen. Heroes are exceptional individuals, characterised by their stores of Fame and Fortune points. Heroes can be armed and equipped with better weapons and items than lesser fighters, and are often far more skilled in the game.

One Hero in the Posse is always the leader. This Hero leads the Posse through deadly confrontations and is often the bravest and toughest fighter at your disposal. Leaders are usually characterised by the Leader special skill, listed on their profile.

Henchmen make up the bulk of the Posse and, although they gain experience in much the same way as Heroes, they rarely gain skills or use special equipment. Sometimes a Henchman may advance so far that he achieves Hero status. This is covered in the Campaign section.

Weapons

Any fighters you recruit may be armed with up to two fightin' weapons and up to two shootin' weapons. There may be certain restrictions on the exact weapons a fighter can choose – these restrictions are listed on the fighter's profile.

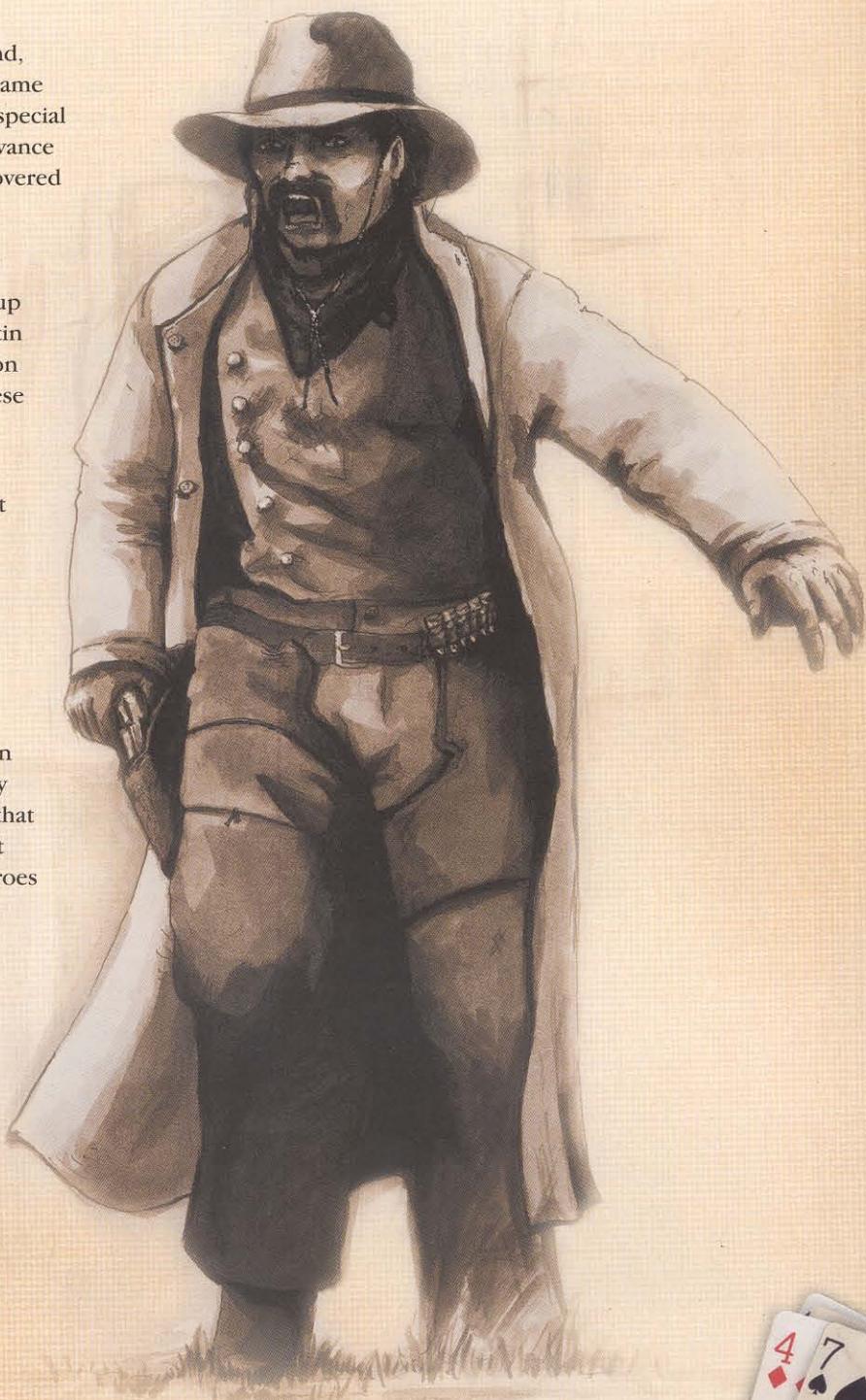
The Campaign section describes how to purchase additional weapons and equipment for your fighters between games. However, Henchmen may only ever use weapons and equipment included on their original equipment list.

The Roster Sheet

You'll need a roster sheet to record the details of your Posse. A blank roster sheet can be found in the back of this book. Photocopy or copy out as many sheets as you need, so that you can keep a clear record of the Posse as it changes from game to game. Notice that Heroes have slightly different entries on the roster sheet to allow for the skills that they can potentially learn during campaigns. If you have any dollars left over from choosing the starting Posse, then write the amount in the 'Stash' box of the roster sheet.

Calculate Infamy Rating

Each Posse has an Infamy rating – the higher this number, the better the Posse is. This rating is simply the number of models in the Posse (including Hired Guns and Legends, but excluding mounts) multiplied by 5, plus any accumulated experience points your fighters may have. Once the Infamy rating has been calculated and recorded on your roster sheet, you are ready to play the game.



COWBOYS

Although the fur trade began the migration to the Western frontier, it was the cattle industry, led by bold cowboys, that forged the boomtowns and blazed the trails. The cowboys also contributed to the somewhat colourful (and dangerous) atmosphere in those towns when they reached the end of the cattle drives.

Choice of Fighters

A Cowboy Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 15. The number allowed of each type of fighter is displayed on their profile – the exceptions are Cowpokes, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Cowboys are Brawlin', Shootin' and Movin'.

Heroes

TRAIL BOSS (1) \$24 to recruit

Every cattle drive has a boss – a hardened veteran who has often seen action in the military or on the frontier before becoming a cowboy. His natural leadership skills and firm but fair disposition hold the Posse together.



GREENHORNS (0-2) \$15 to recruit

Whether they are young men eager for honest toil, or Easterners looking for adventure, there are many attractions to a life on the open range. Loyalty and hard work are well rewarded by Trail Bosses, who need trustees to act as their seconds.



Special Rules:

Leader: The Trail Boss may take a Pluck test on behalf of any friendly model within 6". If a Head for the Hills test is called for, the Trail Boss's Pluck must be tested even if his Pluck value is not the highest in the Posse.

Starting Experience:

The Trail Boss begins with 8 Experience points.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	2	4	1	1

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	3	0	1



Henchmen

BUCKAROOS (0-3) \$11 to recruit



Buckaroos traditionally hail from Oregon, Nevada or, more generally, the Great Basin region. They dress a little slicker, live a little faster and shoot a little fancier than other cowboys.

S	F	St	G	A	W	P
4+	3	3	3	1	1	3

COWPOKES \$9 to recruit



Every Trail Boss knows that the success or failure of a cattle drive rests on the reliability of the seasoned cowboys and cowgirls. Cowpokes are old hands – they've seen it all and done it all, and form the mainstay of any drive.

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

WRANGLERS (0-2) \$22 to recruit



No one is better with a rope than a wrangler. Spending more time in the saddle than out of it, their job is to rope loose steers and horses and keep the herd in check. They handle the additional horses on the cattle drive, and often ride point to direct the herd.

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

Special Rules:

Mounted Fighter: Wranglers always have a horse. This is factored into their starting cost.

Rope Expert: When using a lasso, a Wrangler always hits on the dice score of 3+, regardless of his Shootin' value.

HEROES EQUIPMENT

Hand Weapon	\$2
Sixgun	\$5
Heavy Pistol	\$12
Repeating Rifle	\$16
Shotgun	\$12
Lasso	\$10
Horse	\$16

HENCHMEN EQUIPMENT

Hand Weapon	\$2
Sixgun	\$5
Shotgun	\$13
Rifle	\$16
Repeating Rifle	\$12
Lasso	\$8 (\$6 for Wranglers)
Horse	\$12



LAWMEN

In the frontier towns of the Old West, thieves, bandits and murderers are plentiful. Standing between them and the ordinary citizen are extraordinary men – peace officers who have answered the call for justice, and who keep chaos and anarchy at bay.

Choice of Fighters

A Lawmen Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 12. The number allowed of each type of fighter is displayed on their profile – the exceptions are Upstanding Citizens, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Lawmen are Shootin', Savvy and Movin'.

Heroes

SHERIFF (1) \$28 to recruit



The town Sheriff (sometimes called Marshal) is often a reluctant crime-fighter, drawn into his occupation by the lure of a steady wage. Such a high-risk profession makes Sheriff's tough, with nerves of steel. Those that make it to retirement age are respected individuals indeed.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	2	4	1	2

DEPUTIES (0-2) \$18 to recruit



Drawn into law enforcement by loyalty to the Sheriff, blood ties or just the need for a salary, Deputies form the mainstay of the law enforcement office. Their duties are just as dangerous as those of the Sheriff, and although they often begin their careers young and naïve, they learn to wise up very quickly.

S	F	St	G	A	W	P	FA	FT
4+	3	3	3	1	1	3	0	1

Special Rules:

Leader: The Sheriff may take a Pluck test on behalf of any friendly model within 6". If a Head for the Hills test is called for, the Sheriff's Pluck must be tested even if his Pluck value is not the highest in the Posse.

Starting Experience:

The Sheriff begins with 8 Experience Points.

Special Rules:

Loyal: Deputies are unswervingly faithful to the Sheriff they serve. As long as the Sheriff is on the board, all Deputies automatically pass any Pluck test they are required to take, except Dive for Cover tests. If the Sheriff is killed or leaves the board, then the Deputies revert back to the regular rules for Pluck.



Henchmen

UPSTANDING CITIZENS \$6 to recruit

Although town Sheriffs had a small staff to handle trouble, sometimes it was simply not enough. In times of need ordinary citizens could be sworn in temporarily to lend a hand – and a gun – to the peacekeepers. These could be shopkeepers, barmen – even the town mayor!

S	F	St	G	A	W	P
5+	2	3	3	1	1	2

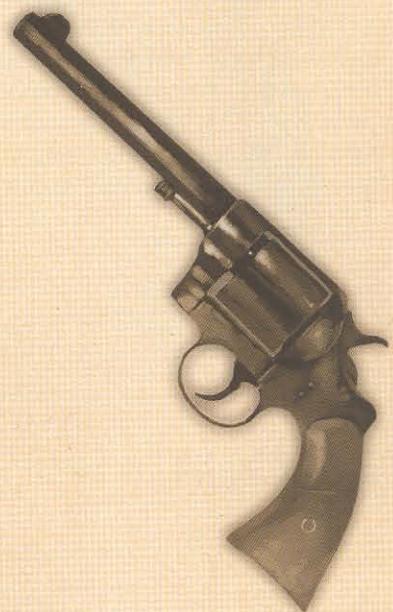
VIGILANTES (0-5) \$11 to recruit

Although peace officers and lynch mobs often find themselves on opposite sides of the law, desperate times call for desperate measures. Sometimes a frenzied mob of rowdies – sworn in or not – can prove to be highly effective in hunting down dangerous outlaw bands.

S	F	St	G	A	W	P
4+	3	3	3	1	1	2

Special Rules:**Safety in Numbers:**

Upstanding Citizens add 1 point to their Pluck value for every other Citizen within 3".

**HEROES EQUIPMENT**

Hand Weapon	\$2
Sixgun	\$6
Heavy Pistol	\$12
Repeating Rifle	\$16
Shotgun	\$13
LeMat Revolver	\$16
Horse	\$15

HENCHMEN EQUIPMENT

Hand Weapon	\$2
Saturday-night Special	\$4
Sixgun	\$6
Shotgun	\$13
Sawed-off Shotgun	\$16
Rifle	\$14
Horse	\$15



OUTLAWS

Driven to a life of crime through poverty, bad choice of friends or just a plain mean streak, Outlaws can be bank robbers, rabble-rousers or, even worse, horse thieves. Always on the run from the hangman's noose, they court danger for blood and glory.

Choice of Fighters

An Outlaw Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 15. The number allowed of each type of fighter is displayed on their profile – the exceptions are Rowdies, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Outlaws are Brawlin', Shootin' and Savvy.

Special Rule:

Life is Cheap: Outlaws are lawless, desperate men. Unlike other fighters, members of an Outlaw Posse (including any Hired Guns who are currently in their employ) may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats, as described on page 25.

Heroes

DESPERADO (1) \$30 to recruit



Desperadoes usually gain their status by being the meanest, toughest, most ruthless hombre in an Outlaw gang, with the biggest price on his head. Usually the man with the plan, the other gang members respect and fear him, because he is as untrustworthy as he is deadly.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	2	3	2	1

KIDS (0-3) \$16 to recruit

Young recruits to the outlaw gang are accepted with open arms. Runaways eager to make their name are easily led astray, and try to earn respect by zealously following the boss's orders.



S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	3	1	0

Special Rules:

Leader: The Desperado may take a Pluck test on behalf of any friendly model within 6". If a Head for the Hills test is called for, the Desperado's Pluck must be tested even if his Pluck value is not the highest in the Posse.

Starting Experience:

The Desperado begins with 8 Experience Points.



Henchmen

ROWDIES \$8 to recruit



Often former cowboys or wild youngsters, Rowdies love nothing better than to drink some hard liquor, ride into town and shoot the place up a little in the name of fun!

S	F	St	G	A	W	P
5+	3	3	3	1	1	3



TOUGHS (0-5) \$10 to recruit



Strong and dependable, the heavy hitters and most experienced henchmen in an Outlaw gang are the Toughs. Cold killers to a man, they let nothing stand between them and the loot.

S	F	St	G	A	W	P
5+	3	3	4	1	1	3

HEROES EQUIPMENT

Hand Weapon	\$2
Sixgun	\$5
Heavy Pistol	\$12
Repeating Rifle	\$16
Shotgun	\$15
Sawed-off Shotgun	\$13
Horse	\$15

HENCHMEN EQUIPMENT

Hand Weapon	\$2
Sixgun	\$6
Heavy Pistol	\$12
Shotgun	\$13
Sawed-off Shotgun	\$16
Rifle	\$14
Horse	\$15



HEROES ROSTER SHEET

POSSE NAME: LONESOME DROVERS

POSSE TYPE: COWBOYS

STASH:

\$3

INFAMY RATING:

No. Models: 10
Total Experience: 8
Total 58

NOTES, STORED EQUIPMENT:

NAME: 'DUKE' CARSON

TYPE: TRAIL BOSS

EQUIPMENT:

HEAVY PISTOL

SKILLS & INJURIES:

LEADER

S	F	St	G	A	W	P
4+	4	3	4	1	2	4

FAME:

1

EXPERIENCE:



FORTUNE:

1

= Advance

NAME: L'L BILL LANGLEY

TYPE: GREENHORN

EQUIPMENT:

REPEATING RIFLE

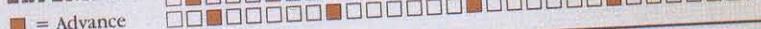
SKILLS & INJURIES:

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

FAME:

1

EXPERIENCE:



FORTUNE:

1

= Advance

NAME: ZACH CLINTOCK

TYPE: GREENHORN

EQUIPMENT:

SKILLS & INJURIES:

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

FAME:

1

EXPERIENCE:

= Advance

FORTUNE:

1

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Dear Ma on Pa,
Huck got laid off from the cattle drive too,
so we've been lookin' for work in Atilece these
last few weeks. Things were gettin' pretty bad, but
it looks like lucks changin'. Huck met this
fella called Henry Castle, who's settin' filks on.
Says we've got a job to do this comin' sunday.
I sure hate missin' church, but Mr. Castle says
it won't take long, an' it's easy money.
Streets are quiet. Huck says its easy money.
Hope you are both well. Reckon I'll be able
to send some makin' home in time for Sally Anis
birthday. Wish me luck.

Forever yours,
Zachary

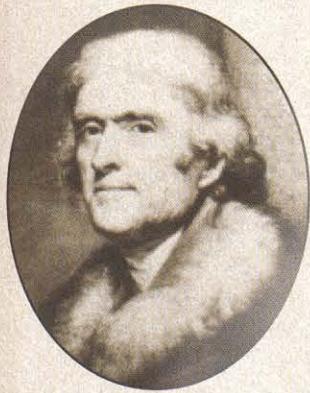
The Old West Chronicle

WEDNESDAY OCTOBER 26, 1881.

IN LEGENDS OF THE OLD WEST, YOU TAKE CONTROL OF HEROES AND VILLAINS WHO FIGHT AGAINST ONE OF THE RICHEST HISTORICAL BACKDROPS POSSIBLE. HERE WE PRESENT THE INSPIRATION BEHIND LEGENDS OF THE OLD WEST – NOT THE ROMANTICISED VERSION OF HOLLYWOOD, BUT THE REAL, BLOOD AND GUTS HISTORY OF AMERICA.

FOUNDING THE OLD WEST

The history of the Old West – by which we most commonly mean the expanse of American frontier west of the Mississippi – began in 1803, when Thomas Jefferson brought about the purchase of the (mostly unexplored) French territory of Louisiana for around 15 million dollars.



Before this time, America was a small republic, but the Louisiana Purchase, as it came to be known, more than doubled America's size. In the following year, Jefferson appointed Captain Meriwether Lewis – his personal secretary and a proven soldier – to lead an expedition into



*“Go West, young man
and grow up with the
country.”* - Horace Greeley

Louisiana to determine its true potential. Lewis appointed as his second in command one William Clark, the younger brother of a noted frontiersman – and the 33-man expedition set out to make history.

Along the 8,000 mile journey, the Lewis–Clark expedition formed friendships with more than fifty Native American tribes they met along the way, learning of their customs and cementing peaceful relationships in the name of Thomas Jefferson. Eventually, the expedition reached the Missouri, crossed the Rocky Mountains, and ended at the Pacific. The return journey commenced in March 1806, where a minor altercation with the Blackfeet tribe led to later enmity, but was also noted as the only real incident in an otherwise successful mission. Indeed, after more than two years in the wilderness and at a cost of nearly \$40,000, the Lewis–Clark expedition had been the

most significant expedition ever mounted in America, and bringing home samples of previously unknown flora and fauna, a wealth of journals and documentation of geographical importance. As a reward, Captain Lewis was made governor of Louisiana, while Clark was later made governor of the Missouri territory.

In the years to follow (and, in some cases, even during the Lewis–Clark expedition), even more expeditions struck out into uncharted lands. The flow of eager explorers and opportunistic homesteaders began as a trickle and ended as a flood, exemplified in 1822, when William Becknell blazed a trail to Santa Fe to open trade routes for the newly-established fur industry. In the same year, William Henry Ashley established the Rocky Mountain Fur Company, and commissioned an advertisement in the St. Louis press for employees. The men who answered the call (among them a young Jim Bridger who would later become the most famous of the Mountain Men), helped to tame the frontier, and settlers to the West were quick to follow.

SETTLING THE WEST

IN 1840, THE VAST TRACTS OF LAND WEST OF TEXAS BETWEEN THE SOUTHERN ROCKIES AND THE PACIFIC WERE OWNED BY MEXICO, AND POPULATED LARGELY BY NATIVE AMERICAN TRIBES.

In 1832, the first wagon trains (led by Capt. Benjamin de Bonneville and Nathaniel Wyeth, respectively) finally managed to cut across the Great Plains and reach the Oregon territory. Later, in 1843, the Oregon Trail opened up a mass exodus of emigrants from Texas and the southern territories.

Earlier, in the late 1820s and early 1830s, the American settlers began to push into other territories, travelling not only to Oregon, but also to Texas and parts of Mexico. General Santa Anna of Mexico led a campaign to stop the rapid expansion into Mexican territory, coming to a head at the infamous battle of the Alamo. (This momentous period in the history of both Mexico and the United States will

be dealt with more fully in a forthcoming volume).

By 1844, settlers had begun blazing the more dangerous trail to California, resulting in a short but bloody war against Mexico. Mexico lost and ceded the territory to the United States, along with New Mexico, and finally recognised the state of Texas. Soon after, gold was found in the hills of California and, by 1849, a reported 40,000 prospectors had headed west to stake their claim. Throughout the harsh frontier, white settlers tried to make a living for themselves, but their lives were fraught with danger.

As the presence of the white settlers became more noticeable, the Native Americans took more of an interest in them. At first, the Indians left the white men alone, because they had long since had good relations with the mountain men and trailblazers who had gone before. However, the greed of the fur companies led to broken agreements, which in turn led to resentment, and finally to fighting. As early as 1830, President Andrew Jackson implemented plans to 'relocate' several Indian tribes. In 1838 one of these tribes, the Cherokee, was rounded up and forced to take the

long march to their new 'Indian Territory' during a bitter winter. The 'trail of tears' ended in innumerable losses for the tribe. These territories in turn were eroded, as gold was found in the hills, or the settlers expanded ever more. As a result, the 'Indian problem' became a full-scale war for the Great Plains. However, in 1861, the people of the United States had more on their hands than the Native Americans. They now had to contend with each other, as one of the bloodiest and most tragic conflicts in the history of America, the Civil War, began in earnest, pitting brother against brother.



CIVIL WAR

The American civil war began when the anti-slavery Republican candidate, Abraham Lincoln, was elected president of the United States. Many southern states refused to accept his legislation, which they perceived as a threat to their way of living, and seceded from the Union, forming the Confederate States of America. After electing their own president, the Confederacy was tragically and unavoidably bound for war against the Union.

In four long, bloody years, battles raged across America. No city seemed safe from the toils of war, and over 600,000 Americans lost their lives. The end came for the Confederacy when, in April 1865, General Robert E. Lee surrendered his army to the forces of Ulysses S. Grant. The remainder of the Confederate forces shortly followed suit. Lincoln, realising the end of the war was nigh, had scant few days to celebrate his dream of a unified America before being assassinated by John Wilkes Booth.



THE PLAINS WARS

After the civil war had ended, and America slowly began to recover, the white men were united not just by the prospect of prosperity, but by the prospect of war against a common foe. The Native American Indians once again became the prime focus of the United States' expansionist ambitions. Buffalo hunters redoubled their efforts in a bid to destroy the Indian food sources, while the US Cavalry launched a massive campaign to 'tame' the Indian uprisings across the plains.

The Indian wars were ignited before the end of the civil war, when John Milton Chivington led a unit of cavalrymen in a dawn raid against an ill-defended Cheyenne settlement. The resulting atrocity, later to be named the Sand Creek Massacre, led the Cheyenne to unite with the Sioux and wage the biggest war the Indian nations had ever seen. Many conflicts ensued, including the battle for the Little Bighorn, and these will be covered in the second book in this series, Frontier.



THE WHEELS OF PROGRESS

On May 10th 1869, at Promontory Point, near the Great Salt Lake, the final, golden spike was driven into the track to complete the Union Pacific Railroad, effectively joining the east and west coasts of America. While the railroads were under construction, the small army of labourers used buffalo hunters to provide them with food, killing the animals in their millions. By 1870, the buffalo were almost extinct, and the situation of the Native Americans was, as a direct result, dire. Railroad workers

were not all valued members of society, however. In 1870 The Union Pacific began to hire Chinese labourers, paying them considerably less than white labourers for the same work. This led to animosity between workers, as white labourers accused the immigrants of competing unfairly for jobs. Ultimately, segregation and ill treatment of Chinese workers would lead to rioting in some towns and widespread resentment.

The railroad also meant progress for the biggest banking and overland transport company in the Old West – Wells, Fargo & Company. In 1869, Wells, Fargo took to using the railroad as a safer method of transporting large sums of money than the traditional stagecoach runs. Although this never deterred robbers quite as much as expected, Wells, Fargo's armoured rail cars made the theft of their money and goods much trickier and less frequent.

The railroads also signalled opportunity for many adventurers, sodbusters and poor migrants, who used the trains to reach far afield places such as Nebraska, Wyoming and California. There they would seek their fortune prospecting and mining for gold and silver, and inadvertently running into trouble as they went, from angry Indians and treacherous claim-jumpers.



CATTLE TOWNS

As the railroads spread, small 'railhead' towns sprung up around the tracks. At first these were temporary towns, set up only to sustain the railroad workers. Some of these towns, however, attracted so many people that they became small communities in their own right. Soon, Texas cattlemen, who had suffered during the years after the civil war, began to make their way to these towns with their cows, determined to send them by rail to more profitable markets. The towns began to grow, and became

known as cow-towns.

Abilene was probably the first cow-town – a riotous den of iniquity that attracted rowdy cowboys, gamblers and ladies of ill-repute in abundance. Like most of the cow-towns to follow, Abilene was divided by the railroad – the decent citizens lived one side of the tracks, while the gambling houses, brothels, saloons and even opium houses set up on the other. Cow-towns seemed to sprout up on the plains and then fall again, as the cattle drovers moved on to newer, more conveniently-located towns. Soon after Abilene, there would come other notorious towns – Wichita, Ogallala, Cheyenne and Dodge City among them. As mentioned earlier, cow-towns were made on the backs of cattle drives and the cowboys who drove them.

At the end of a long drive, of maybe hundreds of miles, the trail drivers were ready to let loose and live a little. The cowboys would gallop into town, firing their guns into the air, driving the cattle straight down the main street. Their first action would be to take a bath and buy some fancy duds with their earnings, then go out into the town for a night of raucous fun. At their busiest, the cow-towns were heaving with cowboys, and the saloons, gambling houses and brothels were full to capacity. With this many rival cowboys and so much liquor flowing, fights were almost unavoidable. Some arguments would end quickly, but many – especially in those early days – would end in tragedy. Cow-towns became notorious throughout the west, earning the nickname 'hell-towns'.

