



SHOWDOWN



WARHAMMER
• HISTORICAL •



THE OLD WEST SHOWDOWN

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Robert MacFarlane, Steve Childs, Tim Kulinski &
a special mention to the late Paul R. Houghton

Miniatures Supplied by

Old Glory, Artizan Designs, Foundry,
Conquest Miniatures, Dixon, Brigade Games,
Perry Miniatures, North Star, Redoubt Miniatures,
Coppelstone Castings, Westwind Productions
& the Honourable Lead Boiler Suit Company

Special Thanks to

Mat Ward, Adam Troke, Alan Perry, Michael Perry,
Aly Morrison, Tim Adcock & Daniel Faulconbridge

Produced by *Warhammer Historical*/BL Publishing

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A catalogue record for this book is available from the British Library.

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INTRODUCTION



The *Legends of the Old West* series has covered quite a lot of ground, beginning with the boomtown era that marked the golden age of the Old West, then covering the Plains Wars period, and finally the Texas War for Independence. However, the Old West, much like its modern equivalent, was a vast setting, and three books simply weren't enough to do it justice.

Within this book you will find new weapons, a brand new Chinese Tong Posse, two Hired Guns, scenarios, and a new income and trading chart. Also included is a campaign section, providing some advice on how to organise campaigns of your own, as well as a look at one of Warhammer Historical's organised campaigns. Finally, a section on alternative periods and campaign settings will provide inspiration and a few rules to get you started gaming in other historical periods.



Chinese Tong



The Masked Avenger



1920s US Gangster

The rules and suggestions found in this book are fully compatible with Legends of the Old West, Frontier and The Alamo. These supplemental rules will provide players with an invaluable source of extras for their Posses.

THE WEAPONS LOCKER

While the sixgun, rifle and hunting knife were common in the Old West, there were also more exotic weapons to be found. This section looks at the more unusual weapons of the period, such as specialist martial arts weapons used by the Chinese Tong.

Shotguns

See *Legends of the Old West* page 40 for details of Shotguns.

Lever-action Shotgun

Towards the end of the nineteenth century, some gun manufacturers began to develop repeating shotguns, using the technology that had been so successful on rifles for more than 20 years. The guns – such as the Winchester model 1887 – were hard to come by but were incredibly effective.

Single Barrelled: The lever-action shotgun has only one barrel, and so ignores the '2 barrels' special rule from *Legends of the Old West*.

Repeater: Lever-action shotguns can hold several shells, and are not slow to reload.

Forceful: The lever-action shotgun, like the 12-gauge, reduces the In the Way value of any terrain that is in the way of the shot by 1. See *Legends of the Old West* page 40.

Variable Strength: Again, just like the 12-gauge, the lever-action shotgun has a higher Strength value at short range (6"). Due to its lighter construction, it is not quite as powerful as the 12-gauge.

Improvised Weapon: Like all shotguns, the lever-action counts as an improvised weapon in close combat.

SHOOTIN' WEAPONS SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
Lever-action Shotgun	12"	3/4	half	Shotgun; single barrelled; repeater; forceful; variable strength; improvised weapon

Fightin' Weapons

This section covers a wealth of unusual weapons, which will lend a more exotic flavour to your campaigns.

Whip

Though common in the early part of the nineteenth century regarding military use, whips were rarely used in the later period outside of travelling circuses and ranches.

Ranged: Although it is technically a Fightin' weapon, a whip cannot be used in a close combat. Instead, it is treated as a Shootin' weapon with a range of 3" and a Strength value of 3.

Improvised rope: A whip can be used to latch onto branches, fences and walkways to assist the user in swinging across gaps and climbing high walls. The user of a whip adds +1 to the dice score when

climbing or jumping. On the roll of a 1, the attempt is successful, but the whip is dropped or broken and must be discarded.

Vigilante Sword

These European-style longwords were badges of office for vigilantes during the gang wars of San Francisco and New York. Sometimes these ornate weapons would be decorated with gems and the image of the 'all-seeing eye'.