At the time, the law was disorganised, and most decent people banded together to hire a town Sheriff or Marshal, who was really just a gunfighter who would keep the peace through brute force and menace. This is how people such as Wyatt Earp and Wild Bill Hickock began their careers as peace officers. Indeed, the legend of Wild Bill may have begun before his

*"There is no law,
no restraint in this
seething cauldron of
vice and depravity."*

- *The New York Tribune* describing Abilene.

time in Abilene, but was certainly strengthened by it.

The riotous life of gunfighters, cowboys, charlatans, ladies of the night and gamblers took its toll on the good people of Abilene. Eventually, deciding that enough was enough, the town council introduced a little law and order. Their first action was to prohibit firearms being carried within town limits, and then to build a jail in which to confine offenders. The cowboys, however, had other ideas. The signs were torn down, the jail destroyed, and the situation got even worse. At this point, the council turned to a lawman to solve their problems; a tough former teamster and sheriff from Wyoming, named 'Bear river' Tom Smith. In his short term of office, Tom Smith drastically reduced crime in Abilene, without taking a single life in the process. His life ended harshly when, acting on behalf of the county Sheriff who had taken ill, he travelled ten miles out of Abilene to arrest suspected murderer Andrew McConnell. In the ensuing fracas, Smith was knocked unconscious by another man and killed with an axe. None of Smith's replacements were as tough, well-liked, nor as effective as 'Bear River' himself had been. The crime rate in Abilene began to increase once again, and the people became afraid of what was to come. In their panic, they turned to one man who would be sure to reduce crime by the simple virtue of his reputation - James Butler Hickock, prince of pistoliers.

'WILD BILL' HICKOCK



Born in 1837 in Illinois, James Hickock grew to be a US army scout, constable, gambler and, eventually, town Marshal of Abilene. His life is a colourful tale, made more so by the blurring of fact and fiction by journalist (and future biographer) George Ward Nichols, who printed many tall tales about Wild Bill which were widely believed. Hickock had no qualms about letting these stories go - it almost seemed as though he craved admiration and infamy. However, just because his reputation was aided by exaggeration does not mean that it was not deserved. Hickock was a deadly gunfighter and was noted for at least one act of extreme bravery during his time in the army. He is also believed to have shot and killed more than thirty men.

During his time as Marshal of Abilene, he divided his time between stalking down the centre of the main street, watching everyone with a steely gaze, and gambling in The Alamo saloon. He cut a fine figure in Abilene - tall, graceful and well dressed, he carried a pair of ivory-handled pistols with which he was highly skilled. No one wanted to tangle with Wild Bill, so those with any sense stayed out of trouble.

His stint as Marshal lasted less than a year. On the 5th October 1871, he split up a drunken brawl outside his

favourite saloon with hail of bullets. One man - later identified as special policeman Mike Williams - was shot by Hickock in the crossfire. Wild Bill swiftly fell out of favour with the town council for his methods, and was dismissed at the end of the cattle season, when most of the cowboys had moved on. Hickock kept travelling until, in 1876 he moved to Deadwood, South Dakota, with his new wife Agnes. There he was shot in the back of the head while playing poker by Jack McCall, a saddle-tramp who had fallen foul of Hickock some time earlier. Hickock's hand consisted of black aces, black eights and the jack of diamonds - now known as the 'dead man's hand'.



DODGE CITY

Like Abilene and Wichita before it, Dodge City started out as a small railhead town, which by 1873 had a population of about a thousand, mostly buffalo hunters and their associates. Between 1875 and 1877, however, Dodge became a major destination for cattle drivers, and the cowboys swarmed to it. Like Abilene, the town was split in two by the Santa Fe rail tracks, with a huge expanse of vice and revelry on one side, and a half-respectable town on the other. There was no law south of the tracks, and it quickly became the most infamous of all the hell-towns, with many unfortunate victims of its excesses being sent to 'Boot Hill', the city graveyard.

*"All they raise
around Dodge City
is cattle and hell."*

- *Anon*



"Dodge City is a wicked little town. Indeed, its character is so clearly and egregiously bad that one might conclude... that it was marked for special Providential punishment."

- A letter to the Washington D.C. Evening Star, 1878.

When the law did come to Dodge, it came with a vengeance. The names of Wyatt Earp and his brothers James, Virgil and Morgan were made there, along with their friends Bat, Jim and Ed Masterson. Ed, who became town Marshal in 1877, tragically lost his life in April 1878 while trying to disarm a group of cowboys. The two who were responsible for the killing – Alf Walker and Jack Wagner – were also killed in the fracas. Ed Masterson was a popular man, but was considered by many to be too amiable for the job, despite being an accomplished gunfighter in his own right.

There were innumerable other gunfights and set-to's in Dodge City, including the one in which Doc Holliday saved Wyatt Earp's life, starting a long-lasting friendship between those unlikely allies. Despite a succession of infamous lawmen and resident gunfighters, several large-scale fires, and plenty of death and destruction, Dodge City thrived until its main industry was threatened – the longhorn cattle drives.



THE END OF THE TRAIL

The beginning of the end of the cattle drives is thought to be around 1862, when the Homestead Act was passed. By virtue of this bill, citizens from back east could pay a nominal fee and stake a claim on a substantial acreage of land

in the untamed frontier. A few poor settlers braved the odds and suffered greatly in the early years, but changing conditions led to a virtual deluge of families into the west, all of whom began to till the fields, breed domestic cattle and surround their land with barbed wire. By the late 1880s the fate of the longhorns and with it, the cowboys and hell-towns was sealed. The business switched to private landowners and ranchers – settlers who had struck it lucky and cowboys who had sensed where the future of their livelihood lay.

The settlers – sometimes called 'sodbusters', were not without troubles of their own. Claim jumpers and wire-cutters were rife in the early days, and the homesteaders had to fight to hang on to their land.



THE TAYLOR-SUTTON FEUD

Feuds over land claims became an all-too-common occurrence, particularly in Texas, where cattle barons had begun to rule the roost. These landowners were fiercely protective of their livestock and land, and would go to great lengths to prevent sodbusters from intruding upon it. When the homesteaders fought back, the resulting feud often dragged on for some time, and these long-standing

vendettas were often referred to as 'wars'.

The Taylor-Sutton feud was the most long-standing and bloodiest of these wars, and began in the aftermath of the civil war. The 'reconstruction' of the former Confederate states was proving a bitter pill for many to swallow. The Union had placed state police in charge of upholding the law in Texas, and 'carpetbaggers' – political turncoats – in positions of power in many town councils. The Sutton family included members of the state police, while the Taylors were perceived to be a more disreputable clan. No-one really knows how the trouble started between the two families. Some say that Buck and Hays Taylor had murdered two black soldiers (in separate incidents), and more killings soon followed. A posse was formed to take care of the troublesome Taylors, which killed over twenty members of the family and their friends, and arrested at least ten others. Bill Sutton was widely thought to be the leader of that posse. In 1872, Pitkin Taylor, the head of the clan, was lured from his home and shot by Sutton sympathisers. The remaining men of the Taylor clan vowed to claim revenge. Several attempts were made to kill Bill Sutton, but all failed. Then the Taylors found themselves a deadly ally indeed – John Wesley Hardin. The feud accelerated. Bill Sutton attempted to leave the county in the hope that some peace could be restored, but he was caught and killed in front of his pregnant wife as he did so. The entire county of DeWitt became embroiled in a war. Every killing was avenged in a vicious circle that was to last many years. In the end, it was the Texas Rangers – the 'final solution' of the old west – that restored order in the county in 1876.



JOHN WESLEY HARDIN

It is said that Wes Hardin killed more men than any other shootist of his day. He was a stone cold killer who claimed his first life at the age of fifteen, when he shot and killed a former slave. From here, he killed two soldiers who came after him for the crime. He joined up with his cousin (and Ku Klux Klan member) Simp Dixon and took part in yet more killings. His flight across Texas took him up the Chisholm Trail as a cowboy, to Abilene. There he met Wild Bill Hickock and struck up a strange friendship with the prince of pistoliers. Hickock allegedly warned Wes that if he killed anyone in Abilene, then he would have to shoot him. Sure enough, Hardin got into trouble and shot an innocent man, and is reported to have fled the town and never looked back when he heard that Wild Bill was headed straight for him!

Hardin headed back to Texas, where he immediately killed two policemen who were sent to arrest him. Although many of the shootings he was a part of in the interim are hearsay, it is likely that he had killed more than a dozen men by the age of eighteen – and he claimed to have killed twenty-seven!

He married and had children while remaining largely absent from his young wife. The killings mounted up, and he also turned to cattle theft and became embroiled in the Taylor-Sutton feud to compound his crimes. His bloody career ended when he was incarcerated in 1878, only to be pardoned in 1894. He tried to start his own law practice and go straight, but trouble followed him. In 1895 he was shot three times and killed by Constable John Selman, who some say was bought off by enemies of Hardin.

Despite the sheer volume of men whose deaths Hardin caused, he never achieved the fame that other gunfighters did, possibly due to the

dark side and callousness of his tale. His life is almost a mirror to that of another young man – a legend of the west, born out of a similar feud. His name was William H. Bonney, also known as Billy the Kid.



THE LINCOLN COUNTY WAR

The story of Billy the Kid begins with another ‘county war’, in Lincoln County, New Mexico. The saga began with the cattle baron John Simpson Chisum, the ‘king of the Pecos’. Chisum owned one of the largest acreages of arable land in the state, stretching to the borders of Mexico. However, in the 1870s many homesteaders began to lay claims to land adjacent to Chisum’s, and even began to steal from his herd. Chisum managed to keep control of his property, but the homesteaders found themselves an ally in the local merchant boss, L. G. Murphy. Murphy and his associates had gained a monopoly on the economy of Lincoln County through – Chisum believed – dishonest means, and they ruled by the gun. In 1877, their control over the county was threatened by attorney Alexander McSween, and English entrepreneur John Tunstall. Chisum supported Tunstall’s plans to open his own general store and ranch, and provided employees known as Regulators to help. Battles raged between the Murphy and Tunstall factions in the courtrooms and through gunfights. Many outlaws and cowboys from surrounding states got embroiled in the trouble, and the Lincoln County War began.

In February 1878, the local Sheriff William Brady – in the employ of Murphy – sent a posse to apprehend John Tunstall and confiscate his

property. After disarming the Englishman, some members of the posse with a grudge against Tunstall shot him dead. Brady then refused to recognise the warrants served by McSween for the arrest of the killers, and arrested the men sent to serve those warrants. Among them was a young man named William Bonney, who had been a close friend to Tunstall. Brady had no idea of the carnage that his actions were about to unleash.



BILLY THE KID



Billy’s real name is widely believed to be Henry McCarty, who lived in Wichita as a child before the untimely death of his mother. Henry became a delinquent and was soon in trouble with the law. He was jailed in Silver City, but managed to escape and took up horse theft in Arizona for a spell. Soon afterwards he would claim his first confirmed kill – a man named Frank Cahill, who allegedly insulted The Kid’s mother, and was duly stabbed to death in return! In 1877 he signed up as a cowboy on John Chisum’s jingle-bob ranch, where he proved instrumental in a series of bloody skirmishes against Chisum’s rivals. After the death of John Tunstall, Billy, as he had decided to call himself, swore an oath to slay all those involved

in the Englishman's killing. That oath was honoured, as a number of key members of the Murphy faction were murdered by Bonney's outlawed Regulators. Among those Billy killed was Sheriff Brady and his deputies.

The end of the Lincoln County war came with the murder of Alexander McSween. The Kid barely escaped with his life, and became a homeless outlaw, rustling and murdering, and all the while hoping for amnesty. He almost gained his wish, as Governor Lew Wallace (author of the popular novel, Ben Hur) seemed to take a personal interest in The Kid's sorry story. Wallace, however, never kept his word and, in 1880, Pat Garrett was elected Sheriff of Lincoln County, and his sole mission was to hunt down William H. Bonney.

*"Most of those
he did kill deserved
what they got."* -Anon

Just before Christmas in the same year, Garrett captured The Kid. At the resultant trial, Billy was sentenced to hang. However, fifteen days before the hanging was due, Billy escaped, killing the deputies who guarded him. Reports from the time claimed that The Kid, in characteristic style, had stopped to chat with the gathering crowd, before stealing a horse and meandering out of town, singing. These reports were quickly played down by Garrett and the local authorities. Those deputies would prove to be Billy's last victims (making a total of twenty-one known kills). Garrett took up the chase again, determined not to let The Kid escape again. Tracking Billy to Fort Sumner, he lay in wait in The Kid's darkened bedroom on July 14th 1881, and shot him before he could draw his gun. The legend of Billy the Kid, however, could not be silenced so easily, and his name passed into folklore and infamy.

THE OUTLAWS

The 'badmen' of the Old West were not always born out of feuds and wars. Some preyed on saloons and gambling houses, while others still preferred to ambush stagecoaches and trains, and hold up banks. Men such as Black Bart, the 'Po8' – who held up stagecoaches and left his terrible poetry at the scene – made a dishonest living without any unnecessary killing, and countless others preferred robbery and life on the trail to bloody murder. However, there was one notorious gang founded by veterans of the civil war, whose names would become legend. They were the James gang.

Jesse and Frank James were born in Clay County, Missouri. Their father, an itinerant preacher, died seeking his fortune in a mining camp when the boys were young, leaving his family with no income and increasing debts. Eventually their mother, Zerelda, remarried and had five more children. When the civil war broke out, Frank (or Alexander Franklin, as he was Christened) joined the ranks of Quantrill's Raiders, a guerrilla fighting force of increasing infamy and untold ruthlessness. Their knowledge of the country and fierce fighting skills led to them tallying up an impressive body-

count of Union soldiers, as well as capturing weapons and plundering payrolls. A year later, Jesse briefly joined Quantrill's ranks, eager to follow in Frank's footsteps, but his career was cut short when he was shot in the chest while trying to steal a saddle from a farmer. The following September, however, his wounds were healed and he rode out again, this time under the command of 'Bloody' Bill Anderson – Quantrill's second in command – while Frank remained with William Quantrill. Jesse was present during several robberies and executions of Union soldiers, and allegedly handled himself well in larger engagements. Such was Bill Anderson's dire reputation that, when he was finally captured, he was killed, photographed and then decapitated. His head was mounted on a telegraph pole and his body was dragged behind a horse through the streets of Richmond!

In May 1865, Jesse and some of the remaining guerrillas attempted to surrender at Lexington, but got caught up in a skirmish en route with a unit of Wisconsin Cavalry. Jesse was again shot in the chest, suffering a near-fatal wound. He was taken back to the nearest town and took the Oath of Allegiance to the United States of America while lying in his hospital bed.



When he had recovered, the war was over and Missouri was now a part of the Union. Jesse and Frank, whose short time in battle had turned them into hardened skirmishers, had trouble adapting to a lawful way of life. In 1866 the brothers emerged as leaders of an outlaw gang who specialised in robbing banks and stagecoaches. This early step was just the start of a career that would run for nearly fifteen years and yield a total fortune of over \$130,000.

By 1874 Jesse James was a household name. The James-Younger gang made newspaper headlines right across the country. Such was their notoriety that ordinary lawmen were deemed insufficient to capture them. The Pinkerton Detective Agency was called in. Founded by Allan Pinkerton in 1840, the Agency had provided covert intelligence for Abraham Lincoln during the Civil War, and had worked tirelessly since to bring down outlaws. Three detectives were sent. The first, J.W. Whicher, headed straight to Kearney and began blatantly asking questions about the James boys, even going to the family farm in the process. His body was found shortly after with a warning note pinned to it as a message to the rest of the Pinkertons. The Youngers – cousins of the James' – were caught up in encounters with the other detectives. Gunfights ensued and Jim Younger was killed, along with the Pinkertons. The James case became a personal vendetta for Allan Pinkerton, who sent more detectives to kill the gang members. Eventually, in 1875, a raiding party led by Samuel Hardwicke attacked the James family farm. A bomb was thrown through the window, and the resulting explosion tore the arm from Zerelda James, wounded her husband and killed Jesse and Frank's young step-brother. The James brothers themselves were not present. After the events an enquiry was held, and the names of all those involved became public knowledge. One of the men was assassinated by the James brothers, while the others all

fled the County. Jesse went so far as to ride to Chicago and stayed there for several months in an effort to murder Allan Pinkerton himself, but the opportunity never arose.

The James-Younger gang continued its bank robberies, seemingly beyond the law. Their first major failure, however, came in the quiet town of Northfield, Minnesota, where they tried to hold up the First National Bank in September 1876 (see page 77). What was considered to be a routine robbery for the gang turned into an all-out battle for survival, as they faced resistance from the upstanding townspeople. Outlaws Clell Miller and Bill Chadwell were killed, while several others, including Frank James and Bob Younger, were wounded. Deciding to split up to avoid the pursuing posse, Jesse and Frank went one way while the rest went another. The James brothers made the correct choice, as the others were caught in a shoot-out and were either killed or imprisoned. That was the end of the road as far as Frank was concerned. Jesse gave up the outlaw life too, for a while, but eventually formed a new gang. That decision proved to be his undoing, as two of the gang members – Bob and Charlie Ford – had cut a deal with the local Sheriff's office and, when the opportunity presented itself, shot Jesse in the back. This was the final straw for Frank James, who surrendered and ultimately lived a long life, finally passing away in 1915. The story of Jesse James is an enduring one, and the legacy he left behind was enough to inspire other gangs to take up the gun and blaze a trail of crime across the prairie and throughout the towns of the West.



LAW AND ORDER

If crime was such a severe problem, then it was the brave lawmen who would ultimately have to tame the west. As with everything in the west, the moral fibre of the lawmen was not always black and white. There were those Marshals who were also practicing outlaws and others – Wyatt Earp among them – who were wanted for serious crimes in several states before settling at a frontier town and swearing in as a peace officer.

At first, lawmen were unofficially appointed by town councils. Eventually, however, reforms and laws were introduced – albeit bit-by-bit – to bring more authority and accountability to the position. Town Sheriffs or Marshals (there was little distinction between the terms) were seen as the lowest level of lawmen. Of course, they had their own team of deputies and assistants, and even had the mandate to depose ordinary citizens if the situation called for it, but they only wielded real power within the limits of their town. As outlaws roamed from town to town it became clear that a wider jurisdiction was in order. The county Sheriffs filled that role, taking their posses in search of outlaws within a much larger region. Occasionally, town and county Sheriffs would fall foul of each other in a conflict of interests, and this could lead to cross-jurisdictional resentment.

Above such petty squabbles were the United States Marshals. These men were appointed by Presidential decree to uphold federal laws (such as robbing the mail stage, deserting from the army, looting federal payrolls, etc). They often held authority across territories or states, and local law enforcement officers were expected to offer their full support if called upon by a US Marshal. These men were rightly feared by outlaws (and some lawmen) and were held almost above the law. Indeed, it is likely that his appointment to Deputy US Marshal

was the event that 'erased' Wyatt Earp's troublesome past.

There was a fourth type of lawman – even more notorious and feared than the US Marshals. They were the Texas Rangers – a quasi-militaristic force that specialised in horsemanship, and who patrolled Texas, Arizona and New Mexico, states that were hard to police and had particular problems with outlaws and rustlers. The Rangers will be discussed in a forthcoming volume.



TOMBSTONE



Without doubt the most (in)famous of all lawmen in the Old West was Wyatt Earp, and the making of his legend was on a cold October day, 1881, in the town of Tombstone, Arizona.

Wyatt had first made his name as a lawman in Wichita, Kansas, and then in Dodge City – a town renowned for its harshness. There he set himself up as a faro dealer, and befriended Doc Holliday and Bat Masterson – a teaming that would prove lifelong. In the years that followed, Wyatt worked various cow towns, holding the badges of policeman, deputy town Marshal, and even deputy US Marshal. Wyatt and his brothers – James and Virgil, arrived in the new frontier town of Tombstone in 1879, determined to make money in a town that was fast becoming known for the surrounding

silver-rich hills. When the Earps arrived the town was mainly populated by miners and claim-stakers, and among such company the Earps made for an impressive sight in their black frock coats, with their finely dressed wives in tow. While searching for their fortune, Virgil became a deputy US Marshal and a deputy town Marshal as a side-line, while Wyatt steered clear of such activities, at least for the time-being. James, who was not known as a fighter, took up saloon-keeping as an occupation. When the local Marshal was killed by a rowdy cowboy, Virgil was promoted and Wyatt – already earning good money as a faro dealer and with shares in games at the Oriental saloon – agreed to be deputised to support his older brother. In 1880, the youngest Earp brother, Morgan, arrived in town. Morgan quickly became a town policeman and occasionally rode shotgun on the local Wells, Fargo stage. They were famously joined shortly afterwards by Wyatt's long-time friend, John 'Doc' Holliday, who was suffering from tuberculosis and a run of bad luck. The Earps were a solid unit, respected around town.

By 1881 the population of Tombstone had grown by several thousand and, despite its rowdy reputation was becoming more cosmopolitan with each passing month. The Earps' joint ventures – as lawmen, gamblers and saloon-owners – saw them with something of an unfair monopoly on keeping order. Their various occupations often crossed paths, and this led to them making several enemies. Those enemies came from the area surrounding Tombstone, which had been inhabited by ranchers and cowboys before the new mining town had begun to fledge. Two families in particular – the Clantons and the McLaurys – were well-known to the Earps as rabble-rousers and suspected rustlers. Although several run-ins between these families and the Earps had been treated lightly and patched up, things took a turn for the

worst when the McLaurys were accused of stealing a pack of mules from a US Cavalry post. As Virgil Earp still held the rank of deputy US Marshal, he was asked to track down the 'federal property' and arrest the thieves. The Earps went to the McLaurys' ranch and caught the brothers red-handed, although later the evidence mysteriously disappeared. It was soon established that the Clantons and the McLaurys were being aided in their nefarious activities by another party – county Sheriff John Behan – who kept his position primarily by winning the votes of the local cowboys. The bad feeling between Behan and the Earps reached fever-pitch when Behan arrested Doc Holliday on charges of stagecoach robbery. Additionally, rumours were spread that the Earps had been behind the whole thing. Only a few months later, Virgil Earp arrested Behan's deputy, Frank Stilwell, on similar charges. After this the first major confrontation occurred between the two factions, as Frank McLaury, aided by Ike Clanton, tried to antagonize Morgan into a fight.

On October 25th 1881, Ike Clanton came into Tombstone looking for trouble. He soon ran into Doc Holliday, and refused to fight the ailing gunfighter, choosing instead to go to a nearby saloon and get blind drunk. Soon, he was making threats about the Earps, and took up his guns and went out into the street. There he was met by Virgil Earp, who had heard the talk, and pistol-whipped Ike, before promptly dragging him to jail. The next day, Ike was taken to the courtrooms. All the Earps were in attendance, and before long Frank McLaury and Billy Claibourne had turned up. Wyatt got into a fracas with McLaury outside the courtroom, which ended in him pistol-whipping the cowboy. Ike Clanton was made to pay a fine, and the cowboys were asked to leave town.



GUNFIGHT AT THE OK CORRAL

The Earps, all armed, knew that the cowboys had not left town and had congregated on Fremont Street, near the OK Corral. A crowd began to gather to see if there would be a fight, and this attracted the attention of Sheriff Behan, who asked the Earps to give him five minutes alone with the cowboys to disarm them. After a while, news reached the Earps that the cowboys were still in town and still armed. Virgil passed a shotgun to Doc Holliday, and the four men set off to meet their enemies.

En route to the OK Corral, Sheriff Behan approached Virgil and tried to persuade him to leave the matter be, Virgil snapped that he was going to disarm Clanton and the cowboys, as it was illegal to carry guns in town. As the lawmen neared, the cowboys moved into a vacant lot near to the corral. The Clantons and McLaurys were there, along with their friend Billy Claibourne. The Earps marched to within a few metres of the cowboys' location, before Virgil asked them to hand over their weapons. Someone went for their gun, and all those

involved drew their six-shooters and went to work. Billy Claibourne managed to escape with the aid of Sheriff Behan, and Ike miraculously fled the scene without a scratch. For the others, a terrible fusillade that was to last a mere minute began. Frank and Tom McLaury, and Billy Clanton were killed. Virgil, Morgan and Doc were all wounded. Wyatt had stood in the

Frank Stilwell. Three days later, Virgil and his wife left Tombstone. As the train pulled into Tucson, Frank Stilwell was waiting in the shadows ready to finish off the job he had started. Unknown to him, however, Wyatt Earp and Doc Holliday were present, and were waiting for just such an occasion. Who killed Stilwell is unknown, but he was found dead the next day, shot to

"For my handling of the situation at Tombstone, I have no regrets. Were it to be done again, I would do it exactly as I did it at the time." —Wyatt Earp

midst of the shooting, coolly choosing his targets, and escaped unscathed.

That was not the end for the Earp–Clanton feud, however. Two months later, Virgil was shot by an unknown assailant, and his left arm was rendered shattered and unusable. In March 1882, Morgan was shot in the back through a saloon window while playing pool. He died in agony of the wound. This time, however, three men were seen running from the scene of the crime – two were identified as Pete Spence, a friend of the Clantons, and

pieces on the rail platform. Wyatt gathered a posse and went after Morgan's other killers. The unidentified man – a Mexican woodcutter – was caught and killed, but Pete Spence managed to elude capture. Soon after, Wyatt heard that Behan had organised a posse to arrest him and Doc – among them a gunfighter by the name of John Ringo – so the two companions rode to New Mexico, outside of Behan's jurisdiction. Although the later deaths of members of that posse were linked to Wyatt, none of the reports were ever substantiated.



THE END

Doc Holliday died of tuberculosis in 1887, in Glenwood Springs Sanatorium. After years of hell-raising, he died a remarkably peaceful death. Wyatt Earp went on to live a long and comparatively fruitful life. When he died in 1929 at the ripe age of 80, it marked not only the end of another legend of the Old West, but also the final death of the wild frontier and the passing of the torch to the modern age.

SCENARIOS

Starting the Game

There are two methods of determining which scenario you play. You can either choose one with your opponent, or roll a dice against one of the following tables to determine it randomly. When rolling in this way, the Posse with the lowest Infamy rating chooses to roll either on their own Scenario table or their opponent's. Once you have decided on a scenario, roll dice to see whether or not fighters with old battle wounds turn up (see page 86).

Next, determine who is the attacker and who is the defender. In a campaign, the Posse with the lowest Infamy Rating chooses whether to attack or defend. In other games, or those in which the Infamy Ratings are equal, the players must roll dice or cut the deck, and the player who scores highest gets to choose. Finally, set up the terrain and deploy the Posses following the rules from your chosen scenario.

All games of Legends of the Old West are based around a scenario. Whether you are hunting outlaws or holding up the noon stage, scenarios provide a reason for playing and an objective to win.

LAWMAN TABLE

D6	Scenario
1	Jailbreak
2	Bar-room Brawl
3	High Noon
4	Vendetta
5	Hang 'Em High
6	Jailbreak

COWBOY TABLE

D6	Scenario
1	Open Range
2	Bar-room Brawl
3	High Noon
4	Vendetta
5	Hang 'Em High
6	Open Range

OUTLAW TABLE

D6	Scenario
1	Bank Robbery
2	Bar-room Brawl
3	High Noon
4	Vendetta
5	Open Range
6	Stagecoach



Participants

Each scenario is designed for two opposing Posse's to battle it out. Usually these will be Posse's of different types but, during a campaign, it is perfectly reasonable for Posse's of the same type to fight it out. Historically, town and county lawmen often ran afoul of each other – in fact, a wanted felon in one state could be a sheriff in another!

Scenario Format

Each of the six scenarios on the following pages follows the same format. For convenience, a scenario is broken down into a number of sections: Description, Gaming Area, Starting Positions, The Drop, Winning the Game, Experience and Loot.



- The Description outlines the narrative of the scenario – why are the Posse's fighting? What's going on? Setting the scene really helps to enhance the atmosphere of your games.
- The Gaming Area section explains how to set up the table for the encounter using whatever scenery is required. This section is accompanied by a map of the board.
- Starting Positions describes where models are placed at the start of the game.
- The Drop describes which Posse goes first, the attacker or the defender.
- Winning the Game outlines the objectives that must be reached in order for a Posse to win the game. Each scenario has unique objectives and individual challenges.
- The Experience section lists how many Experience Points are gained by your fighters for achieving objectives and winning the scenario.
- Finally, the Loot section details how much additional income is earned for winning the encounter.

Special Scenario Rules

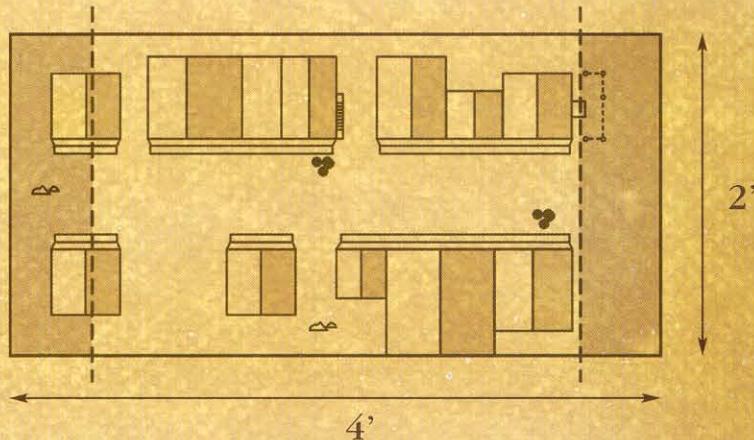
Some scenarios have their own special rules, which are often exceptions to those presented in the main rules section of this book. These are clearly listed in the scenario entry.

Historical Notes

Some of the scenarios are based on actual, historical events. Where this is the case, a note is added to explain the historical information and the actual participants. If you like, you can play the scenario with the participants listed, chosen from the Legends of the Old West section, later. It is best not to re-fight historical encounters as part of a campaign, as these legendary figures will not make balanced Posse's.

HIGH NOON

There are strangers in town, and they mean business! Here, one Posse has entered the territory of another with the intention of running them out of town. The Posses square off at high noon in a fight to the death.



The Gaming Area

The game is played on a 4' by 2' board, using buildings to form a main street (between 6-8" wide) running lengthways down the centre. Be sure to allow a few alleyways so that opportunistic players can position models around the back of buildings.

Starting Positions

The Posses deploy at opposite ends of the board, within 6" of the short table edges.

The Drop

Roll a dice (or cut the cards) to decide who gets the drop in the first turn. In the case of a tie, the Posse with the lowest Infamy rating goes first.

Winning the Game

The game ends when one Posse has either failed its Head for the Hills test or has been wiped out. The side that flees or is wiped out first loses.

Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

The winning Posse may roll an extra 2D6 for income (see Income and Trading, later).

Designer's Note

The stand-off between two rival gunfighters is one of the archetypal, enduring images of the Old West. To recreate this in your games, you can adapt the above scenario – just for fun.

Duel!

Try taking two opposing Heroes or Hired Guns, and starting them in the centre of the board, about 8" apart. In the first turn, they are the only two models on the board. They are not allowed to act until either a friendly model moves to within 6" of them (see below), or one of them dies.

In each turn after the first, players roll a dice for every model in their Posse who has yet to take part in the game. On the roll of a 4+ they enter play from their own table edge. On any other roll they stay off the tabletop and must try again next turn. The game proceeds as normal, using these special rules. The two Heroes who began the game gain an extra Experience point if they survive.

BAR-ROOM BRAWL

Two rival Posses have descended on the local saloon for a night of revelry and gambling. Things quickly turn ugly, as people are accused of cheating at poker, mistreating the ladies, insulting regulars, and many other miscellaneous crimes.

The Gaming Area

The game is played on a 2' by 2' board, with a saloon covering about 18" by 18", positioned in one corner. The saloon can either be a detailed model, or a simple floor-plan. In either case, you will need some movable pieces of furniture of the appropriate scale (about 6 tables and 5-10 chairs). The bar itself (measuring approximately 6" by 1") is essential. A balcony and stairway is characterful, but not strictly necessary.

Starting Positions

Members of the Posse are generally milling about in the saloon. Starting with the player with the lowest Infamy rating, take it in turns to place a single model. No model may be placed closer than 3" to an opponent's. Once both Posse are deployed, take the six Liquor Bottle counters and take it in turns placing them anywhere in the saloon, again starting with the player with the lowest Infamy rating.

The Drop

Both players roll a dice or cut the cards, and the highest score gets the drop.

Winning the Game

The game ends when one Posse has either failed its Head for the Hills test or has been wiped out. The side that flees or is wiped out first loses.

Experience

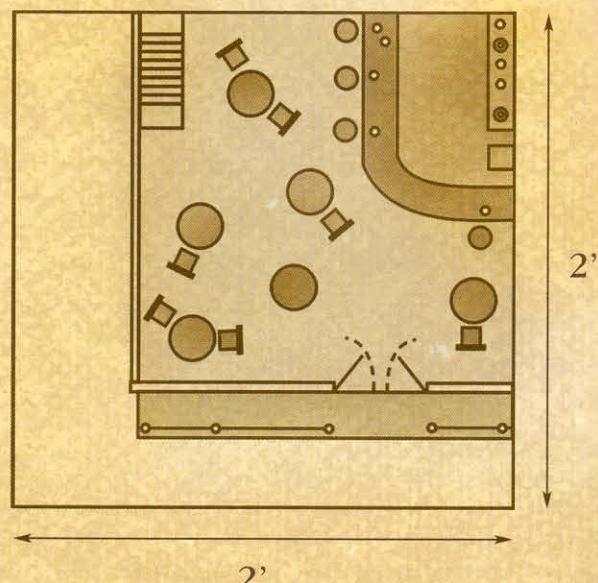
Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

The winning Posse may roll an extra 2D6 for income (see Income and Trading, later).



Special Scenario Rules

- Fist Fight:** There are certain rules of etiquette in a bar-room brawl, the main one being that guns (and, in fact, most other weapons) are highly frowned upon. No missile weapons, hand weapons, two-handed weapons or explosives may be used within the confines of the saloon. The only exceptions are Saturday Night Specials, which are so easily concealable that they may be fired as normal. All weapons can be used normally if models move outside the saloon.

- Improvised Weapons:** Participants in bar-room brawls often grab any weapon that comes to hand to gain an advantage. In this scenario, any model may pick up a chair or barstool by moving into base contact with it at any point in its move. The chair or stool may then be used as an improvised weapon.

Liquor bottles, represented by counters, can be picked up in the same way as chairs, and also count as improvised weapons. Additionally, they may be hurled as if they were a thrown weapon with a Strength value of 2. Bottles are destroyed as soon as they score a wound in the Fightin' phase, or are thrown.



Improvised weapons may be dropped at any point during a fighter's move – simply place the counter or model down in base contact with the fighter, then continue moving. Only one improvised weapon may be carried by a single fighter at any one time.

- **Thrown Fighters:** Any fighter who wins a combat while unarmed may choose to throw his opponent (or one opponent of his choice in a multiple combat) rather than strike them. The loser is thrown directly away from the victor a number of inches equal to the winner's Strength value. The victor chooses the direction of the throw. The loser stops as soon as they contact a model or piece of scenery, and takes a single Strength 2 hit. Any fighter contacted by the thrown model will also suffer a Strength 2 hit.

Designer's Note

This is an excellent scenario for multiplayer games, involving three or four Posse. The hectic nature and fast pace make it especially enjoyable! With more than two players, simply use the Infamy ratings to determine in which order models are positioned (although you may run out of room inside, in which case carry on deploying outside the saloon using the same rules), then everyone rolls dice to determine the order in which play commences – The highest score gets the drop, then the next highest goes, and so on. When a Posse fails a Head for the Hills test or is wiped out, it is eliminated, and the rest of the Posse carry on until there is only one winner! In a campaign, the winner gets \$2D6 instead of \$1D6, and the runner up gains \$1D6 to represent the increased difficulty of the scenario.



JAILBREAK

A member of a Posse has been jailed for a breaking the law around town. His compatriots' pleas have fallen on deaf ears, and so drastic measures are called for – it's time to bust him out of jail.

The Gaming Area

The game is played on a 3' by 3' board, with a jailhouse in the dead centre. Place a few outlying buildings and natural features around the rest of the board, as the game takes place on the outskirts of town.

Starting Positions

The defender splits his Posse into two halves, with a roughly equal amount of models in each. The Attacker chooses one half of this posse, and they are placed within 3" of the jail (and/or inside, if the model jailhouse allows it). The Attacker chooses a table edge, and set up within 6" of it. The other half of the defender's posse does not begin play on the board, but will instead arrive randomly as described later.

NB. If either of the Posses is Lawmen, they are automatically the defenders. If both Posses are lawmen, then the side with the lowest Infamy rating are the defenders.

The Drop

The Attacker gets the drop in the first turn.

Winning the Game

The game ends when the prisoner has been rescued (see below), or one Posse fails its Head for the Hills test or is wiped out. If the prisoner is successfully rescued, the attackers win.

Experience

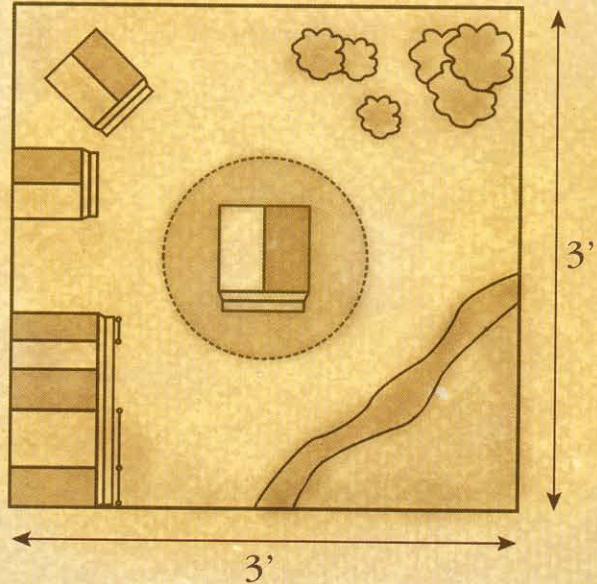
Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

The winning Posse may roll an extra 2D6 for income (see Income and Trading, later).



Special Scenario Rules

● **Deployment:** Some of the defenders move onto the board during the game, rather than being deployed at the start. At the start of each defender's Movin' phase including the first, roll a dice for every defending model that has not yet joined the game. The model will enter play on the roll of a 4 or more. If unsuccessful, they will have to try again next turn.

Models entering play in this way move onto their side of the table from the very edge of the board. Remember that, as they were not on the table at the start of their move, they may not charge straight into combat in the turn that they arrive.

● **The prisoner:** The defender chooses one of the attacker's Heroes (not the leader, unless he is the only Hero in the posse). This Hero begins the game captive within the jail. He may not act in any way until he is released, and does not have access to any of his equipment. If he has a mount of any type, then it begins the game tethered to any suitable piece of terrain within 6" of the jail (chosen by the defending player). If the attackers do not manage to release the prisoner, then he counts as having been taken out of action during the game.



● **Bustin' Out:** There are several potential ways the attacking Posse can bust their Hero out of the jail:

- Explosives – dynamite or nitro placed next to one of the jailhouse walls will create a hole large enough for the prisoner to escape through, assuming that it does enough damage to the structure (see Explosives, pg 43).
- Horsepower – by tethering a horse or a mule to the bars of the cell window, it may be possible to pull them loose. A model wishing to attempt this must tether the horse as described on pg 19, then ride in the opposite direction in his next Movin' phase. Make an attack against the building. The attack hits automatically, and will inflict D6 'wounds' to the structure, using the mount's Strength value.
- Find the keys – If an attacking model can move into the jailhouse and there are no enemy models present for an entire turn (until his next Movin' phase), then he locates the keys and frees the prisoner. Once the prisoner is free, he may move and fight as normal. It is also assumed that he finds the keys to the Sheriff's locker and regains his equipment.
- Escapin' – In order to win the game, the prisoner must move off his Posse's table edge. Simply move to the edge of the board and, if he has any distance remaining, he is removed from the table and the game ends.

Designer's Note

To add a fun, extra dimension to a campaign, players may decide that if one of their Heroes is captured by an opposing Posse, a Jailbreak can be played to give them a chance to rescue him. The Posse who captured the Hero in the last game is automatically the defender.

Historical Note

Billy the Kid

Billy the kid was arrested for the murder of his nemesis, Sheriff Brady, in April 1881, and sentenced to death by hanging. However, just 14 days before his sentence was due to be carried out, the kid escaped – killing the two deputies who were on duty and riding out of town on a stolen horse.

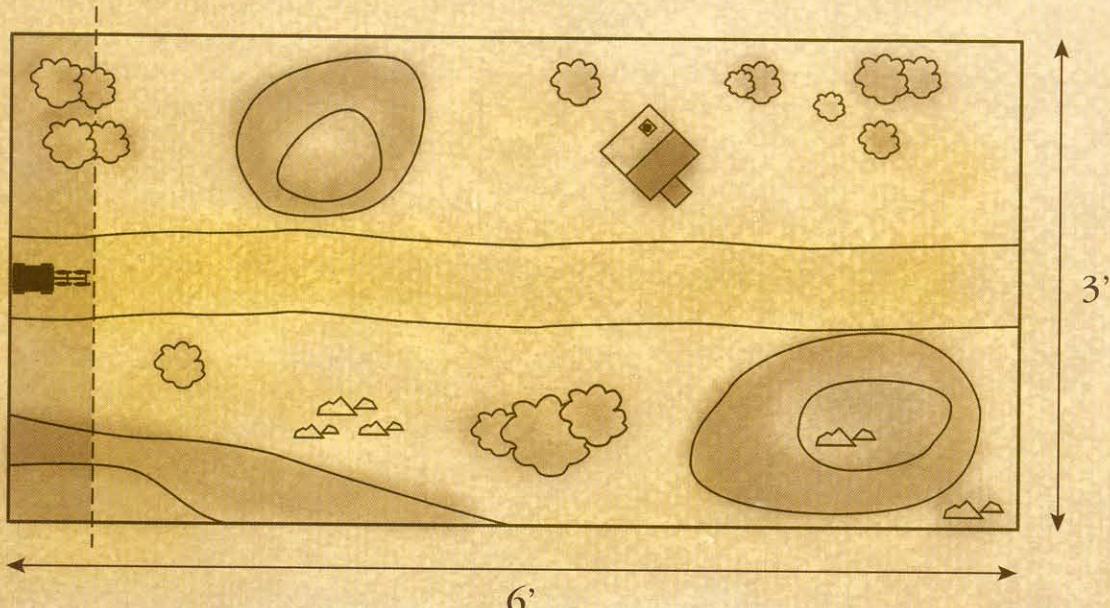
Historical Participants

In order to play out this scenario using the historical combatants, consult the Legends of the Old West and Posse sections. The Attacker is Billy the Kid and, although he must begin the game inside the jail, he already counts as free as he slips his shackles, and may move and act normally. In addition to his usual equipment, Billy carries a 12-gauge shotgun stolen from the jail's weapon locker. The defender is a Lawmen Posse worth \$150. The only limitation is that there must be two deputies, who begin the game outside the jail, but within 3". The rest of the models in the Posse start the game on any board edge. Finally, there are two horses tethered outside the jail, which may be un-tethered and ridden by any model.



STAGECOACH

The stages of Wells Fargo often transported valuable goods between banks and other companies. These stagecoaches were rich pickings for opportunistic lawbreakers, and the proprietors of the stage platforms were often forced to hire guards to protect against such an occurrence.



The Gaming Area

The game is played on a 6' by 3' board, with an obvious road running lengthways along the centre. Position hills, trees and rocky outcrops liberally on either side of the road.

Starting Positions

If only one of the Posse is Outlaws, then they are automatically the Attackers. Otherwise, the Posse with the highest Infamy rating is the Attacker.

The defenders must deploy first, within 6" of one of the short table edges. They are accompanied by the stagecoach (either model or a marker measuring approximately 8"x4"), which must be deployed on the road.

The Attackers set up anywhere on the board except for the road, but no closer than 18" to the stagecoach or any defending miniature.

The Drop

The defenders get the drop in the first turn.

Winning the Game

If the Attackers manage to halt the stagecoach, then the game ends and the attacking Posse wins. If the stagecoach exits the board, or the Attackers flee, the defenders win. If the defenders flee, but the stage still manages to escape, then the game is a draw. Likewise, if the stage is destroyed, the game is a draw, as the booty may be irrevocably damaged.

Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point. If the game is a draw, then neither leader earns this bonus.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

The winning Posse gains an extra \$4D6 income to represent the additional spoils at stake.



Special Scenario Rules

• **Mounted Fighters:** Any model in the defender's Posse that does not have a mount (either horse or mule) is loaned one for this scenario by Wells Fargo. However, one of the Posse must be nominated to ride shotgun on the stagecoach, as described later. Additionally, up to half the un-mounted models on the attacker's side are also loaned horses for this scenario. All borrowed mounts are returned at the end of the game and are removed from the Posse's Roster sheets.

• **The Stagecoach:** The stagecoach is unlike other playing pieces. Although it is controlled by the defending player, it does not move and fight in the same way as other members of the Posse.

The stagecoach uses the following rules:

- Movement – The stagecoach moves 8" per turn, and must travel along the road. Models in the way are moved slightly to make way for it. As soon as the stagecoach takes any damage (see below), its movement rate is reduced to 6". The stage has no control zone, and does not count as a combatant.
- Damaging the Coach – The stagecoach may be damaged by shooting (but not by close combat) in the usual manner. The coach (including horse and riders) is counted as a single model with a Grit value of 6 and 6 wounds.
- Stopping the Coach – In order to rob the coach, the attacking side must stop it. This can be done either by destroying it (making the game a draw) or, preferably, by drawing it to a halt. To do this, at the start of the Attacker's Fightin' phase, roll a dice if there are any attacking models in base contact with the coach.

On the roll of a 6, the coach is slowed by 2".

Add 1 point to the dice score for each additional model in contact with the coach after the first. If the stage is reduced to 0" movement, then it is halted and the attacking side will win.

• Riding Shotgun – The Posse member riding shotgun may fire all around the stagecoach, and always counts as having moved half his normal movement rate for the purposes of shooting. The fighter riding shotgun may be targeted by the Attackers, but the stage is in the way, with a value of 5+.

Optional Rules:

Jumping on the coach

An attacking model may attempt to board the stagecoach in a bid to take control of it and slow it down further. Any model attempting this must be mounted on a horse (not mule), and must be able to physically reach the stage in the Movin' phase. The model must take a standard jump test – on a 2 to 5 they stay on their horse, but the roll of a 1 indicates that they must immediately take a Thrown Rider test. If the fighter scores a 6 on the Jump table, then he boards the coach.

The attacking model must fight the defender who is riding shotgun unless he has already been killed. Both models count as fighting beside a drop (see page 29), and automatically fight each other in combat every turn until one of them is killed or thrown from the coach.

If the defending model is killed or removed, then the attacking model may try to slow the coach at the start of his move. He requires a roll of a 5+ on a dice to slow the coach, as described above, and every additional attacker in contact with the stagecoach adds a further 1 to the dice score.



HANG EM HIGH

A friend of a local Posse has been sentenced to death by hanging, and a rival gang has gladly taken the job of ensuring that the sentence is carried out. However, the condemned man's friends are riding into town to make a last-gasp rescue attempt.

The Gaming Area

The game is played on a 4' by 2' board. Arrange a few buildings at one end of the board, forming a 2'x2' town square area. In the dead centre of this area, there should be a hangman's gallows. The other 2'x2' square area represents the town limits, and a few hills or trees can be placed here.

Starting Positions

If only one of the Posse is Lawmen, then they are automatically the defenders. Otherwise, the Posse with the lowest Infamy rating are the defenders. The defenders deploy within 6" of the short table edge nearest the gallows. The attackers set up within 6" of the opposite short edge. In addition, there are 12 innocent bystanders in this scenario, represented either by counters or appropriate models. They are deployed as evenly as possible in a ring, roughly 6" away from the gallows.

The Drop

Roll a dice (or cut the cards) to decide who gets the drop in the first turn. In the case of a tie, the Posse with the lowest Infamy rating goes first.

Winning the Game

For this scenario, you need to keep a note of how many turns have elapsed. The attacker wins if, by the end of Turn 12, the convicted model is free of the noose and alive. The defender wins as soon as the convicted model is killed by any of the allowed means.

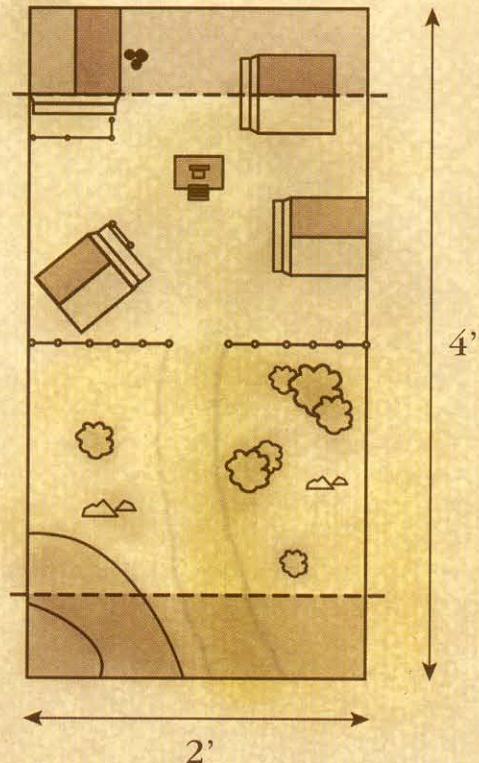
Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Rescue: Any Hero or Henchman who rescues the condemned man (see below) gains 1 Experience Point.



Loot

The winning Posse may roll an extra 2D6 for income (see Income and Trading, later).

Special Scenario Rules

- Innocent Bystanders:** As the robbers attempt to make their getaway, many panicked civilians may get caught in the crossfire. Innocent bystanders usually stay stationary, but up to three may be moved by the player with the drop at the start of his Movin' phase each turn. Bystanders will never charge, and carry no equipment. However, they may defend themselves if attacked in combat, using the following profile:

S	F	St	G	A	W	P	Move
-	2	2	3	1	1	3	6"



Innocent bystanders follow the rules for Diving for Cover if they are hit by shooting for any reason, or if someone is killed within 3" of them. They also count as friendly models to any fighter on the board, meaning that no one may shoot if there is a bystander in the way unless they have the 'life is cheap' special rule.

• Rescuing the Condemned: The hanging will commence on turn 10. When this occurs, the condemned man loses 1 wound. If this does not kill him then, by some twist of fate, the man's neck does not break, and death is not instantaneous. As a result, the attacking Posse has until the end of Turn 12 to rescue him before he chokes to death (he loses his second wound at the end of Turn 12).

• Shootin' the Rope: One way to release the prisoner is to shoot the rope. Such a shot is incredibly difficult, and only the roll of a 6 to hit will be successful. Additionally, the shot may only be attempted with a rifle, repeating rifle, heavy pistol or sixgun (single shot only, not fanning). Fame can be used to improve the dice roll as usual. If the dice roll to hit scores a 1, then the condemned man has been hit instead. Use the profile below to calculate damage. Note that this special rule replaces the jamming roll.