Longsword: There was no one in the Old West truly proficient with these archaic swords. They count as an Improvised Weapon in all respects. However, they are covered by the Swordsman skill.

Martial Arts Weapons

Many of the Chinese gang members from San Francisco were proficient in the Eastern martial arts. Some were lucky enough to own martial arts weapons, or skilled enough to fashion their own.

Special Martial Arts Weapons Rules

Precision Weapons: Martial arts weapons can only be used effectively by Chinese models. In the hands of any other model, all martial arts weapons count as Improvised Weapons, and do not use any of their own rules.

Chinese Sword

These wide-bladed 'dao', or swords, were very light, and made excellent parrying and slashing weapons.

In the hands of a Chinese fighter, a sword counts as a hand weapon. In addition, the model may roll an extra dice when determining who wins a fight, and may discard the lowest score.



Chinese staff

A long, sturdy staff (called a 'gun') is an excellent defensive weapon when used by a skilled martial artist.

In the hands of a Chinese fighter, the staff counts as a hand weapon. In addition, the user may choose to fight defensively. If they do this, they may double the number of dice they roll to see who wins a fight. However, they may not strike blows should they win, simply pushing back their opponents instead.

In a multiple fight where several fighters on one side have Chinese staffs, defensive fighting is only effective if all the staff-armed fighters do it. All the fighters on one side must fight defensively, or else none of them can. Additionally, a fighter with a pole-arm may not support a fighter who is fighting defensively with a staff.

Nunchaku

This weapon was made up of two short staffs, linked together by a length of chain. For game purposes, similar weapons such as the two-section staff (er jie gun) and three-section staff (san jie gun) also fit into this category. Probably devised for threshing, it became a deadly weapon.

In the hands of a Chinese fighter, nunchaku count as hand weapons. Additionally, the user may make a 'flurry' attack instead of his normal attacks in a fight. Declare that the flurry is being used at the start of the fight. The fighter gains a bonus Attack for the whole Fightin' phase. However, if he scores two or more 1s when rolling to determine who wins the fight, then the weapon entangles him and he may not strike. Fame points may be spent to avoid this occurrence.



Chinese Pole-arm

Weapons such as the 'ge', or 'ji', resembled European spears or halberds, but were in fact carefully balanced weapons featuring a sharp blade atop a flexible staff.

In the hands of a Chinese fighter, a pole-arm counts as a hand weapon. Additionally, a fighter on foot armed with a pole-arm can contribute one attack to a fight if he is in base contact with a friend who is touching an enemy. The length of the weapon allows him to 'support' his own comrade against the foe. The fighter with the pole-arm may not use this supporting attack if he is himself engaged by an enemy. The friend being supported must also be on foot.

A fighter with a pole-arm who is supporting a friend is not part of the combat for all intents and purposes (ie, his Strength, Fightin', Attacks and Fame values are not used at all). A support attack only ever lends one extra dice to the friend.



GATHERIN' THE POSSE

Presented here is a brand new Posse for your games of Legends of the Old West – the Chinese Tong. This Posse is fully compatible with those from the other books in the series.



The Tong

The latter half of the nineteenth century saw the building of vast railroads across America, which required the influx of cheap labour from foreign lands. Hailing from the land of the Celestial Emperor, the Chinese provided a large proportion of this labour, but found it to be a thankless task. Afterwards, many moved to the boom-towns, where racism and misunderstanding led to continual conflict. Unscrupulous employers paid a pittance to foreign workers, but there was little pity to be found for Chinese immigrants. Instead, their very presence led to the passing of several anti-Chinese laws, supporting the rights of American workers, who accused the immigrants of stealing jobs that should have belonged to the white citizens.