• Cut the Rope: By moving into contact with the hanged man, a fighter may attempt to release him by cutting the rope. The fighter must have some kind of bladed weapon (even if it is only a small knife), and must spend an entire Fightin' phase in contact with the condemned, with no enemy model in base contact with either of them. If this is achieved, then the condemned is free.

• Catch the hanged man! After Turn 10, cutting the rope becomes more difficult, and two consecutive Fightin' phases must be spent in contact with the condemned instead of one to release him. However, this can be reduced to a single turn if two models can both meet the criteria for cutting the rope, as one of them catches the man and holds him while the other works on the rope. The rope may still be shot as described above, but there is no longer a risk of hitting the condemned, as he has dropped through the gallows and is out of the way!

Once released by any of the methods described above, the condemned man fights just like a member of the attacking Posse. If he is killed, then the defending Posse wins the game. The condemned man is unarmed, and has the following profile:

S	F	St	G	A	W	P	Move
-	2	2	3	1	2	3	6"

If the condemned man is rescued after Turn 10, then his movement rate is reduced to 4" due to the injuries he has sustained.



BANK ROBBERY

Desperate times call for desperate measures. One Posse is desperate for cash, and has decided to make a ‘withdrawal’ from the local town bank. Another Posse has been hired to stop the robbers and bring them in dead or alive.

The Gaming Area

The game is played on a 4' by 4' board, using buildings to form a small townscape. The central building should be one of the largest, and represents the bank. If it is possible to play inside this building, all the better.

Starting Positions

If only one of the Posses is Outlaws, then they must be the defenders in this scenario. Likewise, if only one of the Posses is Lawmen, then they must be the attackers. Otherwise, the Posse with the lowest Infamy rating must be the attackers.

The attacker splits his Posse in half and deploys one half within 6" of a table edge of his choice.

The defender deploys all his models within 3" and/or inside the bank building, and then nominates any table edge to escape off. Mounted fighters must begin on foot, with the mounts tethered outside the bank entrance. Three members of the defending Posse are each given a loot counter – these three must start within the bank.

The attacker then deploys the other half of his Posse within 6" of any other table edge.

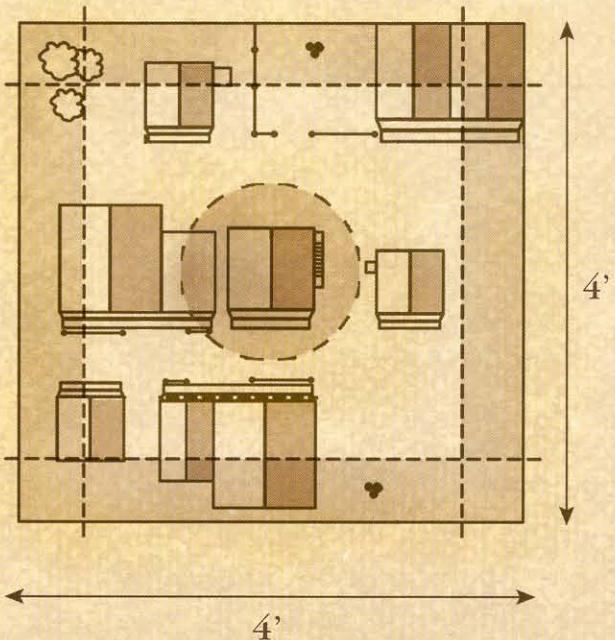
Finally, you will need 12 models or markers of some kind to represent innocent bystanders. Each player takes six bystanders and, starting with the defender, they take it in turns to place them anywhere on the gaming area.

The Drop

The defender gains the drop in the first turn.

Winning the Game

The defender must carry the bags of loot off the nominated board edge. If he gets all three bags off the table, the game ends. The game may also end when one Posse has either failed its Head for the Hills test or has been wiped out. Bags of loot that remain on the table when the game ends are in the possession of the attacker. When the game ends, the side with the most bags in its possession wins.



Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Heroes gain 1 Experience Point for every enemy model they personally put out of action.

Escape: Each model on the defender's Posse who escapes with a bag of loot gains 1 Experience Point.

Loot

Each Posse gains an extra \$2D6 income for every bag of loot in their possession at the end of the game (see Income and Trading, later).



Special Scenario Rules

• Innocent Bystanders: As the robbers attempt to make their getaway, many panicked civilians may get caught in the crossfire. Innocent bystanders usually stay stationary, but up to three may be moved by the player with the drop at the start of his Movin' phase each turn. Bystanders will never charge, and carry no equipment. However, they may defend themselves if attacked in combat, using the following profile:

S	F	St	G	A	W	P	Move
-	2	2	3	1	1	3	6"

Innocent bystanders follow the rules for Diving for Cover just like other models.

• Carrying the Loot: Models carrying bags of loot move at half their normal distance, and may not charge into combat. If they are taken out of action, the loot bag is dropped where they stood. The bag may then be picked up by any fighter who moves into contact with the marker during their move.

Historical Note

The James-Younger Gang

During their fifteen-year long and notorious outlaw career, the James-Younger gang held up numerous banks, trains and stages, escaping with over \$130,000 of stolen money. One of their more notorious robberies occurred in Northfield, Minnesota in 1876, when the gang held up the First National Bank. The gang came out of the escapade badly – the citizens of that small town put up more resistance than was bargained for, and the James brothers were fortunate to escape with their lives.

Historical Participants

In order to play out this scenario using the historical combatants, consult the Legends of the Old West and Posse sections. The defenders are Frank James (who has the Leader skill during the historical refight), Jesse James, Cole and Bob Younger (Desperados chosen from the Outlaws list, with appropriate equipment), along with Bill Chadwell, Charlie Pitts, Clell Miller and William Stiles (Toughs, chosen from the Outlaws Posse list with appropriate equipment). The attackers are a Sheriff and 10 Upstanding Citizens, chosen from the Lawmen list with appropriate equipment.



VENDETTA

After a long rivalry, two opposing Posse have reached boiling point and are about to settle their disputes once and for all. One gang has holed itself up in the centre of town, while the other has heard of their arrival and aims to confront them for a final showdown.

The Gaming Area

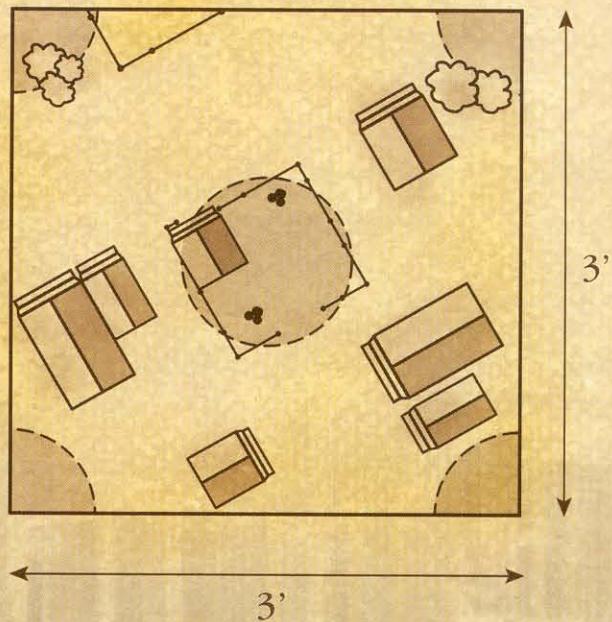
The game is played on a 3' by 3' board, with a few rough streets running diagonally from corner to corner, using whatever buildings, fences, outhouses etc. you have to hand. In the dead centre of the board, arrange some fences and possibly a small building to make a small enclosure, ensuring that there are one or two clear exits.

Starting Positions

Mark the centre point of the board (which should be within the enclosure). The defenders start the game within 6" of this point. The attacker splits his Posse in half, and deploys them within 6" of any two corners.

The Drop

The attacker gets the drop in the first turn, as the defenders are consolidating their position.



Winning the Game

The game ends when one Posse has either failed its Head for the Hills test or has been wiped out. The side that flees or is wiped out first loses.

Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

The winning Posse may roll an extra 2D6 for income (see Income and Trading, later).

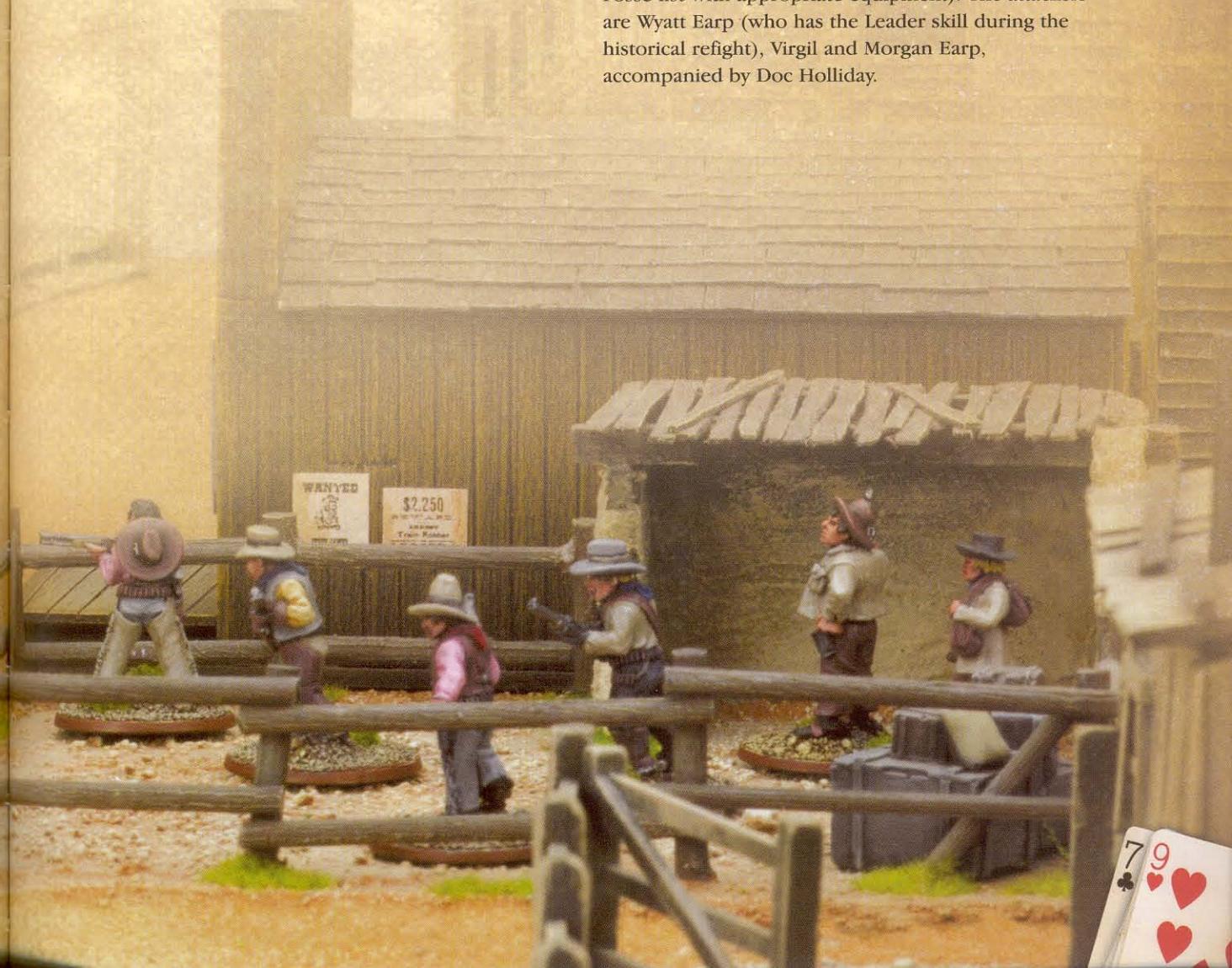
Historical Note

Gunfight at the OK Corral

Western legend tells of the shoot-out at the OK Corral in Tombstone, where the Earp brothers, aided by Doc Holliday, gloriously defeated the notorious Clanton gang. The reality is shrouded in controversy and, to this day, experts are undecided as to who was to blame. The stubborn Earps refused to listen to reason and marched down Allen Street to arrest the Clantons for the misdemeanour of carrying guns in town. The Clantons, in return, chose to stand and fight rather than go quietly, signing the death warrants of most of the gang.

Historical Participants

In order to play out this scenario using the historical combatants, consult the Legends of the Old West section. The defenders are Ike Clanton (who has the Leader skill during the historical refight), Billy Clanton (A Kid chosen from the Outlaw Posse list, armed with a six-gun), Frank and Tom McLaury (Toughs, chosen from the Outlaws Posse list with appropriate equipment), and Billy Claibourne (Rowdy, chosen from the Outlaw Posse list with appropriate equipment). The attackers are Wyatt Earp (who has the Leader skill during the historical refight), Virgil and Morgan Earp, accompanied by Doc Holliday.



OPEN RANGE

In the Old West, cattle theft was rife, often sparking land disputes between ranchers. In this scenario, one Posse is determined to steal a few head of a local cattle-baron's herd. The other Posse has been brought in as regulators to guard the precious cattle.

The Gaming Area

The game is played on a 4' by 4' board, with no more terrain than one or two small hills and perhaps the odd tree. Bisecting the board from edge to edge is a barbed wire fence – the fence should be made in sections measuring approximately 6" each, as parts of it may need to be removed during the scenario.

Starting Positions

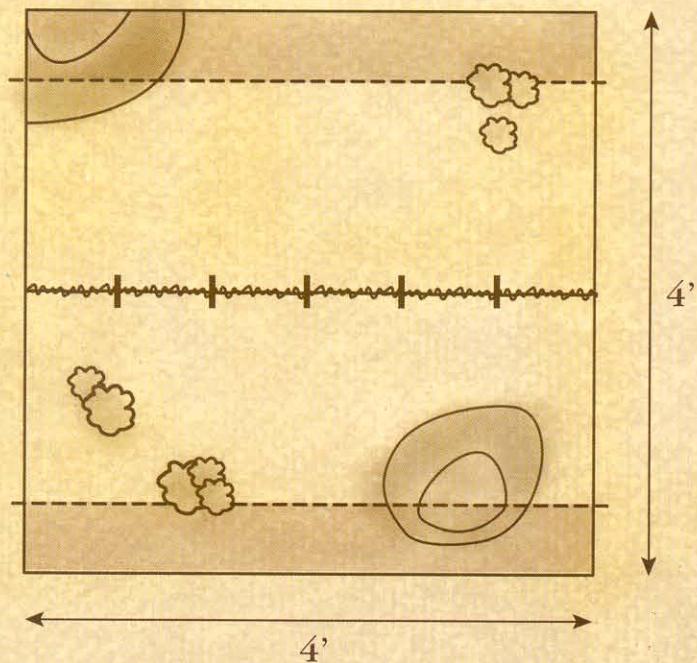
If one (and only one) of the players has a Cowboy Posse, then they are automatically the defenders (the regulators). Otherwise, the Posse with the highest Infamy rating are the defenders.

The attackers begin the game within 3" of one of the table edges that runs parallel to the barbed wire fence. The defenders do not begin on the board, but instead arrive later using the special rules below. When they do arrive, it will be on the opposite table edge to the attackers.

Finally, place markers or models representing the cattle on the defender's side of the table (the opposite side of the fence to the attackers), but no further than 12" away from the fence. You will need 12 markers. It is preferable that both players have six cow markers or models to place, in the interests of fairness.

The Drop

The attacker gets the drop in the first turn.



Winning the Game

The game lasts for 20 turns, unless one side Heads for the Hills before this limit is reached. The side with the most cows in their possession wins (the defenders must keep the cows on the table to claim them, and the attackers must herd them off).

Experience

Survival: Each fighter who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters gain 1 Experience Point for every enemy model they personally put out of action.

Loot

Each side gains an extra \$D3 income for every cow in their possession.



Special Scenario Rules

• Barbed Wire: The barbed wire fence counts as impassable terrain, and has an in the way value of 3+. The only way to negotiate it is to cut it down. The fence may be attacked by moving into touch with it and striking it in the Fightin' phase using whatever weapon the fighter has. Only one strike may be made against barbed wire, regardless of the number of attacks on the fighter's profile. Each 6" long section of fence has a Grit value of 4 and 2 Wounds. When a section is destroyed, remove it from the board.

• Rustling: The cows follow all the rules for loose mounts (page 21). However, once a model from the attacking side moves to within 3" of one or more cow markers/models, it may herd them. As long as the cow remains within 3" of the fighter, he can control where they move in the Movin' phase. The attackers must move cows off their own table edge in order to achieve their objective. Fighters lose control of any cow they are rustling if they are engaged in combat, fail a Dive for Cover test, or are taken out of action. Cows have the following profile:

S	F	St	G	A	W	P	Move
-	2	2	3	1	1	3	6"

NB. Cattle may never charge into combat, even when being herded.

• Deployment: The defenders move onto the board during the game, rather than being deployed at the start. At the start of each defender's Movin' phase including the first, roll a dice for every defending model that has not yet joined the game. The model will enter play on the roll of a 4 or more. If unsuccessful, they will have to try again next turn.

Models entering play in this way move onto their side of the table from the very edge of the board.

As they were not on the table at the start of their move, they may not charge straight into combat in the turn that they arrive, because no enemy would have been visible.

• Stampede: If a cow is shot (either accidentally or intentionally) but not killed, then rather than make a Pluck test like fighters do, it will start a stampede. Additionally, if a firearm (sidearm or longarm) or explosive is fired or detonated within 3" of a cow, this may also cause the creature to stampede. When this happens, the cow will move 8" (faster than usual) directly away from the shooting model. Additionally, any cattle marker/model that was within 6" of the shot cow as it began its move will join the stampede, moving 8" directly towards it, but staying at least 1" away from it.

Any piece of scenery touched by a stampeding cow is removed from play. The exception to this is barbed wire, which is wounded in exactly the same way as fighters who are caught up in the stampede. Any fighter or section of barbed wire touched by a stampeding cow takes an automatic Strength 2 hit for every cow involved in the stampede. All the stampeding cows become a single entity for this purpose – a stampede is a scary sight indeed!

At the start of each subsequent turn, before establishing who has the drop, take a Pluck test for each cow in the stampede. Success means that the cow stops, and begins to follow the usual rules again. It will not follow any of the cows in the stampede, but will need to test again if a new stampede begins within 6" of it. Failure means that the cow continues to stampede. All the cows that continue to stampede carry on running in the same direction. Eventually, the stampede will peter out, or the herd will leave the table. Any cow that stampedes off the table no longer counts towards the possible loot to be gained for either side, and will not count as being stolen.

The only way to stop a stampeding cow is to successfully lasso it, using the normal lasso rules (page 41). Shooting the cows benefits no one in this scenario!

Dear Ma an Pa,

Don't got much time to write this, as we are between towns. The job went okay I guess. All I really had to do was watch the horses for the rest of the boys, but it paid well. Mr. Castle says there's no more money in Abilene right now, so we've gotta hit the road. I just wish he'd stop callin' me 'Kid'!

Yours,
Zachary

8 A

EXAMPLE SCENARIO

In this section, we follow a typical game of Legends of the Old West as played by two of its play-testers, Graham Davey and Owen Barnes. Playing the High Noon scenario, Graham took control of his Lawmen, while Owen chose a low-down Outlaw Posse.

Opening Moves

Owen set up his Outlaws in the mining camp, cunningly positioning his rifle-armed models on high vantage points to increase their field of fire. The rest of his outlaws were armed with short-ranged weapons, so Owen kept these behind cover for now. Graham, meanwhile, opted for a stealthier approach, with his Upstanding Citizens and Vigilantes skulking round the back of the buildings, waiting for an opportunity to present itself.



Shooting the Sheriff

Owen had the best of the early exchanges, with his riflemen wounding Graham's Sheriff and killing one of the Vigilantes who foolishly stuck his neck out of cover. However, the 'Safety in Numbers' rule kept the citizens from failing their Dive for Cover tests, and Graham's steady advance continued. Owen cleverly positioned his Soiled Dove Hired Gun in base contact with his Desperado – thus he was able to shoot around her, but as long as she was in the way of a shot, the Lawmen could not retaliate.



Time for a Whuppin'!

The first skirmishes took their toll on Graham's Henchmen, with Owen's Desperado calling a 'Time for a Whuppin!', and promptly taking two Upstanding Citizens out of action. Graham took revenge when one of his Deputies fanned his sixgun at Owen's Toughs, killing one and forcing another to Dive for Cover. As the fighting got close and desperate, the Soiled Dove showed her true colours and shot the remaining Vigilante, forcing him to Dive for Cover also. Things were looking bleak for Graham, who now needed to pass a Head for the Hills test next turn:



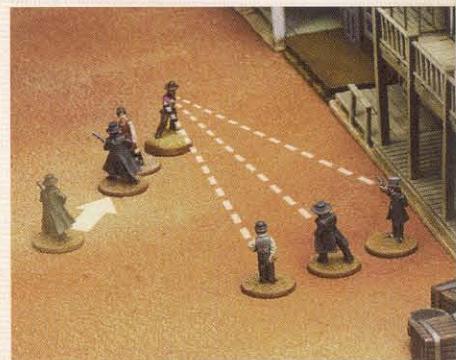
"The biggest fool on earth is the one who thinks he can beat the law, that crime can be made to pay. It never paid and it never will."

- Emmett Dalton



Turning Point

Graham's Posse kept its cool and stayed in the game, much to Owen's dismay. With the Soiled Dove revealed, one of Graham's Deputies charged into her to keep her out of the way, while the Sheriff used his Fame to declare a Quickdraw. Three guns opened fire at the hapless Desperado, putting him out of action. Owen also lost his last Tough to Graham's shooting. With his Leader out of the game, Owen also needed a Head for the Hills test next turn. Cursing his luck, he got the drop just when he wanted to lose it, and promptly failed his Head for the Hills test before Graham needed to take his!



Conclusion

Owen's Outlaws benefitted early on from superior firepower and clever deployment. The Soiled Dove proved to be a great bargain, acting as a piece of mobile cover at range, and dissuading Graham from calling many Heroic Actions. However, Owen took a gamble by revealing her as a threat when he did, and it almost paid off. He knew that her added firepower could take

down another member of Graham's Posse, and force the Lawmen to Head for the Hills. When they passed their test, however, the Sheriff was able to capitalise. Graham had wisely saved his Fame for an opportune moment, and it was spent in a concerted effort to take down Owen's Leader. As a consolation, Owen's Posse did a lot of damage, and earned a higher than average number of Experience Points as a result.



OLD WEST CAMPAIGNS

Although it is great fun to play one-off scenarios in Legends of the Old West, playing a campaign can take your games to a new level. The campaign system allows you to build your Posse into a force to be reckoned with, starting feuds and settling old scores as you go.

To begin a campaign, you will need at least two players with Posse chosen from the lists provided earlier. More players are preferable, as the more Posse involved, the longer the campaign will run, and the more time players will have to collect and paint their models.

Playing a Campaign Scenario

To start the campaign, two players select (or randomly determine) a scenario to play. At the end of the game, the players work out how much experience their fighters have earned and how much money their Posse gains with which to buy new equipment and hire new members.

Experience is measured through Experience Points, which Heroes and Henchmen gain for surviving games, defeating opponents, and achieving special objectives. When fighters gain enough Experience, they earn an advance. An advance might improve one of their fighting characteristics, or grant them a special skill to improve their performance in the following games.

Money is awarded to a Posse in Dollars (\$), and represents the Lawmen getting paid for their duties, the Outlaws' ill-gotten gains, the Cowboy's hire fee or the Mountain Men's income from trading posts. Dollars can be used for trading, allowing you to buy equipment and weapons, recruit new fighters, or even add a Hired Gun to the Posse. This too is explained later.

Infamy Rating

Each Posse has an Infamy rating, which measures the notoriety and, therefore, success of the Posse. The rating is simply the number of fighters (including Hired Guns) in the Posse multiplied by 5, plus their total Experience Points.

The Infamy rating changes from game to game, as surviving fighters gain Experience Points, some fighters are killed and new ones join the Posse. The Infamy rating is used to determine the overall winner at the end of the campaign, symbolizing their rise to fame.

The Post-game Sequence

After each game, it is important to make notes about the changes that your Posse incurs. In addition, it is likely that you will need to roll lots of dice to determine monetary increases and skill bonuses – therefore it's useful to do this while the other player is present to witness your advances. The post-game sequence runs as follows:

1. Injuries

Determine the severity of injuries for each fighter who lost their last wound and was removed from play during the game.

2. Experience

Heroes and Henchmen gain Experience Points for surviving encounters and achieving objectives. See the Experience and Scenarios sections for more details.

3. Earning Loot

The Posse gets the chance to increase its stash of loot. See the Income section for details.

4. Trading

Hire extra men for the Posse and buy new equipment for your fighters. See the Trading section for more details.

5. Calculate Infamy rating

Update the Posse's Infamy rating as described on Page 47, and you are ready to play again.

Visitin' Boot Hill

Sometimes a Hero or Henchmen does not escape with an injury, and is instead killed outright. All his weapons and equipment are lost – they may not be reallocated to other fighters once he is dead. If the leader of the Posse is killed, then the Hero with the next highest Pluck value takes over. He automatically gains the Leader ability, and can use the equipment list available to the original Leader. If there is more than one Hero eligible to take command, then the Hero with the most Experience Points becomes the new leader. In the case of a tie, you may choose who takes control of the Posse. If there are no Heroes remaining, then the Posse must disband (see Splittin' Up, above). You may not hire a new leader for a Posse.