Against such hatred – especially in large settlements such as San Francisco – many groups of Chinese workers banded together. While wealthier or more noble

families managed to establish legitimate businesses, those of the lower working classes formed groups that became known as the Tong. Before long, the Tong had become synonymous with various criminal ventures, modelling themselves on the Triads of China and becoming embroiled in organised crime such as protection rackets, people-smuggling, illegal gambling and prostitution. They fought with existing underworld gangs and with other Tong groups, vying for territory, money and, more simply, respect. Inter-Tong conflicts raged between 1850 and 1920 in California, and became known as the Tong Wars.

Playing Scenarios

When playing games with the Chinese Tong, use the Lawmen scenario table from *Legends of the Old West*. This represents the fact that the Tong are most likely to be found in towns, rather than the badlands.



THE CHINESE TONG

The main rules for selecting and equipping your Posse can be found in the Legends of the Old West rulebook, pages 46-47.

Choice of Fighters

A Chinese Tong 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 of each type of fighter you may have is displayed on their profile – the exception is Coolies, of which you may hire any number.

Preferred Skills

The skill tables preferred by Chinese Tong Posses are Brawlin', Movin', and Shootin'.

Special Rules

Heathen: The Chinese Tong are highly spiritual, but rarely have any time for Christian teachings. As such, they are immune to the ramblings of the Preacher.

Martial Artists: All members of a Tong Posse have, at the very least, a rudimentary understanding of the martial arts. They may use all the special rules associated with martial arts weapons.

Life is Cheap: The Tong are dangerous men, constantly vying for power with criminal elements in all the major boomtowns. Members of a Tong Posse (including Hired Guns) may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats, as described in *Legends of the Old West*, page 25.

Heroes

TONG FATHER (1) \$24 to recruit



The Father, or Den Boss, is the most powerful man in the gang. His men are utterly obedient and subservient to him, and he controls all the gang activity, opium dens, brothels and protection rackets in his territory. Once a formidable fighter, these shadowy figures are usually past their prime, but no less menacing for it.

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	2	4	1	2

Special Rules:

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

Starting Experience

The Tong Father begins with 8 Experience Points.

HATCHETMEN (0-3) \$16 to recruit



Hatchetmen are experienced fighters, picked either for their skill at martial arts, or simply for their merciless nature! They fulfil the role of lieutenants and hired assassins, and are so named for their tendency to carry a pair of hatchets or machetes into fights.

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

Special Rules:

Hatchet Fighter: If a Hatchetman is armed with two hand weapons, he gains 1 extra Attack in the Fightin' phase. Chinese swords and other weapons that 'count as' hand weapons can be used to claim this bonus, but the special rules of those weapons cannot be used in the same turn that you claim the extra Attack.



Henchmen

GANG FIGHTERS (0-5) \$8 to recruit



The mainstay of any Tong gang is its fighters – those who devote much of their time to the cause in the hope that one day they will be promoted to Hatchetmen. They turn to this life out of sheer contempt for a society that promised so much, yet treated them so poorly. Their frustration turned to cruelty, which made them universally loathed and feared.

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

COOLIES \$6 to recruit



At the bottom of the Tong pecking order are the bumble workers. Their reasons for joining a gang are multitude – perhaps, like the Gang Fighters, they are frustrated with their lot in life. Perhaps they admire the Tong and want to be 'respected' or feared like them. Often, they are drafted into the gang through some great debt, such as an inability to pay the Tong for protection. Whatever their reasons, they are desperate individuals.

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

HEROES EQUIPMENT

Hand Weapon	\$2
Chinese Sword	\$3
Chinese Staff	\$4
Chinese Pole-arm	\$4
Nunchaku	\$4
Thrown Weapon	\$3
Sixgun	\$6
Rifle	\$14

HENCHMEN EQUIPMENT

Hand Weapon	\$2
Two-handed Weapon	\$4
Chinese Staff	\$5
Chinese Pole-arm	\$5
Nunchaku	\$6
Thrown Weapon	\$3
Sixgun	\$6
Musket	\$8
Rifle	\$15

HIRED GUNS



THE UNKNOWN GUNFIGHTER

Recruitment Fee: \$34 Retainer: \$12

The unknown gunfighter is generally thought of as a myth of the Old West – a mysterious stranger comes to town, a drifter who seems grimly determined to clean out corruption in the settlement for his own, undetermined ends.