Visitin' the Store

As explained in the Trading Section (beginning on page 92), fighters may purchase new equipment and weapons using money from the Posse's stash. Members of the Posse can also swap equipment amongst themselves between games. Alternatively, old equipment can be hoarded (note it down on the roster sheet) and saved for later use.

Henchmen may only be given weaponry of an appropriate type for the fighter, as indicated in the Posse list, whether they are purchased, swapped or taken from storage. Only Heroes may use the less common weaponry available in the Trading section (later). Record any changes to the fighter's equipment on the roster sheet.

Serious Injuries

During a game some fighters will be removed as casualties. At that point, it matters little whether the fighter is alive or dead, unconscious, or simply playing possum. In game terms he is no longer capable of continuing and must be removed from play.

In a campaign, it is important to find out what exactly happens to fighters who are taken out of action. They may make a full recovery, carry a serious injury, or just be plain dead! Heroes and Henchmen are treated differently when working out what befalls them, to represent the greater effect on the Posse of losing a Hero. The rules for determining the fate of Henchmen are simple, and are covered below. However, you must roll on the Heroes' Serious Injury Table (see later) to work out what happens to fallen Heroes, as the outcomes are many and varied. Only Heroes who are removed as casualties need to roll on the table.

Henchmen with Serious Injuries

For each Henchman who was removed as a casualty during the game, roll a dice. On the score of a 1 or 2, they are dead and are removed from the Posse's roster sheet along with all their possessions. Their injuries may have been fatal, or they've simply decided to give up the adventurous life as a result of this near miss. On a roll of 3-6, they may take part in the next battle as normal.

Heroes with Serious Injuries

To use the Heroes' Serious Injury Chart, roll two dice. The first dice counts as 'tens', and the second as 'units' (so a roll of 2 and 4 is 24, a roll of 5 and 1 is 51, etc.). This type of roll is referred to as a D66 roll.



HEROES SERIOUS INJURIES TABLE

(roll D66)

11-15 Dead

The fighter is dead and his body is committed to the earth. All the weapons and equipment he carried are lost. Remove him from the Posse's roster.

16-21 Multiple Injuries

The fighter is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured', 'Full Recovery' and further 'Multiple Injuries' results.

22 Leg Wound

The fighter's leg is broken or shot through. He must reduce his movement rate by 1" from now on.

23 Arm Wound

Roll again: 1 = Severe arm wound. The arm must be amputated. The fighter may only use a single, one-handed weapon at any one time from now on. 2-6 = Light wound – the Hero must miss the next game.

24 Madness

The fighter's nerves are a wreck, and he must pass a Pluck test at the start of every turn in order to act normally. If the test is failed he remains stationary for the whole turn and may not perform any actions. His Fightin' value counts as 1 and he rolls 1D6 in combat regardless of how many attacks he has on his profile. If he wins a combat he will not strike. The fighter can still use Fame and Fortune, but may not call Heroic Actions.

25 Nervous Condition

The fighter's experience has left him jittery. His Pluck is permanently reduced by 1 point (to a minimum of 1).

26 Chest Wound

The fighter has been badly wounded in the chest. He recovers but is weakened by the injury, so his Grit is reduced by 1 point.

31**Blinded in One Eye**

The fighter survives but loses the sight in one eye – randomly determine which. A character that loses an eye must deduct 1 from all dice scores when shooting or throwing. If the fighter is subsequently blinded in his remaining good eye, he must retire from the Posse.

32**Old Battle Wound**

The fighter survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any game. Roll at the start of each game from now on.

33**Snake Oil Salesman**

As the fighter recovers, he is suckered in by a passing Huckster, who sells him some of his dubious 'Snake Oil' that can cure all ills. Roll a dice on the Elixir table.

ELIXIR TABLE**Dice Result****1-2**

The Huckster's potion makes the Hero feel even worse! He must miss the next game while he gets over his sickness.

3-5

There appears to be nothing more to this 'miracle cure' than coloured water and a drop of cheap whiskey, and it has no effect whatsoever. Treat this result as a Full Recovery instead.

6

There seems to be some beneficial health effect to the potion. Treat this result as a Full Recovery. In addition, the fighter ignores the first wound he suffers in the next game.



- 34 Hand Injury**
The fighter's hand is badly injured. His Fightin' characteristic is permanently reduced by 1 point (to a minimum of 1).
- 35 Deep Wound**
The fighter has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering. Don't forget to adjust the Infamy rating of the Posse accordingly, as the fighter will not count as part of the Posse until he returns.
- 36 Robbed**
The fighter manages to escape, but all his weapons and equipment are lost.
- 41-56 Full Recovery**
The fighter was knocked unconscious, or suffered a light wound from which he makes a full recovery.
- 61 Bitter Enmity**
The fighter makes a full physical recovery, but is psychologically scarred by his experience. From now on the fighter hates the Posse who caused his injuries. If he meets them again, he automatically passes any Pluck tests (but not Head for the Hills tests) he has to take for the whole game. If he has to take a Head for the Hills test, he may re-roll the first failed result. The result of the re-roll must be accepted.
- 62 Captured**
The fighter regains consciousness and finds himself held captive by the other Posse. He may be ransomed at a price set by the captor, or exchanged for one of their own Posse who is being held captive. If the captive is an Outlaw, then he may be turned in for a bounty of \$D6x5.

Captives who are exchanged or ransomed retain all their weapons and equipment. If they are handed to the authorities, then the captors keep all their possessions, while the unfortunate prisoner must be struck from his Posse's roster.
- 63-64 Hardened**
The fighter survives and becomes inured to the perils of the Old West. From now on he is fearless, and never tests his Pluck when confronting an enemy with a Fearsome Reputation.
- 65 Put on Trial**
The fighter is caught by the authorities for his part in what they term 'unnecessary bloodshed'. He must stand before a jury. Roll a D6 and reference the Trial table.
- 66 Survival Against the Odds**
The fighter survives and rejoins his Posse. He gains +1 Experience Point.

Trial Table**Dice Result**

- 1 **Hanging Judge** - The fighter is sentenced to death by hanging. Remove him from the Posse roster or, alternatively, play the 'Hang 'Em High' scenario with the fighter taking the place of the condemned man.
- 2-5 **Fined** - The Posse must pay a fine of \$D6 for the release of their comrade. If they can't (or won't) pay, then the fighter must miss the next D3 games as he stews in jail.
- 6 **Acquitted** - The fighter is cleared of all charges and is released to rejoin his Posse.

Ending a Campaign

Although you are encouraged to come up with your own victory conditions and scoring system for your campaigns, it is worth mentioning that the standard way of playing is as follows: each player creates a Posse using the standard rules, then plays a set number of games (usually aiming to play each of the other Posses at least once). Once all the games have been played, the winner and runners up are determined by the final Infamy ratings.



EXPERIENCE

As fighters take part in campaign scenarios, those who survive become more experienced and improve their fighting abilities. This is represented by the awarding of Experience Points.

Fighters earn Experience Points when they take part in a battle. When a fighter earns enough Experience Points, he gains an advance. This takes the form of a new skill or an increased characteristic. Henchmen may survive long enough to become Heroes in their own right, while Heroes may progress to become true legends of the Old West.

Earning Experience

The Experience Points fighters earn depends on the scenario. Different scenarios have different objectives and, consequently, fighters can earn Experience Points in different ways. Experience Points are only ever awarded after the game has ended, although it is a good idea to keep track of Experience during a game as it is earned.

The one constant in the scenarios is that fighters always gain 1 Experience Points just for surviving a game. They earn this even if they are injured. Each individual scenario details when Experience Points are awarded.

Advances

The Posse roster sheet shows how many Experience Points a fighter must accumulate to earn an advance. When the accumulated Experience Points reaches a coloured box, then the fighter earns an advance and must roll on the appropriate advance table (Hero or Henchman) to see what form the advance takes. This roll must be witnessed by at least one other player in the campaign, so it is best to do it straight after the game in which the advance was earned.

Underdogs

When a Posse fights against an enemy Posse with a higher Infamy rating, it will be at a disadvantage. It can be given more of an even chance of winning with special

Underdog re-rolls. Look on the Underdog chart to see how many re-rolls the Posse is allowed during the game. A re-roll may be used at any time to re-roll a single dice on behalf of one of your own fighters – even a random dice such as establishing the drop can be affected in this way. If using cards, you may take a second cut of the deck if the first result was not favourable.

Remember that you cannot re-roll a re-roll – the second throw of the dice always stands, regardless of how many Underdog re-rolls you have.

UNDERDOGS CHART

Difference in Infamy Rating	Re-rolls
0-50	None
51-75	1
76-100	2
101+	3

Advance Rolls

Make advance rolls straight after the game so both players can witness the result. Roll the number of dice indicated on the relevant table below, and reference the result.

Characteristic Increases

Characteristics may not be increased beyond the maximum values (shown on the following page). If a characteristic is at its maximum, take the other option where two are presented, or roll again on the advance table. If the re-rolled



characteristic is also at its maximum, then you may add +1 to any other instead.

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

HEROES ADVANCE TABLE

Dice Result

2-4

New Preferred Skill:

Choose one of the skill tables specified in your Posse list as a 'preferred skill', and roll for a new skill. You may re-roll the result if you already have the skill generated.

5-6

Characteristic Increase:

+1 Shootin' (for example a fighter with a Shootin' value of 4+ becomes 3+).

7

Characteristic Increase:

Choose either +1 Strength or +1 Fightin'.

8

Characteristic Increase:

+1 Grit.

9

Characteristic Increase:

Choose either +1 Wound or +1 Attack.

10

Characteristic Increase:

+1 Pluck.

11

Characteristic Increase:

Roll again: On a 1-3 gain +1 Fame, and on a 4-6 gain +1 Fortune.

12

New Skill:

Choose any of the skill tables and roll for a new skill.

You may re-roll the result if you already have the skill generated.

Henchmen and Increases

Henchmen are not naturally as skilled and courageous as Heroes, and therefore no characteristic of theirs may ever have more than a single increase applied to it. The only way to increase Henchmen characteristics further is to roll 'The Kid Done Good' on the advance table.

New Skills

There are several types of skill, and each has a separate table to determine which one is awarded to an advancing Hero. To select a new skill, pick the type of skill you want from the tables available (dictated by your result on the advance table), then roll a D6 to determine which skill has been learned. The same skill may not be taken twice for any fighter, so a duplicate result must be re-rolled.

HENCHMEN ADVANCE TABLE

Dice Result

1

Advance:

+1 Strength or +1 Grit

2

Advance:

+1 Attack or +1 Wound

3-4

Advance:

Choose either +1 Shootin' or +1 Fightin'.

5

Advance:

+1 Pluck

6

The Kid Done Good:

The Henchman becomes a Hero. Add him to the Hero section of the roster sheet. He is awarded 1 point of Fame, but otherwise remains the same. From now on he rolls on the Heroes' Advance table for future advances. Only one Henchman can advance in this way per game – if any more Henchman have gained advances, then you must re-roll results of a 6 on this table. Fighters with their own special rules keep them when they become Heroes.



SKILLS LISTS

The following Skill Lists are used to pick advances. Choose a list from those available (depending on your advance roll), then roll a D6 to determine exactly which skill is gained.

MOVIN' SKILLS

1 Born in the Saddle:

The fighter is an expert rider, and may add 1 to the dice score when making any Jump test or Thrown Rider test while mounted, or when mounting a horse. This does not, however, apply to Saddle Up rolls.

2 Nimble:

The fighter may re-roll all failed Jump, Climb and Saddle Up tests while on foot. The result of the re-roll must be accepted.

3 Stealthy:

If the fighter is targeted by missile fire while on foot, but is within 1" of any barrier that is in the way of the shot, then the attacker must make a Spotting Roll (see 'Models on the Ground' in the Movin' Section) before being able to target him.

4 Lightning Jack:

While on foot, the fighter may choose to make an extra move in the Shootin' phase instead of firing a Shootin' weapon. The fighter must be unengaged, and may not use this move to charge. To determine how far he may move, roll a dice and move that number of inches, following all the usual Movin' rules.

5 Dodge:

This fighter has fast reflexes that allow him to avoid incoming danger. Whenever he is wounded by a shootin' attack while he is on foot, roll a dice. On the roll of a 6 he ignores the wound.

6 Scout:

The fighter is adept at scouting and foraging, and ignores movement penalties for areas of difficult terrain.

BRAWLIN' SKILLS

1 Pugilist:

The fighter is especially skilled at brawling and unarmed combat, and does not suffer the usual penalties for fighting in this manner. Even when unarmed, the fighter counts as using a hand weapon.

2 Strongman:

The fighter is well-muscled and large of frame. He may wield a double-handed weapon with none of the usual penalties.

3 Dirty Fighter:

This fighter takes most foes by surprise with low-down strikes and cheap shots. Every time the fighter rolls a 6 to wound a foe in close combat, he may make an extra strike in addition to his normal attacks. This strike may be targeted at any foe in the combat – not just the one who was originally wounded.

4 Swordsman:

The fighter has had some training with military sabres or fencing blades, probably due to some time in the army. When using a sabre he may re-roll any dice scores of 1 to determine who wins the fight. The result of the re-roll must be accepted.

5 Fury:

The headstrong fighter gains an extra Attack when he charges into combat. This bonus is lost if he is subsequently charged by other enemies.

6 Sidewinder:

The fighter's close combat blows are so powerful that he can cleave through any defence. He never needs to roll more than a 4+ to wound an opponent, regardless of the foe's Grit. These rolls to wound may still be modified using Fame points as usual.



SHOOTIN' SKILLS

1 Fast Draw:

The fighter is notoriously quick on the draw. He may call a single Quickdraw at the start of each Shootin' phase without reducing his Fame store, even if he has none remaining, as long as he is using a sixgun. This Quickdraw applies only to the firer – he may never use this ability to shout 'Fire!' (see page 35).

2 Trick Shooter:

The gunman is an exceptional shot, and ignores In the Way rolls with his chosen weapon. Choose either sixgun, heavy pistol or rifle (includes repeating rifle). Multiple rolls of this skill may not be re-rolled until all three options have been taken.

3 Pistolier:

When armed with two sixguns, the fighter may fire twice in the same Shootin' phase. However, he may not fan either pistol in the same turn as using this ability.

4 Trigger-happy:

The fighter is edgy on the trigger, and is exceptionally hard to get the drop on. Whenever this fighter is unengaged and an enemy tries to charge him, the enemy must stop 1" away. The Trigger-happy fighter may take an immediate shot, out of sequence, at the charging model, as long as he is using a sidearm. Only a single shot may be taken – not fanning, spread shots or any other special action – and the weapon must not currently be reloading or jammed. If the shot misses, then the enemy completes his charge as normal. If the shot hits but fails to wound, then the enemy must take a Dive for Cover test as usual. If the enemy model is also entitled to fire during a charge, because they have a Tomahawk, for example, then the model with the drop shoots first. If the charging model is still alive and has not dived for cover, then it may complete its charge as originally intended.

5 Rifleman:

When using a rifle or repeating rifle, the fighter may re-roll misses. The result of the re-roll must be accepted.

6 Deadeye Shot:

The fighter is deadly accurate, and adds 1 to the dice roll to wound when shooting or throwing.

SAVVY SKILLS

1 True Grit:

The fighter has hidden reserves of courage and tenacity, and may re-roll the first failed Pluck test of any game.

2 Seasoned Veteran:

The fighter is a canny opponent, able to read his enemies well. If this Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Fame. He may not use this ability to call a *Quickdraw* or *Yeehaw!* if he has already been engaged in combat.

3 Trader:

The fighter is good at haggling and has several store contacts. He adds 2 to all dice rolls to find rare equipment (see the trading section, later).

4 Repartee:

The fighter dazzles his opponents with wit, preventing them from attacking him effectively. All models engaged in a fight with this fighter must pass a Pluck test or be unable to strike, though they may win and push him back as normal.

5 Card Sharp:

The fighter is a fantastic gambler, and may earn an extra D6 dollars for his Posse so long as he does not search for rare equipment or get removed from play during the game.

6 Fearsome Reputation:

The fighter is infamous and other combatants are loathe to attack him. Anyone wishing to charge or shoot at the fighter with this skill must first pass a Pluck test, as described in the Pluck section. If the test is failed, the fighter may do nothing else in that phase.



INCOME AND TRADING

During a campaign, your Posse will not only gain experience, but also wealth. With money, a Posse can buy equipment, hire new members and even trade for rare weaponry. Income alone can't buy you success, but it sure does help.

Earning Loot

At the end of each game in a campaign, players roll for income. This is done straight away so that the players can witness each other's rolls. Generally, the more experienced a Posse becomes, the more loot it can potentially earn.

Roll 1D6, plus an extra 2D6 for each Hero in the Posse who was not taken out of action during the game (even if they fled due to a failed Head for the Hills test). These Heroes collect earnings, turn in bounties, loot the dead and basically earn a crust in whatever way they see fit. The dice represent how much income, in dollars, the Posse earns between games. So, for example, a Posse with three surviving Heroes rolls seven dice. The total score is the amount of loot the Posse gains, in Dollars (\$). They may also have bonus income as a result of completing objectives in the last scenario they played – usually measured in extra income dice.

The Stash

Income is recorded in the Stash section of the Posse's Roster Sheet. It may be saved from game to game, so if there is something you particularly want to trade for, but can't yet afford, you may need to play a few more games before you can acquire it.

Spending Income

Accumulated income can be spent on one of three things: new fighters for the Posse, new equipment or weapons, or Hired Guns. Each of these is covered later.

Trading

Every town in the Old West had a bustling, merchant culture. Boom towns such as Tombstone and Dodge were renowned for the variety of goods and services on offer, almost rivalling Eastern towns in their decadence. Members of the Posse can use the local trade establishments to buy new equipment, greatly improving their chances of survival in the next encounter.

New Recruits

Rather than purchase equipment, new Henchmen or Heroes may be hired from the Posse list. New fighters may only be equipped with items from the equipment list for the Posse – additional items may not be bought for them until they have participated in at least one game.

The Posse may recruit any type of fighter available to it, but all the usual restrictions apply regarding the number of Heroes or Henchmen. For example, no Posse may have more than one leader, and Lawman Posse may have no more than 5 Vigilantes.

Hired Guns

Players may wish to hire mercenary western archetypes known as 'Hired Guns' for their Posse. See the Hired Guns section on pages 96-103 for details.

Weapons and Equipment

When purchasing new weapons and equipment for existing members of the Posse, refer to the Price Chart on the following page. The chart contains all the common items available to starting Posses, as well as some much sought-after, rare items. Rare items are not always available and vary in price. Your Henchmen lack the skill to use any equipment other than that stated in the Posse list. This does not prevent you from buying them when you find them, as you can always keep the item in storage in the hope that the Henchman may one day advance into a Hero in his own right.

Ideally, all recruiting and trading should be completed in the presence of another player from the campaign. This does not have to occur immediately after the game, as players may wish more time to carefully consider their purchases.



Buying Items

There are two types of items on the following Price Chart – Common and Rare. Common items are always available, and may be bought in any quantity at any time between games, as long as there is enough money in the Posse's stash. Items marked 'Rare' are more difficult to find. A Rare item's availability is represented by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a Rare item, roll 2D6 and compare the result to the number stated. If the roll is equal to or greater than the number, then the item is available. For example, to be able to purchase a Rare 9 item, you must roll a 9 or more on two dice. You can only buy one rare item for each successful roll, and you

may only make one roll per Hero between each game. Heroes taken out of action in the last game may not search for rare items.

Selling Items

A player may trade in weapons and equipment at the same time as he buys new ones. This is because, as Posse become more powerful, they may wish to sell off their old weapons in favour of better ones. However, the second-hand value of equipment is not high due to wear and tear. Items may be sold for half the price listed on the Price Chart. Alternatively, any number of weapons may be stored by the Posse, allowing you to easily equip new recruits.

PRICE CHART

Fightin' Weapons

Item	Cost (\$)	Rarity
Hand Weapon	2	Common
Cavalry Sabre	3	Rare 7
Two-handed Weapon	3	Common

Guns

Item	Cost (\$)	Rarity
Sixgun	6	Common
Heavy Pistol	12	Rare 6
Rifle	16	Common
Repeating Rifle	18	Rare 7
Musket	6	Common
Buffalo Gun	25	Rare 8
Saturday Night Special	5	Rare 7
Shotgun	12	Common
Sawed-off Shotgun	15	Common
Le Mat Pistol	18	Rare 11

Other Shootin' Weapons

Item	Cost (\$)	Rarity
Indian Longbow	5	Common
Throwing Weapon	2	Common
Lasso	10	Common
Tomahawk	3	Rare 7

Explosives

Item	Cost (\$)	Rarity
Dynamite	20/12**	Rare 9
Nitro	35/18**	Rare 11

Livery

Item	Cost (\$)	Rarity
Horse	18	Common
Mule	12	Common

Miscellaneous

Item	Cost (\$)	Rarity
Boilerplate	6	Rare 7
Fancy duds	24	Rare 7
Fine Whiskey	18/10**	Rare 6
Marked Cards	16	Rare 9
Night on the Town	20	Common
Rifle Scope	15	Rare 9
Spring-loaded		
Contraption	14	Rare 9
Visit to the Doc	4D6*	Common

*This service has a variable cost.

Roll the dice, and the result is the amount in \$ it will cost.

**The initial cost of these items is high, but once a supply has been found, they are easier to purchase. The first time a Posse buys them, they pay the higher value. Subsequently, they only pay the lesser one.

Special Equipment Rules

The rules for weapons were covered in an earlier section, but there are now many new items of equipment for your Posse to buy, each of which has its own special rules.

Livery

Horse:

Horses follow all the rules detailed for mounted fighters. They have a Move rate of 10", and the following profile:

S	F	St	G	A	W	P
0	0	3	4	0	1	3

Special Rules: Mules may never jump obstacles. However, they only halve their move when crossing difficult terrain, rather than reducing it to a quarter.

Mule:

Mules follow all the rules detailed for mounted fighters. They have a Move rate of 8", and the following profile:

S	F	St	G	A	W	P
0	0	3	5	0	1	3

Miscellaneous

Boilerplate

Some particularly cunning (some would say underhand) gunfighters take the front plates from old boilers and wear them under their shirts. This has the effect of providing crude but effective armour, protecting the most commonly targeted area of the body from their opponent's shots.

Wearing a boilerplate increases the fighter's Grit value by 1 point. This can take the Grit value on the characteristic profile above the maximum. However, it is so heavy that it reduces the fighter's movement value by 1" while on foot. Additionally, while on foot, the fighter must roll two dice instead of one for all Jump, Climb and Saddle Up tests, and use the lowest score as the result.

Fancy Duds

Some wealthy gunfighters wear distinctive clothing to make them stand out from the rabble. These slick clothes are often bright of colour and luxurious of feel, and may only be purchased by the Posse's Leader.

The Leader may roll 3 dice for all his Pluck tests (but not Bottle Tests) and choose the two best results. However, if he is taken out of action during any encounter, roll a dice. On the score of a 1, the fancy duds have been ruined and must be discarded.

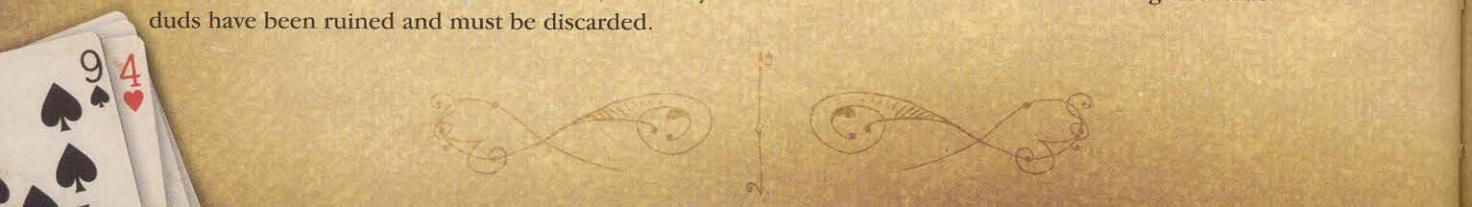
Fine Whiskey

The temptations of the Old West were many and varied, but the evils of hard liquor were particularly difficult to resist. Whiskey fortified rowdies and peace officers alike, encouraging them to take ever-increasing risks while under the influence of the 'devil's drink'.

A Hero may choose to drink the whiskey at the start of any game. Their Pluck value is increased by D6 points (to a maximum of 7) for the duration. Additionally, when engaged in a fight, the Hero's Grit value counts as being 1 point higher than it actually is, representing the difficulty of putting down an inebriated pugilist! However, their Shootin' value is reduced by 1 point (so a 4+ value would become a 5+ value, for example). After it has been consumed, the whiskey must be removed from the Roster Sheet.

Marked Cards

Using this crooked deck of cards, the Hero may earn an extra D6 dollars for his Posse so long as he does not search for rare equipment or get removed from play during the game. This is exactly the same as having the Card Sharp skill. If the Hero with the marked deck is already a Card Sharp, then he may roll two dice instead of one and choose the highest value.



Night on the Town

Every Posse needs to let off steam now and again, and a good leader will know that the best thing for a morale boost is the occasional night of shootin', drinkin', women and gamblin'. The Posse may ignore the first failed Head for the Hills test in their next game.

Rifle Scope

By adding sights to certain longarms, a shootist could increase his accuracy and, in turn, the effective range of the weapon by taking careful aim. A rifle scope may be fitted to a rifle or repeating rifle, and adds 6" to their range. A repeating rifle only benefits from this extra range when the firer remains stationary in his Movin' phase.

Spring-loaded Contraption

These devices were worn up the sleeves of unscrupulous gamblers and gunfighters, and were fitted with either spare cards for cheating at poker, or a small Saturday-night special for quick-draws! When purchased, you must specify whether the device will be used for gambling or shooting, although the same fighter is free to buy one of each type.

If used for gambling, then the Hero adds D6 dollars to the amount earned from being Cardsharp and/or owning marked cards.

If used for shooting, then the Hero may call a Quickdraw once per game, without spending any Fame points, so long as he is using a Saturday-night special.

Visit to the Doc

Sometimes a fighter's injuries will become so severe that they must overcome their fears and visit the town doctor. Any Hero with a serious injury (see page 86) may visit the Doc.

Spend the variable amount of money for the consultation, then roll on the table below to see how successful the treatment has been.

NB. Amputated limbs can never be healed.



TREATMENT TABLE

Dice Result

- | | |
|-----|---|
| 1 | Botch! – The Doc is clearly a quack, and has made the injury worse! Roll again on the Serious Injuries Chart, ignoring any results of Captured, Bitter Enmity or Robbed. |
| 2 | No Effect – The Doc can do nothing for you, although you may try again for a second opinion after the next game. |
| 3-5 | Feeling Better – One of the Hero's Injuries has been cured! Cross it off the Roster Sheet notes. |
| 6 | Miracle Worker – The doctor is a genius, and has somehow cured all the Hero's injuries. Remove them from the Roster Sheet notes. |

HIRED GUNS

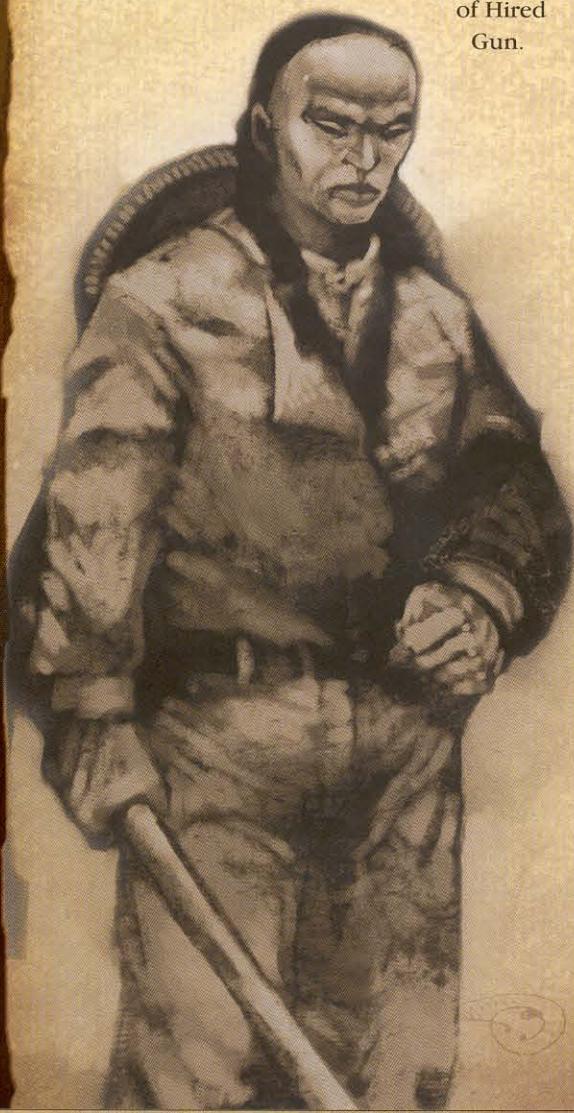
Hired Guns belong to no particular Posse, and often have no discernible allegiance or agenda other than their own. The leader of a Posse will often pay for the service of a Hired Gun to add skills that are otherwise lacking in his gang.

Recruiting Hired Guns

A player may either recruit Hired Guns when he creates his Posse, or during the campaign between games.

Hired Guns do not count towards the maximum number of models in the Posse, nor may they ever gain income in the same way as Heroes. A player may not buy new equipment or weapons for the Hired Gun, nor may he sell or swap the Hired Gun's existing gear. Any options available to a Hired Gun can only be purchased upon initially recruiting them – not between games. As the Hired Gun does not really count as part of the Posse, their Pluck may never be used for Bottle Tests. To reflect their rarity, a Posse may not hire more than

one of each type
of Hired
Gun.



Recruitment Fee

When a Posse recruits a Hired Gun, they must provide a recruitment fee up front. For most, this fee represents their asking price for services rendered, but for others it may more accurately represent expenses (for a US Marshal), donations to the Church or other worthy cause (for a Preacher), or whatever the Hired Gun desires. In addition, the Hired Gun will not remain with the Posse from game to game unless a retainer is paid at the end of each game in which he participates, including the first. Obviously if the Hired Gun is killed, or you no longer require his services, then you will not have to pay the retainer! Both the recruitment fee and the retainer are indicated in the Hired Gun profiles, on the following pages.

If you don't have enough loot to pay the Hired Gun, then they will leave the Posse. Any experience they acquired during their time with the Posse is lost, even if you later recruit another Hired Gun of the same type.

Injuries

Hired Guns are treated as if they were normal Henchmen if they are taken out of action in a game.

Hired Guns and Experience

Hired Guns gain Experience Points in the same way as Henchmen, and should be written into the Henchmen section of the Record Sheet. Refer to the scenarios in the usual way to see how many Experience Points they gain for each game they are involved in.

Once the Hired Gun gains enough Experience Points for an advance, however, they use the Heroes Advance Table rather than the Henchmen's. Note that some Hired Guns have restrictions on which Skill lists they may use when a new Skill is gained.

UNITED STATES MARSHAL

Recruitment Fee: \$32 Retainer: \$11



While all towns are responsible for appointing their own law representatives, sometimes officers had to be appointed to make arrests on a state or territory-wide basis. These men were US Marshals, appointed by the President himself to bring to justice the most villainous outlaws and vicious killers in the Old West.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	6	3	1

PREACHER

Recruitment Fee: \$20 Retainer: \$7



While most holy men in the Old West were simple, peace-loving servants of God, there were those whose firebrand approach to the Word of the Lord was perfectly adapted to life on the frontier. Going where others fear to tread, the Preacher is determined to bring God's Law to the badlands.

S	F	St	G	A	W	P	FA	FT
6+	2	2	3	1	1	5	0	3

Special Rules:

The Holy Bible: At any point in the Movin' phase, the Preacher may choose to read from the Good Book, instilling fear in the hearts of the unfaithful who dare stand before him. The Preacher targets any enemy model within 8". Roll a dice and, on the score of a 4 or more, the victim loses 1 point of Pluck. This penalty applies for the rest of the game. The Preacher may target the same model multiple times in the same game, reducing the target's Pluck value each time.

Skills: The Preacher may never take Shootin' skills, nor may he ever be a Cardsharp.

Equipment:

Heavy Pistol.

Options:

Horse (+\$10), Repeating Rifle (+\$14)

Infamy:

The Marshal adds 20 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Peace Officer: This Hired Gun may only be hired by Lawmen.

Jurisdiction: If, at the end of a game in which the Marshal takes part, an enemy model is taken captive (see the Serious Injuries table, pg 86), then the Marshal will ALWAYS collect the bounty – the Posse does not have the option to trade captives.

Equipment:

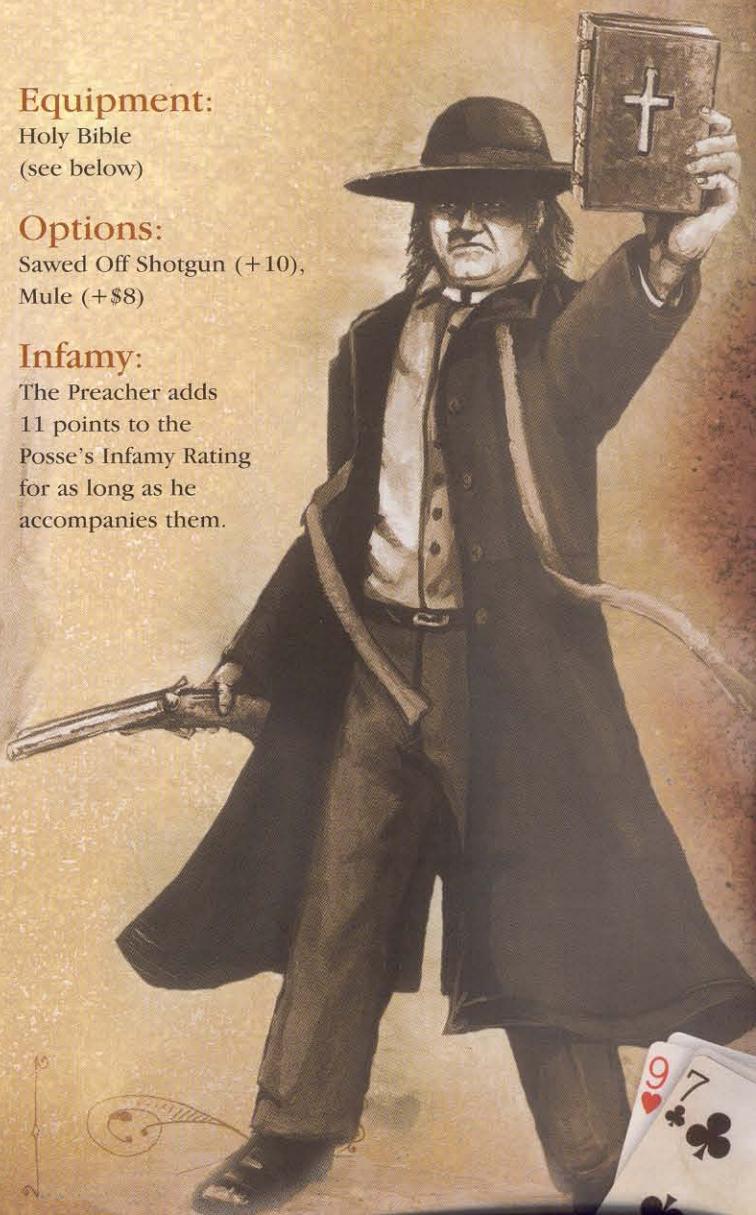
Holy Bible
(see below)

Options:

Sawed Off Shotgun (+10), Mule (+\$8)

Infamy:

The Preacher adds 11 points to the Posse's Infamy Rating for as long as he accompanies them.



GUNSLINGER

Recruitment Fee: \$30 Retainer: \$10



There were those in the Old West for whom toil and pioneer spirit were alien concepts. Men for whom killing was a way of life, and the only thing that truly mattered was outdrawing the next opponent. Whether they killed for money, infamy or fun, gunslingers were a common sight in frontier towns.

S	F	St	G	A	W	P	FA	FT
3+	3	3	4	1	2	4	2	2

PRIZE FIGHTER

Recruitment Fee: \$18 Retainer: \$6



A popular form of entertainment in mining camps and frontier towns, bare-knuckle boxing was a bloody and dangerous art. Those who were successful were feared men indeed, often combining mighty endurance with great physical strength.

S	F	St	G	A	W	P	FA	FT
-	5	4	5	2	2	5	1	1

Special Rules:

Prize fighting: Between encounters, as long as the Posse can afford the Prize Fighter's retainer, you may choose to gamble money on him in one of his bouts. Subtract any amount of money from your stash, and roll a D6. Compare the score to the following table:

NB. This dice roll may only be modified by Fame if the Prize Fighter did not spend his store during the previous game.

Pugilist: This is exactly the same as the skill of the same name (see page 90), and may not be taken again if the Prize Fighter gains an advance.

Skills: The fighter may choose from Brawlin' and Movin' skills when he gains an advance.

Equipment:

2 sixguns

Options:

Heavy pistol (+\$10)

Infamy:

The Gunslinger adds 15 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Fast Draw: This is identical to the skill of the same name, and may not be taken a second time if the Gunslinger gains an advance.

Life is Cheap: Gunslingers are merciless, unforgiving men, for whom monetary gain is more important than human life. Unlike other fighters, Gunslingers may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats, as described on page 25.

Equipment:

None

Infamy:

The Prize Fighter adds 12 points to the Posse's Infamy Rating for as long as he accompanies them.

D6	Result
1	Your fighter loses badly, and the money you gambled is lost.
2-3	Both men beat each other senseless, and the fight is a bloody no-contest. You manage to break even and get back the money you bet.
4-5	Your fighter wins, but only just! You regain the money you staked, as well as an extra D6 dollars.
6	Your fighter is triumphant, and you double your stake!



FREE TRAPPER

Recruitment Fee: \$16 Retainer: \$6



In the early days of the American West, it was mountain men such as Jim Bridger who explored the land and fought tooth and nail for the rapidly expanding territory. These men are now a dying breed, living a simple, reclusive life in the backwoods of the frontier.

S	F	St	G	A	W	P	FA	FT
5+	4	3	4	2	2	5	1	1

PROSPECTOR

Recruitment Fee: \$18 Retainer: \$6



During the gold rush years, many opportunists set themselves up as pan-handlers and miners, prospecting for precious metals. Leaving everything behind for the dream of striking it rich was a huge gamble, but those few who were successful could make their fortunes.

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	4	0	1

Equipment:

Pick-Axe (double-handed weapon), Dynamite (1 use per game)

Options:

Shotgun (+\$10), Mule (+\$8)

Infamy:

The Prospector adds 9 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Gold Digger: The Prospector adds an extra dice to your loot at the end of each game, although he still does not count as a Hero for other purposes, such as trading.

Skills: Prospectors may not choose Shootin' skills when they gain an advance.

Equipment:

Musket, Knife (Hand Weapon)

Options:

Buffalo gun (+\$20), Double handed weapon (\$3)

Infamy:

The Free Trapper adds 10 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Woodsmen: Free Trappers suffer no movement penalty for moving through dense woodland and undergrowth.

Skills: The Free Trapper may choose from Brawlin', and Movin' skills when he gains an advance.



SOILED DOVE

Recruitment Fee: \$18 Retainer: \$10



Despite constant petitioning from the church and women's movements, prostitution was rife in the Old West. Many opportunistic 'madames' chose to set up their houses of ill repute in the frontier boom towns, and the Soiled Doves were on hand any time of the day or night to assist the men of the town with lightening their purses.

S	F	St	G	A	W	P	FA	FT
4+	2	2	3	1	1	4	0	1

Equipment:

Saturday Night Special

Infamy:

The Soiled Dove adds 6 points to the Posse's Infamy Rating for as long as she accompanies them.



Special Rules:

Distraction: No enemy model may charge, shoot at or otherwise harm the Soiled Dove (even indirectly with a sawed-off template) until she herself attacks – it's simply not done to assault a lady, even one of disrepute! The chief ability of a Soiled Dove in a game is to distract and hinder the enemy as best she can, using all the feminine wiles of her trade. If an enemy Hero is within 3" of the Soiled Dove, then 2 Fame points must be expended instead of 1 to modify dice scores or declare Heroic Actions. Additionally, if she is in the way of a shot from any enemy model, then they may not shoot for fear of endangering her (this additional ability only works up until the Soiled Dove makes an attack, thus revealing her true intentions). The Soiled Dove has no control zone until she attacks someone – so a model may move into touch with her and shoot around her exactly as if she was a piece of scenery or a friendly model. If both Posse have Soiled Doves, then the two 'ladies' may attack each other freely – they know their own game well enough!

Skills: Soiled Doves may only choose from Movin' and Savvy skills when they gain a skill advance.



Due to the distracting presence of the Soiled Dove, the US Marshal must expend 2 points of Fame instead of 1 to turn his missed shot into a hit.

CHINESE RAIL WORKER

Recruitment Fee: \$16 Retainer: \$6



Chinese immigrants were one of the least respected groups of people in the Old West. Hired by the railroad company as cheap, expendable labour, they suffered not only at the hands of their employers, but also from bigoted 'anti-Chinese' coalitions, who would resort to heinous acts to drive the immigrants from their towns.

S	F	St	G	A	W	P	FA	FT
5+	6	3	4	2	1	4	0	2

PINKERTON MAN

Recruitment Fee: \$30 Retainer: \$10



Formed by the abolitionist Allan Pinkerton in 1850, the Pinkerton Detective Agency was an army of sleuths, ready to fight crime in any state or territory. Noted for their unorthodox methods, the Pinkerton Men were an early form of federal secret service, feared and despised by outlaws.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	2	5	1	1

Equipment:

Sixgun, Repeating Rifle

Infamy:

The Pinkerton Man adds 16 points to the Posse's Infamy Rating for as long as he accompanies them.

Equipment:

Knife (hand weapon), 2 Throwing Weapons

Infamy:

The Chinese Worker adds 11 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Heathen: The Chinese Worker is unaffected by the Preacher's ramblings from the Holy Bible.

Ancient Remedies: Using herbal or meditational remedies based on centuries of advanced knowledge, the Chinese workers displayed stamina previously unseen by the average westerner. Once per game, the Chinese Worker may use these powers to restore all his Fortune. To achieve this, the worker must remain still in his Movin' phase and remain unengaged throughout – if he is charged while attempting to restore his Fortune, then the attempt fails and he will have to try again later. If he succeeds, then his Fortune is restored at the end of the Movin' phase.

Special Rules:

Peace Officer: This Hired Gun may only be hired by Lawmen.

Jurisdiction: If, at the end of a game in which the Pinkerton Man takes part, an enemy model is taken captive (see the Serious Injuries table, pg 87), then the Pinkerton Man will ALWAYS collect the bounty – the Posse does not have the option to trade captives.

Fearsome Rep: This ability works in the same way as the skill on page 91 – however, the Pinkerton Man is only feared by Outlaws, unless he gains said skill as an advance later.

Life is Cheap: Pinkerton Men are ruthless pursuers of their own brand of justice, and they will stop at nothing to get their man. Unlike other fighters, Pinkerton Men may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats, as described on page 25.



INDIAN SCOUT

Recruitment Fee: \$28 Retainer: \$9



After the civil war had ended, most Native Americans were forced to live a meagre existence on reservations. However, those loyal to the US Army often found themselves shunned by their kin, and offered their skills to the white men, knowing that they would never again be accepted by either.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	1	4	1	2

MEXICAN BANDIDO

Recruitment Fee: \$32 Retainer: \$11



The outlaws who prowl the Texas-Mexico border are notorious for their vicious streak and gleeful enthusiasm for mayhem. When a Bandido is in town, the law are on their guard, because they face a different breed of crazy killer.

S	F	St	G	A	W	P	FA	FT
4+	3	3	4	2	2	4	1	2



Equipment:

Longbow or Rifle (choose one), Tomahawk, Knife

Infamy:

The Scout adds 10 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Heathen: The Scout is unaffected by the Preacher's ramblings from the Holy Bible.

Stealthy: This works exactly like the skill on page 90. Note that if an Indian Scout rolls this result due to an advance, he must re-roll, as the effects are not cumulative.

Skills: Indian Scouts may choose from Movin' and Brawlin' skills when they gain an advance.

Equipment: Options:

2 sixguns Horse (+\$10)

Infamy:

The Bandido adds 15 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Festooned with Pistols: The Bandido has pistols hanging from every belt, and is never short of a fresh gun. He ignores all jams and reloads, even when fanning, as he simply discards the weapon and grabs another, ready to use in the next turn.

Pistolier: This is exactly the same as the skill of the same name, and may not be taken again if the Bandido gains an advance.

Skills: The Bandido may choose from Shootin' and Movin' skills when he gains an advance.

Life is Cheap: Bandidos are mercenary desperadoes. Unlike other fighters, Bandidos may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats, as described on page 25.

REPORTER

Recruitment Fee: \$38 Retainer: \$14



Reporters, often called 'muckrakers' (or worse), were sent to the most dangerous towns of the Old West to record tales of bravery or butchery to delight and shock the readers of their newspapers. Often liberal with the truth, many gunfighters learned to exploit the press to increase their own notoriety.

S	F	St	G	A	W	P	FA	FT
6+	2	3	3	1	1	3	0	2

COOKIE

Recruitment Fee: \$12 Retainer: \$5



Every good mining camp, wagon train and trail posse had itself a cook – someone to prepare the jerky for forthcoming trips or whip up a mean stew while out on the prairie. Always making enough food to feed an army, they seem to attract hungry strangers to the camp like flies to manure.

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	3	0	1

Equipment:

Cooking pot (hand weapon)

Options:

Shotgun (+\$10),

Infamy:

Cookie adds 6 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Skills: A Cookie may choose from Movin' and Brawlin' skills when they gain an advance.

Cook: A Posse with a Cookie may increase its maximum size by 1 model. Note that this does not increase the maximum number of Heroes you may have.

Equipment:

Notepad and pen (no game effect)

Infamy:

A Reporter adds 8 points to the Posse's Infamy Rating for as long as he accompanies them.

Special Rules:

Skills: A Reporter may choose from Movin' and Savvy skills when he gains an advance.

"I'll make you famous": Any friendly Hero who has 0 Fame points at the start of the turn automatically adds 1 Fame point to his store if he begins the turn within 3" of the Reporter. This does not include the Reporter, as he may never have any Fame points of his own.



THE LEGENDS

In this section, you will find rules for using some of the most infamous characters from Old West history in your games.

Within these pages, lawmen, outlaws and stone cold killers are presented as guns for hire – if you can afford them.

Looking for Legends

After any game, you may choose to send any number of your Heroes to look for a Legend of the Old West. Heroes who were taken out of action in the last game may not join the search, as they are still recuperating from their injuries. Heroes who are looking for a Legend cannot look for rare items when trading, although they still contribute money to the stash as usual. To search for a Legend, follow these steps:

- Decide which Legend you are searching for, and how many Heroes you are sending on the search.
- Roll a D6 for each searcher. If any of the dice scores a 6, then the Legend has been found. Fame may not be used to adjust this roll.

Recruitment Fee

The Posse must pay the Recruitment Fee for the Legend when he is hired. Additionally, after each game in which he fights, including the first, the Posse must pay the retainer exactly as with Hired Guns. If at any point you are unable to pay the Legend, he will leave the Posse.

Equipment,

Injuries and Experience

Legends have their own equipment, which only they may use. Furthermore, additional weapons or equipment may not be purchased for them.

Legends do not earn Experience Points or gain advances, although if they are taken out of action they must roll on the serious injuries chart as if they were a normal Hero. Each Legend's description also notes how many points they add to the Posse's Infamy Rating as long as their services are retained.

Unique Characters

No more than one of each Legend may ever be hired, as they are unique individuals. Additionally, no more than one of each may ever be present in the same game on opposing sides.

Designer's Note

The following characteristic profiles contain historical information as well as rules for some of the most influential figures from the 1865-1890 period. Where possible, details of the exact equipment most commonly used by each character are included, along with historical notes where necessary. However, despite painstaking research, records of the time were woefully inaccurate – accounts vary from source to source, and even details such as the correct spelling of surnames are inconsistent.





WYATT EARP (1848-1929) DEPUTY US MARSHALL

Recruitment Fee: \$72 Retainer: \$26

Despite years of travelling, adventure and escapades on both sides of the law, it was as Marshal in the boomtown of Dodge City that Wyatt Berry Stapp Earp made his name. After cleaning up that tough town with his controversial methods, Wyatt tried to retire to Tombstone. However, he became embroiled in a feud with the notorious Clanton gang, which once again had him reaching for his guns and wearing a lawman's badge. The feud culminated in the bloody shootout near the OK Corral, sealing Wyatt's place in history.

S	F	St	G	A	W	P	FA	FT
4+	4	4	5	2	3	7	3	3

Equipment:

.44 Smith & Wesson New Model No. 3 "American" (Heavy Pistol)

Infamy:

Wyatt Earp adds 30 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+12pts), Shotgun (+10)



Historical Note:

Wyatt Earp is often cited as carrying the unusual, long-barrelled Bunline Special as his weapon of choice. Western myth goes that the dime-novel writer, Ned Buntline, presented several of these powerful handguns to noted Old West 'celebrities', Wyatt included. However, historians believe these claims to be entirely false – inventions of the overactive imagination of Earp's biographer.

Special Rules:

Peace Officer: Wyatt Earp may only be hired by Lawmen.

Jurisdiction: If, at the end of a game in which Wyatt takes part, an enemy model is taken captive (see the Serious Injuries table, pg 87), then Wyatt will ALWAYS collect the bounty – the Posse does not have the option to trade captives.

Tenacious: Wyatt is cool under fire and as brave as they come. He automatically passes any Pluck tests he is required to make. This does not, however, apply to Head for the Hills tests.

Famous: Wyatt's reputation precedes him wherever he goes. He may expend one free point of Fame per turn. This point may be spent without reducing his Fame store. Any additional points of Fame spent during the turn will reduce his Fame store as normal.

Skills: In addition to the above special rules, Wyatt Earp has the Fearsome Reputation skill, the rules for which may be found in the Campaigns section (page 91).

JOHN 'DOC' HOLLIDAY (1851-1887)

Recruitment Fee: \$80 Retainer: \$28

A southern gent and former dentist, John Henry Holliday gave up his practice as a result of contracting tuberculosis, and moved out west hoping that the dry air would ease his affliction. There he earned a living as a professional gambler, along with a reputation as one of the fastest gunfighters in the West. Moving from town to town with the law on his tail, he eventually gained sanctuary in Dodge City, where he allegedly saved the life of one Marshal Wyatt Earp – the two became an unlikely duo thereafter.

S	F	St	G	A	W	P	FA	FT
3+	3	3	3	1	3	6	4	2

Equipment:

2 nickle-plated, single-action Colts (sixguns), small knife (hand weapon)

Infamy:

Doc Holliday adds 28 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+12pts), Shotgun (+10pts)



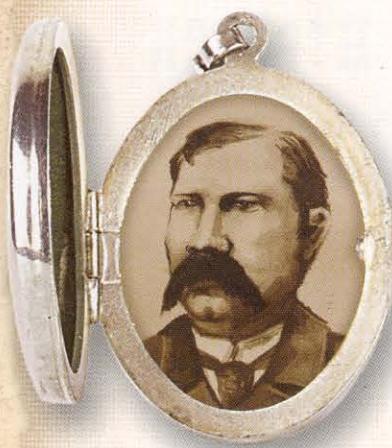
Special Rules:

Old Friend: Doc Holliday will never fight against his friend Wyatt Earp. If they are ever on opposing sides, Doc will not fight in that game, choosing instead to sit on the sidelines rather than betray loyalties. You do not have to pay the retainer for Doc's services should this happen.