S	F	St	G	A	W	P	FA	FT
3+	3	3	4	1	2	5	1	1

Equipment:

Sixgun

Options:

Horse (+\$10) or mule (+\$7);

extra Sixgun (+\$5); Boilerplate (+\$5).

Infamy:

The Unknown Gunfighter adds 21 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Life is Cheap: The Unknown Gunfighter is cold, calculating and prepared to do anything to achieve his aims. He 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 of *Legends of the Old West*.

Quick on the Hammer: The Unknown Gunfighter is exceptionally proficient at fanning with a sixgun. When fanning, he hits with 5s or 6s, rather than just 6s.

Skills: The Unknown Gunfighter has the following skills, which are identical to those with the same names from *Legends of the Old West*: Fast Draw and Trigger Happy. If he ever gains a skill advance and rolls one of these skills, then re-roll the dice until you get a different one.



The following Hired Guns are fully compatible with the rules presented in the previous volumes in the series. These Hired Guns are not intended to be historically viable, more 'just for fun'.

THE MASKED AVENGER

Recruitment Fee: \$25 Retainer: \$13



Few things in the Old West were black and white, and often it seemed like there were no real heroes. The masked avenger is a character created more through wishful thinking than real causes – a bold, anonymous champion of justice, with a strong moral code and cast-iron will.

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



Infamy:

The Masked Avenger adds 22 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Code of Honour: The Masked Avenger may never be hired by Posses with the 'Life is Cheap' special rule.

Heroic: The Masked Avenger battles to fight his nemesis, ignoring mere minions who get in his way. In a multiple fight, the Masked Avenger temporarily gains +1 Attack for every additional enemy model he is fighting after the first.

Options Packages: When first recruiting a Masked Avenger, you must choose one of the two options described below, at additional cost. This choice may be influenced by your campaign setting.

THE SWORDSMAN (+\$15)

Best suited to campaigns in Mexico or California, particularly pre-1840, the Swordsman, often called 'The Fox', is a folk hero and defender of the poor.

Equipment:

Spanish Sabre (see below);
Whip.

Options

Horse (+\$10).

Special Rules:

Spanish Sabre: The Spanish Sabre works exactly like a Cavalry Sabre. In addition, the Swordsman will automatically win any drawn combat – there is no need to dice off to determine the winner, unless the opponent also has a Spanish Sabre.

Skills: The Swordsman has the following skills: Born in the Saddle, Nimble, Swordsman and Partee. He may never earn any other skills.

THE VIGILANTE (+\$19)

This pistolier is best suited to bunting down outlaws in the hostile badlands. Possibly a former lawman, he despises criminality in all its forms.

Equipment:

2 sixguns.

Options

Horse (+\$10).

Special Rules:

Skills: The Vigilante has the following skills: Dodge, Pugilist, Pistolier, and Fast Draw. He may never earn any other skills.

SCENARIOS



Campaigns

There are three scenarios presented on the following pages, which require differing degrees of work to fit them into an existing campaign. The simplest to use is the Train Robbery scenario, which is essentially a standard scenario. The others are designed as one-offs – a bit of fun that you can play aside from the campaign, with models other than your own Posse. However, rules are given in those scenarios to adapt them for campaign play, so they become useful regardless of how you prefer to play Legends of the Old West.

The Scenarios

As the three scenarios are unrelated, there is no need to present a scenario table for them. Instead, each has its own set of guidelines.

Hero of the Day: In this scenario, a lone Hero is trying to rescue some prisoners from the clutches of corrupt officials. In a campaign, whenever the Hang 'Em High scenario is rolled, the Posse with the lowest Infamy rating can choose to play this scenario instead.