Deadly: Doc scores critical damage with his sixguns when he rolls a 6 to wound, in the usual manner. However, such is his accuracy that the second dice roll needs score only a 4, 5 or 6 to inflict extra damage, rather than a 6.

Skills: In addition to the above special rules, Doc has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Fearsome Reputation, Fast Draw, Pistolier, Deadeye Shot, Repartee, Card Sharp and Trigger-happy.





VIRGIL EARP (1843-1906)

TOWN MARSHAL, TOMBSTONE

Recruitment Fee: \$56 **Retainer:** \$18

Virgil Earp was the eldest of the Earp brothers, and was the one who instigated the ill-fated move to the boomtown of Tombstone. Virgil became town Marshal upon his arrival, and quickly made enemies with local cowboy family, the Clantons. After the gunfight at the OK Corral, Virgil was shot on the streets of Tombstone, and lost the use of his arm. Cutting his losses, he left the town in the hands of his brother Wyatt.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	3	7	2	2

Equipment:

.45 Colt Peacemaker (Heavy Pistol)

Infamy:

Virgil Earp adds 20 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Peace Officer: Virgil Earp may only be hired by Lawmen.

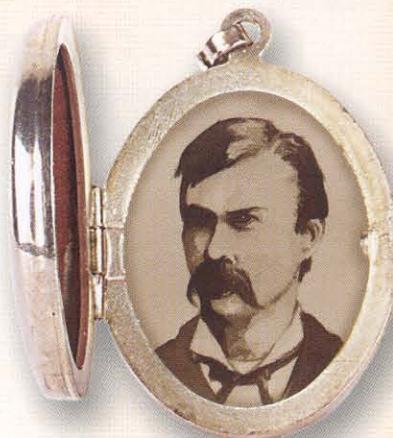
True Grit: This ability is exactly the same as the skill of the same name, found on page 91.

MORGAN EARP (1851-1881)

DEPUTY MARSHAL, TOMBSTONE

Recruitment Fee: \$49 **Retainer:** \$12

The youngest of the Earp brothers, Morgan was idealistic and impetuous. He became a Special Deputy when Virgil took the post of town Marshal of Tombstone. In the notorious 'gunfight at the OK corral, Morgan proved himself a capable gunman, despite sustaining a shoulder wound. However, he made deadly enemies on that fateful day, who would later prove to be his assassins.



S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	6	1	1

Equipment:

.45 Colt Peacemaker (Heavy Pistol)

Infamy:

Morgan Earp adds 15 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Peace Officer: Morgan Earp may only be hired by Lawmen.



JAMES BUTLER HICKOCK

A.K.A. WILD BILL (1837-1876)

Recruitment Fee: \$92 Retainer: \$30

One of the most colourful characters of the Old West – not least because of his own tall stories – Wild Bill was regarded as a softly spoken gentleman who was fearsomely fast and accurate with a sixgun. He served for a while as an army scout, where his heroism distinguished him. Later he became a peace officer in Abilene, where the crime rate dropped dramatically out of respect for the infamous Hickock.

S	F	St	G	A	W	P	FA	FT
3+	4	3	4	2	3	6	6	2

Equipment:

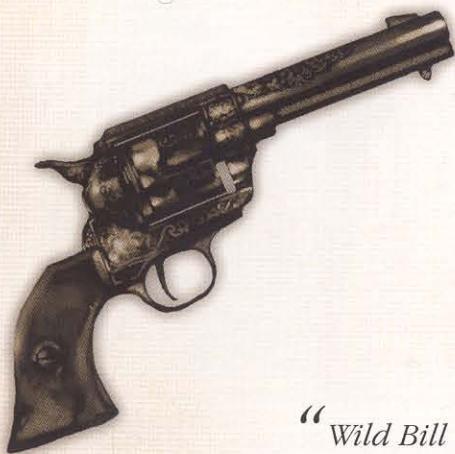
2 ivory-handled Colts (sixguns),
Knife (hand weapon)

Infamy:

Wild Bill adds 30 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+12pts)



Special Rules:

Deadly: Wild Bill scores critical damage with his sixguns when he rolls a 6 to wound, in the usual manner. However, such is his accuracy that the second dice roll needs score only a 4, 5 or 6 to inflict extra damage, rather than a 6.

Life is Cheap: Although he respects the law, Wild Bill is a strong advocate of tough justice. Unlike most other fighters, Wild Bill may shoot at a target even if there are friendly models in the way. Additionally, he may shoot indiscriminately into combats, as described on page 25.

Skills: In addition to the above special rules, Wild Bill has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Fearsome Reputation, Fast Draw, Pistolier, Card Sharp, Deadeye Shot, True Grit, Trigger-happy and Scout.

“Wild Bill was a strange character. Add to this figure a costume blending the immaculate neatness of the dandy with the extravagant taste and style of a frontiersman, you have Wild Bill, the most famous scout on the plains.”

- General George Custer, writing about Wild Bill Hickock



WILLIAM BARCLAY 'BAT' MASTERSON (1855-1921)

SHERIFF, FORD COUNTY

Recruitment Fee: \$62 **Retainer:** \$21

Bat Masterson became a county Sheriff at the young age of 22, owed in no small part to his friendship with Wyatt Earp. Masterson's reputation as a tough customer and cool gunfighter was sealed during his time in Dodge City, where he was described by one newspaper as being 'well known as a man of cool nerve in cases of danger'.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	2	2

Equipment:

Sixgun, walking cane (hand weapon)

Infamy:

Bat Masterson adds 20 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Peace Officer: Bat Masterson may only be hired by Lawmen.

Trigger-happy: This ability is exactly the same as the skill of the same name, found on page 90.

ED MASTERSON (1852-1878)

TOWN MARSHAL, DODGE CITY

Recruitment Fee: \$50 **Retainer:** \$16

Ed Masterson was the older and more amiable brother of Bat. Although he had the respect of the citizens of Dodge and was a brave and capable fighter, the hell-raisers of the town saw him as a soft touch, and he was killed by a pair of drunken cowboys – his brother Bat at his side exacting instant revenge.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	2	0

Equipment:

Heavy Pistol

Infamy:

Ed Masterson adds 18 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Peace Officer: Ed Masterson may only be hired by Lawmen.





PAT GARRETT (1850-1908)

Recruitment Fee: \$64 Retainer: \$21

A former barman, Garrett became Sheriff of Ford County in 1880. In his new role, he hunted down – and eventually killed – Billy the Kid. Garrett's career never reached a greater height, and he later became a customs collector in El Paso, where he was later gunned down by Wayne Brazel over a land dispute.

S	F	St	G	A	W	P	FA	FT
3+	4	3	4	1	2	6	3	2

Equipment:

Merwin & Hulbert .38 revolver (Sixgun)

Infamy:

Pat Garrett adds 20 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$12), Repeating rifle (+\$15)

Special Rules:

Peace Officer: Pat Garrett may only be hired by Lawmen.

Jurisdiction: If, at the end of a game in which Garrett takes part, an enemy model is taken captive (see the Serious Injuries table, pg 87), then Garrett will ALWAYS collect the bounty – the Posse does not have the option to trade captives.

Skills: In addition to the above special rules, Pat Garrett has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Deadeye Shot and True Grit.



WILLIAM H. BONNEY

A.K.A. **BILLY THE KID,**
 A.K.A. **HENRY MCCARTY** (1859-1881)
Recruitment Fee: \$74 Retainer: \$28

Of all the tragedy and evil that came from the so-called Lincoln County War, Billy the Kid will be the enduring legend.

He became an outlaw and notorious killer, forged from desire for revenge. His wish was granted and the Kid led a band of Regulators on a quest for justice against the killers of his mentor, John Tunstall. Finally, he was caught by Pat Garrett, and was allegedly shot in the back – a violent end to a violent career.



S	F	St	G	A	W	P	FA	FT
3+	3	3	3	2	2	5	4	2

Equipment:

Smith & Wesson revolver (Sixgun),
 Colt 'Thunderer' (Heavy pistol)

Infamy:

Billy adds 26 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+12pts), Shotgun (+10pts)

Special Rules:

Troublemaker: Billy may never be hired by Lawman Posse.

Famous: Billy may expend one free point of Fame per turn. This point may be spent without reducing his Fame store. Any additional points of Fame spent during the turn will reduce his Fame store as normal.

Skills: In addition to the above special rule, Billy has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Fast Draw, Nimble, Fearsome Reputation, Repartee and Trigger-happy.





CURLY BILL BROCIUS

Recruitment Fee: \$55 Retainer: \$20

Little is known about the outlaw Curly Bill – his birth remains a mystery, as does the manner and time of his death. What is known is that he was arrested by Wyatt Earp in Tombstone for the murder of Marshal Fred White, which ignited the already volatile feud between the Clantons (Brocius' friends) and the Earps.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	2	2

Equipment:

2 Six-guns

Infamy:

Curly Bill adds 18 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$12),
Fancy Duds (+\$20)

Special Rules:

Troublemaker: Curly Bill may never be hired by Lawman Posse.

Desperado: If the Posse has lost its leader, then Curly Bill will automatically take over for as long as he is with them, ousting the replacement leader.

Pistolier: This ability is exactly the same as the skill of the same name, found on page 90.

Charming: Curly Bill has a charming effect on the ladies. He is unaffected by the Soiled Dove's Distraction skill.

Life is Cheap: Curly Bill is a notorious desperado. Unlike other fighters, Curly Bill may shoot at a target even if there are friendly models in the way. Additionally, he may shoot indiscriminately into combats, as described on page 25.



JOHN PETERS RINGO (1850-1882)

Recruitment Fee: \$68 Retainer: \$22

Johnny Ringo was a feared gunfighter, noted for his wild streak and mean temper. After a string of robberies and killings, he stayed for a while in Tombstone, where he openly made enemies of Wyatt Earp and Doc Holliday. He died in mysterious circumstances – despite it being declared a suicide, rumours persist to this day that Wyatt was involved in a murderous plot.



S	F	St	G	A	W	P	FA	FT
3+	4	3	4	2	3	5	2	2

Equipment:

Nickle-plated, single-action Colts (sixguns), Small knife (hand weapon)

Infamy:

Ringo adds 22 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+12pts)

Special Rules:

Troublemaker: Ringo may never be hired by Lawman Posse.

Life is Cheap: John Ringo is a stone cold killer. Unlike other fighters, Ringo may shoot at a target even if there are friendly models in the way. Additionally, he may shoot indiscriminately into combats, as described on page 25.

Skills: In addition to the above special rules, Ringo has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Fearsome Reputation, Fast Draw, Deadeye Shot, Trick Shooter and Trigger-happy.



JOSEPH IKE CLANTON (1847-1887)

Recruitment Fee: \$54 Retainer: \$18

Ike Clanton was one of the most notorious members of the Clanton gang, who were ranchers and, some said, cattle rustlers. It was Clanton's fiery temper that stirred the feud between his family and the Earps, which resulted in the deaths of his brother and his friends. Ike fled the gunfight, wanting no part of the battle that he himself had instigated, and his nefarious career effectively came to an end.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	1	2

Equipment:

Six-gun, Repeating rifle,
Small knife (hand weapon)

Infamy:

Ike Clanton adds 18 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

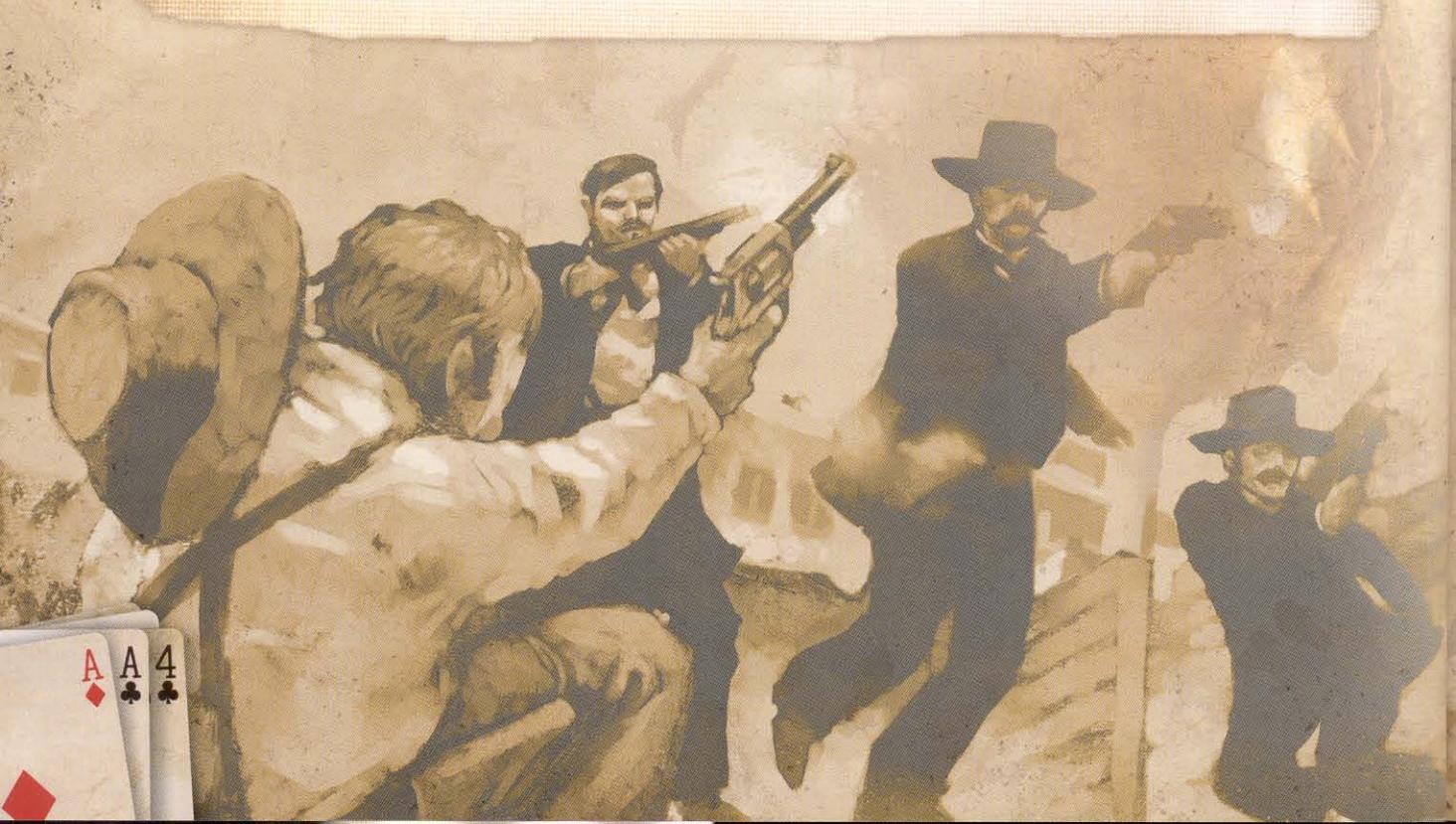
Horse (+12pts)

Special Rules:

Troublemaker: Ike Clanton may never be hired by Lawman Posse.

Life is Cheap: Ike Clanton is a low-down dirty fighter. Unlike other fighters, Ike may shoot at a target even if there are friendly models in the way. Additionally, he may shoot indiscriminately into combats, as described on page 25.

Skills: In addition to the above special rules, Ike has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Dirty Fighter and Dodge.



JESSE JAMES (1847-1879)

Recruitment Fee: \$68 Retainer: \$24

A guerrilla fighter in Missouri during the civil war; Jesse James went on to become one of the most famous and prolific robbers and outlaws of the Old West. It was Jesse's sheer audacity and daring that endeared him to the public, who treated him as the Robin Hood of the West. Jesse was eventually killed by a fellow outlaw gang member, Bob Ford, who was in the pocket of the sheriff of Clay County.

S	F	St	G	A	W	P	FA	FT
3+	3	3	3	2	3	5	4	1

Equipment:

Schofield .44 (Heavy Pistol)

Infamy:

Jesse James adds 20 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$12),
Shotgun (+\$12)



Special Rules:

Troublemaker: Jesse James may never be hired by Lawman Posse.

Famous: This ability is exactly the same as the skill of the same name, found on page 105.

FRANK JAMES (1843-1915)

Recruitment Fee: \$55 Retainer: \$18

It was Frank James who founded the James-Younger gang, drawing on his experience as a member of the infamous Quantrill's Raiders to sow confusion and chaos wherever he went. Ultimately remembered as the older, wiser brother of Jesse, Frank got out of the outlaw trade before things turned too bitter, and was spared a similar fate to his younger brother.

S	F	St	G	A	W	P	FA	FT
3+	4	4	4	2	2	5	2	2

Equipment:

Remington Model 1875 (Heavy Pistol)

Infamy:

Frank James adds 16 points to the Posse's Infamy rating for as long as he accompanies them.

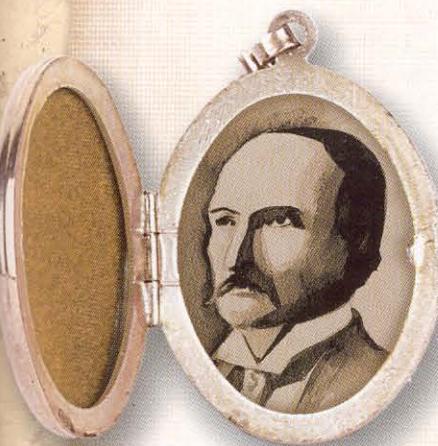
Options:

Horse (+\$12),
Shotgun (+\$12)

Special Rules:

Troublemaker: Frank James may never be hired by Lawman Posse.

Brothers in Arms: Frank will never fight against his brother Jesse James. If they are ever on opposing sides, Frank will not fight in that game. You do not have to pay the retainer for Frank's services should this happen.



JOHN WESLEY HARDIN (1853-1895)

Recruitment Fee: \$58 Retainer: \$18

Although not one of the most famous bad men of the Old West, John Wesley Hardin was certainly one of the deadliest. Killing his first victim at the age of eleven, Hardin went on to reputedly kill 44 men, despite the best efforts of the Pinkerton men and Texas Rangers to catch him. He briefly befriended Wild Bill in Abilene, before getting embroiled in a lawless killing, which saw him flee the town before Hickock could arrest him.



S	F	St	G	A	W	P	FA	FT
3+	3	3	4	2	3	5	3	3

Equipment:

.41 Colt 'Lightning'
(heavy pistol)

Infamy:

Hardin adds 15 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$12), Sixgun (+\$5)

Special Rules:

Troublemaker: Hardin may never be hired by Lawman Posse

Life is Cheap: John Hardin is one of the most notorious killers to ever live. Unlike other fighters, Hardin may shoot at a target even if there are friendly models in the way. Additionally, he may shoot indiscriminately into combats, as described on page 25.

Skills: In addition to the above special rules, Hardin has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Fearsome Reputation and Trigger-happy.



*“They say I killed six or seven men for snoring.
Well, it ain’t true, I only killed one man for snoring.”*

-John Wesley Hardin



MARTHA CANARY

A.K.A. CALAMITY JANE (1848-1903)

Recruitment Fee: \$59 Retainer: \$16

Another teller of tall tales, Calamity Jane almost certainly never achieved some of the feats she claimed – including the tale that she secretly married Wild Bill Hickock! She was, however, a brave fighter, skilled shootist and expert rider.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	1	2

Equipment:

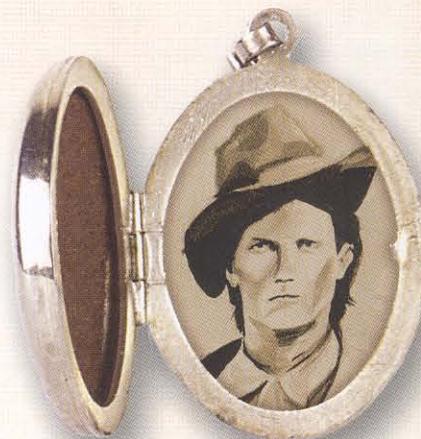
Sixgun, Rifle

Options:

Horse (+12pts)

Infamy:

Calamity Jane adds 18 points to the Posse's Infamy rating for as long as she accompanies them.



Special Rules:

Skills: Martha has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Born in the Saddle, Deadeye Shot, Trick Shooter (six-gun and rifle), Rifleman, Born in the Saddle and Scout.

JOHN SIMPSON CHISUM

(1824-1884)

Recruitment Fee: \$52 Retainer: \$18

John Chisum was a traildriver-cum-cattle baron, who played a small role in the infamous Lincoln County war, where he backed the business dealings of Englishman John Tunstall. He was a tenacious customer, and few men dared oppose him. He became known as a man of action during the 1876 'Pecos War', where he waged a personal feud against ranchers who tried to steal his cattle and erode the borders of his range.

Equipment:

Sixgun, 1873 Winchester
(Repeating rifle)

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	2	0

Options:

Horse (+\$12)

Infamy:

John Chisum adds 14 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Skills: John Chisum has the following skills, the rules for which may be found in the Campaigns section (pages 90-91): Pugilist and True Grit.

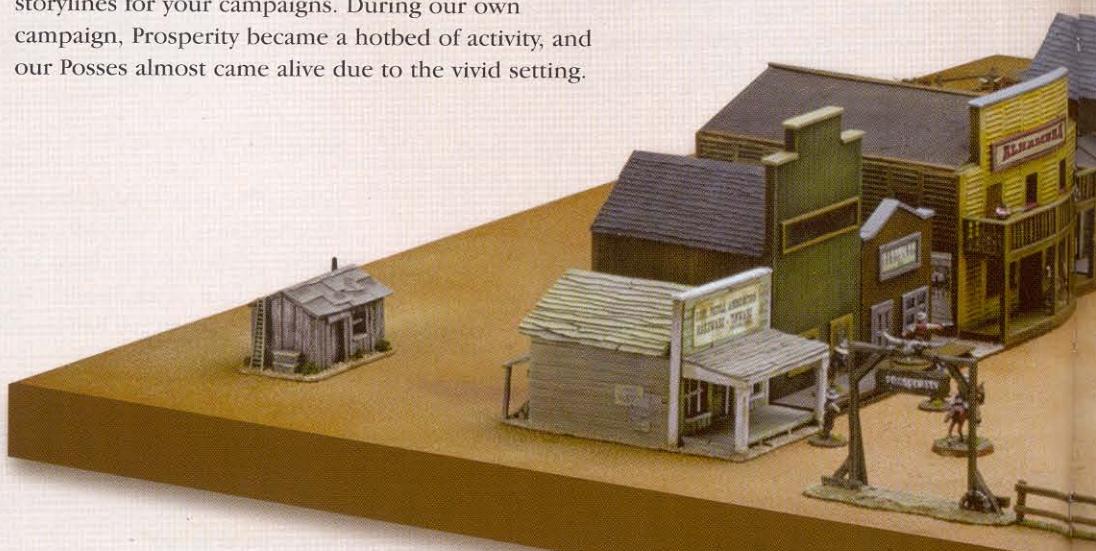


OLD WEST GAMING

Simply collecting a Posse and playing games is not all there is to Legends of the Old West. Painting miniatures and making scenery for your games can become hobbies in themselves. Here, we look at these wider aspects of tabletop gaming.

The Setting

Shown here is our western town, which we dubbed 'Prosperity'. Finding inspiration for building a gaming area like this is the easy part – just watch any western movie or television series and you'll see a wealth of cow-towns, rock formations, cacti, tumbleweeds and clifftops. All of these things will give you a good idea of what an authentic western setting should be like, and may even fire your imagination to come up with storylines for your campaigns. During our own campaign, Prosperity became a hotbed of activity, and our Posse almost came alive due to the vivid setting.



The Outskirts

The entrance to the town is marked by a simple, wooden frame, adorned with bits of chain and plastic components from various model kits. The surrounding buildings are intentionally the tidiest in town – positioned to give the best possible impression to weary travellers upon arrival.



The Alhambra

The focus of any roaring trail town was it's saloon. Here we have the infamous Alhambra saloon. Note how it's painted in gaudy colours, setting it aside as a den of iniquity. The slatted walls are made from overlapped strips of balsa wood, although there are pre-made resin and plastic sheets available that are patterned to similar effect.



Tin Mines

The mining camp was constructed mainly from polystyrene and scraps of balsa wood. Every cowtown had a reason for existing, and Prosperity exists because of its rich tin mines. The shabby-looking shacks and houses are very simple to make, and the realistic weathering comes from painting techniques.



POSSES

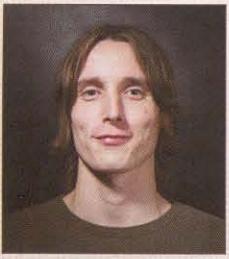
MARK LATHAM'S COWBOYS



Inspired by the classic TV Western series 'Rawhide' and 'Wagon Train', Mark set out to collect a bunch of tough cowboys, who looked as though they had spent a long time together on the trail. Mark wanted the posse to look coherent on the tabletop, so he used a limited colour palette, using blue, red and khaki to unify the appearance of the models.



PETE BORLACE'S OUTLAWS



All manner of people travelled to towns in the old west, creating a rich diversity of characters. When creating his outlaw posse, Pete wanted to reflect this fact by painting a group of individuals, each with their own personal appearance. However, inspired by the movie 'Tombstone', Pete gave each member one item of red clothing to create a group identity.





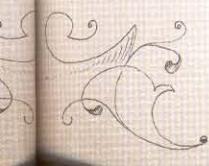
GRAHAM DAVEY'S LAWMEN

Graham used a limited palette and muted colours to create a stern-looking Lawmen posse, reminiscent of the Earp brothers. These lawdogs look right at home in a large boom-town, where their intimidating appearance would deter would-be troublemakers.



Graham's next project for *Legends of the Old West* is an all-mounted Cowboy Posse. The advantage of such a Posse from the collector's point of view is that the starting Posse consists of few models – only five in this instance. Graham has really gone to town, sculpting extra details such as extended reins, baggage and even a lasso onto the miniatures. This, combined with a realistic, muted paint-job really captures the spirit of the Old West.

The lasso is made from twisted strands of wire, knotted, then glued into position.



MINIATURES

Miniatures are an essential part of tabletop gaming. Here, we look at how to get great results when assembling and painting them.

Preparation

Before you begin to paint your models, it's always a good idea to clean up any flash and mould lines that are present. Simply file these away, or carefully trim them off with a sharp craft knife.



The flash under this cowboy's arm had to be trimmed with a sharp craft knife.

Conversions

Due to the nature of the game, you may require a fighter to be equipped with a particular weapon, but the exact model you need is not available. When this occurs, you may have to convert an existing miniature. Weapon swaps and head swaps are the simplest types of conversion. Simply take a fine-toothed saw and cut off the weapon or head, then superglue it into place on the new model. You'll need to ensure that both surfaces to be glued are filed down flat to enable a strong bond.

Assembly

Most Old West miniatures are one-piece models that only require sticking to their base with superglue. Occasionally you might find a multi-part miniature – these will need to have all their parts glued together before being based and painted.



Filling Gaps

Sometimes, especially on multi-part models, you might find an unsightly gap between parts or as part of a miscast. When this occurs, pushing a small amount of modelling putty into the gap will greatly enhance the look of the miniature. Smooth the putty with a sculpting tool or cocktail stick, then leave it to dry before painting the model. When the putty is dry, it can be filed down if necessary.

This cowboy had a large gap between his reins and his hand, so epoxy putty was used to fill the gap and re-sculpt the missing reins.



PAINTING

Although you don't need painted models in order to play, it really helps to bring your games of Legends of the Old West to life.

Where to start

Before you begin, you will need a selection of acrylic paints, a mixing palette, some clean water and some paintbrushes of varying sizes. There are many books and websites available about miniature painting – here we provide only a basic overview.



Sticking the model to a temporary base (such as a strip of card) while spraying helps you get at all the awkward areas.



Undercoating

Undercoating your models before painting is an essential stage – it makes the paint-job more resilient and improves the finish. Undercoat is usually black, although white can be used if your overall colour scheme will be quite light. There are two basic methods of undercoating: painting and spraying. Painting is a simple matter of brushing your chosen colour all over the model and leaving it to dry. Spraying entails using an aerosol spray paint, available from all good hobby shops, and applying it to a batch of models in a well-ventilated area – preferably outside.

Base colours

The simplest way to paint a model is to apply flat colours to the various areas of the model. This will establish a colour scheme, and instantly enhance the look of the model. Remember that at this point, neatness is the most important thing – keep the model as tidy as possible. To get a good, solid coverage, you may need to apply several thinned-down coats to each area – this is much better than applying a thick coat that can obscure details on the miniature.



The cowboy has been given neat flat coats of colour. It would be perfectly fine to use him in games like this, with no extra details.



Brown ink applied as a wash adds natural shading to the aged face of this cowboy.

Shading

There are two main shading techniques: washing and lining-in. The former requires the use of acrylic inks, or paints thinned down to a watery consistency. Simply paint the wash over the area you wish to be shaded. It will run into all the creases and crevices on the model and, when dry, will darken all those recesses.

With lining in, you need to mix up a darker shade of the base colour and paint this into the recesses in fine lines. You can even use black lines to emphasise the contrasts between different areas of the miniature, such as where the hands meet the weapons.



Highlighting

A highlight is simply a lighter tone of the base colour, carefully applied to the raised edges of the model, giving the illusion of natural lighting. You can even build up highlights by gradually layering increasingly lighter shades of paint towards the edges.

An even simpler method of highlighting is drybrushing. This simply involves loading the brush with the chosen highlight colour, then wiping nearly all the paint off until you can hardly see the colour. Flick the brush over the area to be highlighted repeatedly, and you will see the highlights gradually appear. This method works best on metallic and well-textured areas. Be careful, however, as it is easy to stray onto other areas of the model when painting in this manner – drybrushing is notoriously messy.



Mixing light browns and flesh tones into the deep red colour will make a more natural-looking highlight layer.



The dry-brushing technique works particularly well on textured areas such as hair.



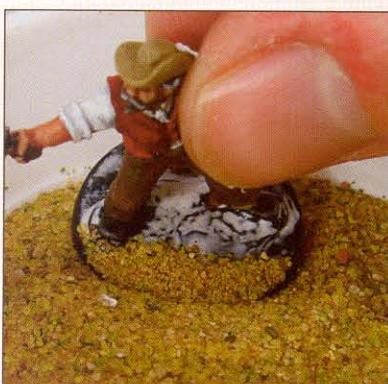
A mix of dark blue and brown paints was applied thinly to provide a stubble effect.

Details

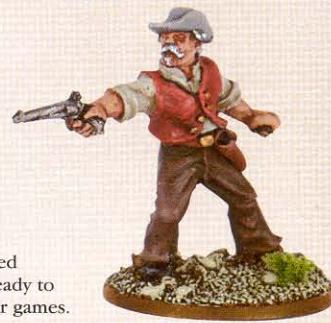
Once you have a neatly painted, shaded and highlighted model, it is ready for the gaming table. However, many gamers like to add fine details to finish off, especially on their Heroes.

Detailing will make the most impact on the model's face. Begin by adding definition to the eyes and mouth with a little dark brown ink. You can even add stubble by mixing up a blue-grey colour and applying it as a wash to the lower jaw.

Patterning works well on waistcoats and boots, but can be very tricky to get right. Fine, swirling patterns were very typical in the Old West, especially on leather. Keep the paint nice and thin, and maintain a fine point on your brush. If you make a mistake while patterning, simply re-paint the area with the base colour and have another go. Finally, paint in any buttons, straps, watch-chains and buckles the model may have.



Simply dip the glue-covered base into a tub of sand, then tap off the excess.



The finished cowboy, ready to use in your games.

Weathering

Dust and dirt were a fact of everyday life in the Old West. This can be represented on your models by simply stippling or drybrushing earthy colours onto the bottoms of trouser legs, long coats and boots.

Basing

Basing the model is a simple matter of sticking sand to the top surface with PVA glue and, when dry, painting it brown. If you like, you can brush a highlight over the top of the sand to add realism.

DIORAMAS

Dioramas and vignettes are miniatures that have been adapted to be purely display pieces rather than gaming models. Here we show some excellent examples by various experienced hobbyists.



Adam O'Brien's simple vignettes show exactly what can be achieved by taking a single model on a small scenic base and adding a few embellishments.



The OK Corral vignette, sculpted by Alan and Michael Perry, is painted here by Rob Broom.



Nick Bayton's poker game diorama is based on a vignette kit from Dixons miniatures. The balsa wood base really finishes the piece.



This diorama by Mark Latham was based on a scene from one of his favourite classic western movies. The models are from Old Glory and Foundry. Note the sculpted saddle on the horse, and the scratch-built tree.

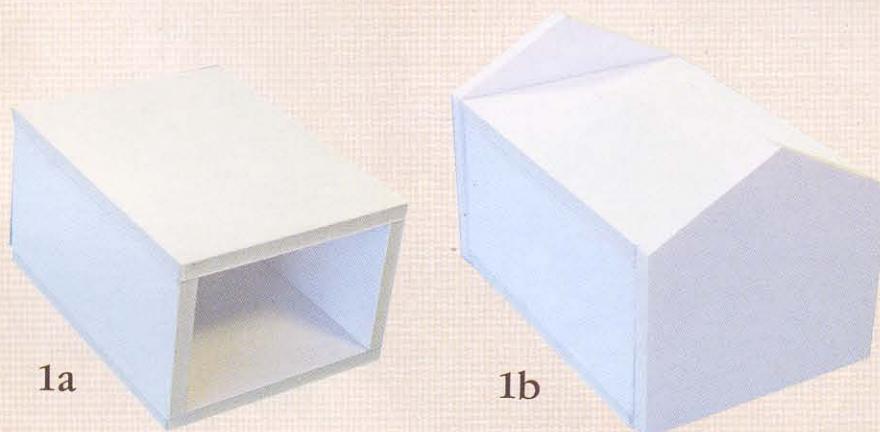


SCENERY

Having two painted Posse is not all there is to the hobby. You will also need some scenery to adorn your gaming area.

Although many gamers use household items such as books and boxes to represent landscape features and buildings, it is much more satisfying to make your own, realistic scenery. Here, we present a step-by-step guide to building and painting a small Old West store. If you don't want to commit to making your own scratch-built scenery, you can always look in hobby stores and on websites to find a variety of substitutes, from fold-out card models to fully-sculpted resin kits.

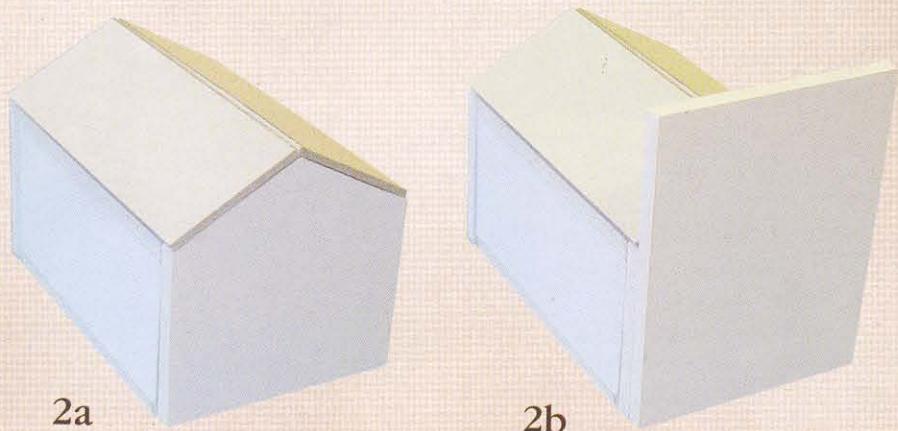
For this project, you will need a craft knife, a steel ruler, a pencil, some 5mm thick foam card, some thick cardboard, a sheet of 1mm thick balsa wood, cereal packet card, PVA glue, a pair of scissors, modelling sand, a dressmaking pin and a selection of acrylic paints.



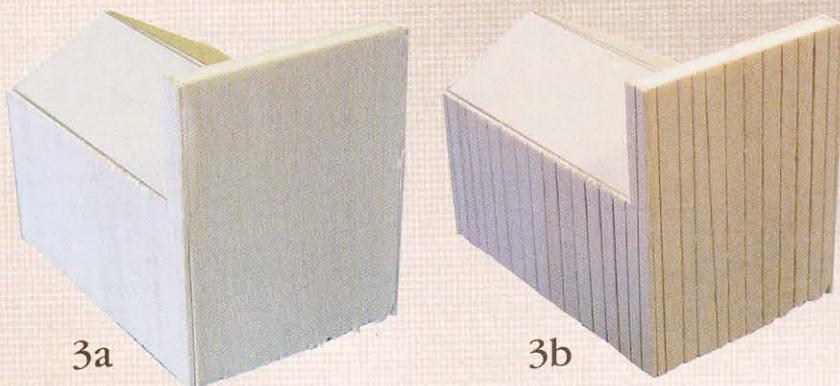
1. Begin by cutting out four rectangles of foam card. Two of the rectangles need to measure approximately 2" by 4", while the other two need to be 3" by 4". Glue these together as shown to make a box shape (1a). Next, cut two identical pieces of foam card to fit at either end of the box, with a triangular apex at the top of each. This will form the eaves of the roof (1b).

2. Using the slopes of the roof apex as a guide, cut two rectangles of thick card to cover the top of the building in a roof shape (2a).

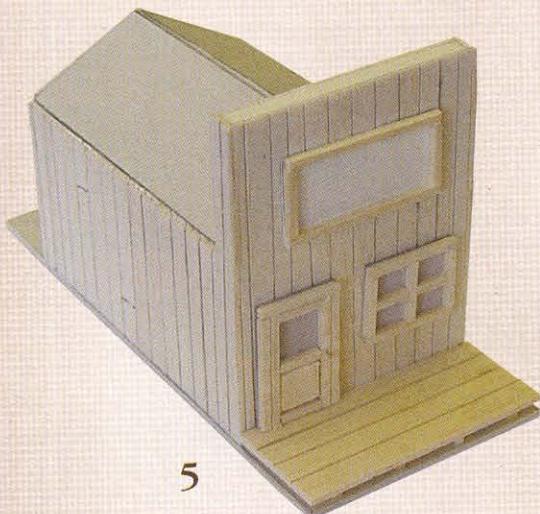
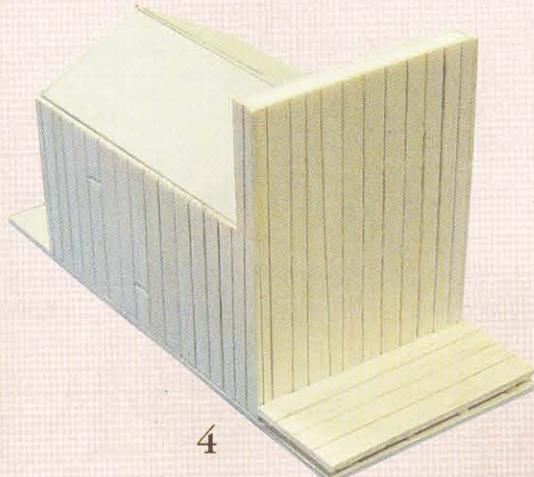
Next, cut out a large rectangle of foam card to form the false front of the building, typical of the shops and offices of many frontier towns (2b). This fascia will need to be at least 1½" higher than the basic box-shaped building from step 1.



3. The next step is to plank the walls of the building. Take some thin balsa wood sheet and cut it to the correct size for all the walls. Stick these sheets onto the walls with PVA glue (3a). Once dry, take a pencil and ruler and score vertical planks onto every surface (3b). The occasional horizontal niche can give the illusion of different-sized planks an add extra realism.



4. Now that the main structure is complete, it is time to add a base and boardwalk. The base is simply a rectangle of thick card, the same width as the building, with an extra inch or so protruding at both ends. Use more balsa wood sheet with scored planks to make the boardwalk at the front of the building – this looks most effective when it is raised slightly off ground level by slivers of balsa wood, or matchsticks.



5. All that remains is to paint the building. Undercoat the model black and then drybrush the wooden areas with progressively lighter shades of brown. The window, door and sign frames can be picked out in a contrasting colour. Drybrush the tiles grey, then paint the window reflections with shades of blue and grey. The back yard can be textured with modelling sand and PVA, before being painted in the same way as a miniature's base. Finally, paint the shop sign, or print one off using a computer and glue it into place.

5. The doors (front and back), the window and the store sign are made from small rectangles of card with balsa wood details attached. Use PVA to attach the details to the structure and then, as a finishing touch, push a dressmaking pin through the doors so that the pinheads form door handles. Finally, tile the roof with strips of thin cereal-packet card, cutting small nicks along each strip to give the illusion of individual tiles.



HEROES ROSTER SHEET

POSSE NAME:

POSSE TYPE:

STASH:

INFAMY RATING:

(Models x 5 + Experience)

No. Models:

Total Experience:

Total

NOTES, STORED EQUIPMENT:

NAME:

EQUIPMENT:

SKILLS & INJURIES:

TYPE:

S F St G A W P

FAME:

EXPERIENCE:

FORTUNE:



■ = Advance

NAME:

EQUIPMENT:

SKILLS & INJURIES:

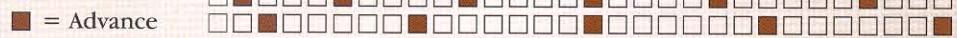
TYPE:

S F St G A W P

FAME:

EXPERIENCE:

FORTUNE:



■ = Advance

NAME:

EQUIPMENT:

SKILLS & INJURIES:

TYPE:

S F St G A W P

FAME:

EXPERIENCE:

FORTUNE:



■ = Advance

HENCHMEN ROSTER SHEET

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TEMPLATES



Drop marker



Explosion Template:
For use with Dynamite and Nitro



Spread Template:
For use with Sawed Offs
and LeMat Revolvers

COUNTERS



LOOT



LOOT



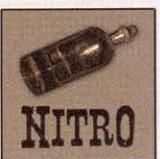
LOOT



NITRO



NITRO



NITRO



DYNAMITE



DYNAMITE



DYNAMITE



SHELL



SHELL



SHELL



SHELL



SHELL



RELOAD



RELOAD



RELOAD



RELOAD



RELOAD



RELOAD



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LIQUOR



LIQUOR



LIQUOR



LIQUOR



LIQUOR



LIQUOR

QUICK REFERENCE SHEET

TURN SEQUENCE	1. The Drop	3. The Shootin' phase
	2. The Movin' phase	4. The Fightin' phase

1. The Drop

Players roll off or cut cards to decide who will move/shoot/fight first during the turn. If they draw, the drop changes over from the previous turn.

2. The Movin' phase

Each player moves each of his models up to their maximum movement distance.

Model	Range
Man / Woman	6"
Horse	10"
Mule	8"

Difficult Terrain

Areas of difficult terrain reduce the movement rate of a model on foot or on a mule by half. Models on horses have their movement rate reduced to a quarter.

Barriers

Barriers up to $\frac{1}{2}$ " high do not affect movement. Barriers between $\frac{1}{2}$ " and 2" can be jumped by models on foot or horse, but count as impassable to mules. Barriers higher than 2" can be climbed by models on foot if there are enough hand and foot holds, but are impassable to all mounts. These distances also apply to gaps, but a horse may attempt to jump a gap of up to 4" wide.

Mounted Fighters

Fighters must pass a jump test to mount a horse, and may dismount at any time without a test.

JUMP TABLE

Dice Result

- | | |
|-----|---|
| 1 | Stumbles – does not cross, and cannot move further. |
| 2-5 | Success – The model is placed on the other side of the obstacle in base contact, but cannot move any further. |
| 6 | Effortlessly bounds across – the model leaps over the obstacle and can complete its move if it has any remaining. |

CLIMB TABLE

Dice Result

- | | |
|-----|---|
| 1 | Fall – the model slips and falls to the ground. |
| 2-5 | Continue to climb – if the top/bottom is reached, place the model at the edge. The model cannot move further that turn. |
| 6 | Continue to climb – if the top/bottom is reached the model can complete any remaining move. |

HORSE JUMP TABLE

Dice Result

- | | |
|-----|---|
| 1 | Refuses – the model does not cross and its move ends. |
| 2-6 | Effortlessly bounds across – the model leaps over the obstacle and can complete its move as normal. |

THROWN RIDER TABLE

Dice Result

- | | |
|-----|--|
| 1 | Knocked Flying – The rider suffers a single Strength 2 hit. If he survives, he is placed lying down beside his mount, in base contact if possible. If already engaged in a fight he fights lying down. |
| 2-5 | Rises from the Dust – The rider can do nothing else for that turn – if already engaged in a fight, he cannot strike blows if he wins. |
| 6 | Leaps into Action – The mounted fighter is replaced by a model on foot and suffers no further penalty. |

Splittin' Fights

At the end of the Movin' phase, any fights are split by the player with the drop, as described on page 13.



3. The Shootin' Phase

Models armed with shootin' weapons can shoot. To hit the target they need to roll equal to or more than the Shootin' value on their profile. For every hit, cross-reference on the Wound chart the Strength of the weapon (shown below) with the Grit value of the target. In order to cause a wound on the target, they need to roll equal to or higher than the value shown on the chart.

IN THE WAY CHART	
Dice	Terrain Type
3+	Picket fence, hedge, cactus, washing line, narrow posts, barbed wire, etc.
4+	Solid wooden fence, low wall, rocks, wagon/cart, door or window of wooden building, barrels and crates, etc.
5+	Fortified wall, large rocky outcrops and boulders or similar.

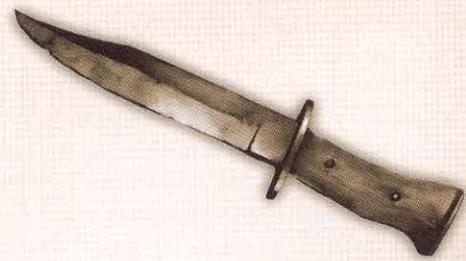
MISSILE WEAPON SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
Sixgun	10"	3	none	Fanning
Heavy pistol	12"	4	half	Improvised weapon
Saturday-night special	6"	3	none	Concealed; slow reload
Le Mat Pistol	12"	3	half	Scattergun Setting
Rifle	24"	4	full	Slow reload
Repeating Rifle	18"	4	half	-
Musket	18"	3	full	Slow reload
Buffalo Gun	30"	4	full	Blown Away; slow reload; Two-handed weapon
Shotgun	12"	3/5*	half	Shotgun; variable strength; forceful
Sawed-off shotgun	Template	3	half	Spread
Indian longbow	18"	2	half	-
Thrown weapon	St x2"	As user	none	Improvised Weapon
Tomahawk	St x2"	As user	none*	Fire on the move; Hand Weapon
Dynamite	Str x2"	6	half	blast area
Nitro	Str x2"	10	full	blast area



4. The Fightin' Phase

Models in close combat roll off to see who wins the fight. If they draw, the model with the highest Fightin' value wins. The loser must back off 1" and the winner strikes him. On the Wound chart, cross-reference the Strength of the winner with the Grit value of the loser. In order to cause a wound on the loser, the winner needs to roll equal to or more than the value shown on the chart.



FIGHTIN' WEAPONS SUMMARY CHART

Weapon	Dice Modifiers		Notes
	Winnin' the fight	Rolling to Wound	
Hand Weapon	-	-	-
Two-handed Weapon	-1	+1	Requires two hands
Unarmed	-1	-1	-
Improvised Weapon	-1	-	-

WOUNDS CHART

Strength	Grit									
	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4



CAMPAIGN SUMMARY SHEET

POST-GAME SEQUENCE

1. Injuries - see table, pg 86
2. Experience

3. Earning Loot
4. Trading
5. Calculate Infamy rating

Advance Tables:

HEROES TABLE

Dice Result

2-4	New Preferred Skill
5-6	+1 Shootin'
7	+1 Strength or +1 Fightin'.
8	+1 Grit.
9	+1 Wound or +1 Attack.
10	+1 Pluck.
11	Roll again: On a 1-3 gain +1 Fame, and on a 4-6 gain +1 Fortune.
12	New Skill: Choose any of the skill tables and roll for a new skill. You may re-roll the result if you already have the skill generated.

HENCHMEN TABLE

Dice Result

1	+1 Strength or +1 Grit
2	+1 Attack or +1 Wound
3-4	+1 Shootin' or +1 Fightin'
5	+1 Pluck
6	The Henchman becomes a Hero.

Skills Lists:

MOVIN' SKILLS

Dice Result

1	Born in the Saddle
2	Nimble
3	Stealthy
4	Lightning Jack
5	Dodge
6	Scout

BRAWLIN' SKILLS

Dice Result

1	Pugilist
2	Strongman
3	Dirty Fighter
4	Swordsman
5	Fury
6	Sidewinder

SAVY SKILLS

Dice Result

1	True Grit
2	Seasoned Veteran
3	Trader
4	Repartee
5	Card Sharp
6	Fearsome Reputation

SHOOTIN' SKILLS

Dice Result

1	Fast Draw
2	Trick Shooter
3	Pistolier
4	Trigger-happy
5	Rifleman
6	Deadeye Shot



Acknowledgments

Bibliography

The following books were indispensable while writing this book, particularly the Old West Chronicle:

Milner, O'Connor & Sandweiss (eds), *The Oxford History of the American West*, London: Oxford University Press, 1994.

Brown, Dee, *The American West*, New York: Touchstone, 1995

Trachtman, Paul, et al, *The Gunfighters*, New York: Time-life Books, 1974

Boorman, D.K., *Guns of the Old West: An Illustrated History*, London: Salamander, 2002

Nolan, Frederick, *The Wild West*, London: Arcturus Publishing, 2003

Websites

The following sites from the worldwide web also proved incredibly useful:

The Old West Living History Foundation: <http://www.oldwest.org/OWLHF-web-site/links/reenactors.htm>

The American West: <http://www.AmericanWest.com>

The Jackson Gamers Old West page: <http://www.angelfire.com/games3/jacksongamer/western.htm>

The Wild, Wild West: <http://members.aol.com/TeacherNet/West.html>

Miniatures

Many thanks to the following companies, whose miniatures are used throughout this book:

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – www.wargamesfoundry.com

Old Glory USA, Box 20, Calumet, PA 15621, USA – www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley Co. Durham, DH9 7TJ, UK – www.oldgloryuk.com

Dixons, Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire, HD7 5QG, UK – www.dixon-minis.com

And, of course, Alan Perry and Michael Perry for their work on the Warhammer Historical OK Corral vignette.



'When Mark and Pete first approached me with the idea for a book on cowboys, I do have to say I was slightly skeptical and frivolous. More than once, I asked "Will there be zombie gunfighters?"'

'However after several discussions it became apparent that the guys had a level of commitment and obsession with the subject that more than merited my serious attention, and now you have finished reading the results.'

'There's still no mention of zombie gunfighters but, like me, I sincerely hope you appreciate the level of passion they have put into this work, and play your games in the free-wheelin' spirit of the Old West.'

Kind regards,

Rob Broom
Warhammer Historical Manager.



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