Defend the Village: This scenario is best played as a one-off game, with a special Posse as described in the rules. However, if you wish to adapt it to campaign play then whenever the Vendetta or Avert the Massacre* scenario is rolled, the Posse with the lowest Infamy rating may choose to play this scenario instead.

Train Robbery: This special scenario is designed for a posse of Lawmen, fighting against any other posse. If you wish to add it as part of a campaign then, with your opponent's consent, it replaces the 'Jailbreak' scenario on the Lawmen scenario table. The Lawmen are the defenders in this scenario.

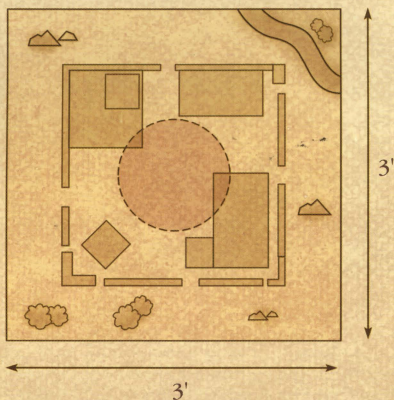
** This scenario is from Frontier: Blood on the Plains.*



The following scenarios are fully compatible with previous books in the Legends of the Old West series. You may decide to play them as one-off games, or as part of a campaign.

HERO OF THE DAY

The people are being repressed, and are crying out for a hero to deliver them from injustice. The local land baron has rounded up some 'agitators' who will not or cannot pay his ever-rising taxes, and is threatening to publicly execute them. Who will save the day?



Participants

This scenario is intended for use as a fun, one-off game. A single Masked Avenger is on one side, while a \$200 Posse is on the other. If using the Swordsman, then the opposing Posse should be either Lawmen, or \$200 worth of Mexican soldiers from the *Alamo* supplement. If using the Vigilante, then the opposing Posse should be either Outlaws, or \$200 of US Infantry from the Frontier supplement (representing renegade soldiers). The Masked Avenger may be equipped with his optional horse if the player wishes.

The Gaming Area

The game is played on a 3' by 3' board. A small town enclosure is created in the centre, about 18" square, using a set of walls. There should be an empty space within 6" of the middle point, with a few buildings around the edges. Place any hills or rocky terrain that you like outside the town walls. The player in charge of the Posse must place six innocent bystanders (the prisoners) as close to the centre point of the board as possible.

Starting Positions

The Posse deploys within 6" of the centre point. The Masked Avenger begins the game in contact with any board edge, but out of sight of any enemy model.

The Drop

The Masked Avenger gets the drop in the first turn.

Winning the Game

To win, the Masked Avenger must either free at least 3 of the prisoners as described later, or make the enemy Posse head for the hills. The Posse wins if it becomes impossible for the Masked Avenger to fulfil his mission.





Special Scenario Rules

- **The Prisoners:** The six prisoners have the profiles of innocent bystanders (see *Legends of the Old West* page 74). They may not move or fight in this scenario.
- **Execution:** At the start of each turn after the third, the Posse begins to execute the prisoners. Any fighter with a Shootin' weapon within 3" of a prisoner may declare at the start of their move that they are executing a prisoner. The fighter may do nothing else that turn. If he is forced to fight or dive for cover, the attempt is failed. If the fighter is still alive at the end of the turn, then one prisoner model is removed from play as a casualty. Amidst the confusion, only one fighter per turn may attempt to execute a prisoner.
- **Surprise:** As long as the Masked Avenger stays out of line of sight, he counts as being hidden (*Legends of the Old West* page 17) until he moves into the village or onto the village wall.
- **Rescue:** The Masked Avenger can release any prisoner by moving into touch with them and remaining in base contact for the entire turn. A prisoner in contact with the Masked Avenger cannot be executed. The Masked Avenger may act normally

during the turn in which he rescues a prisoner. If successfully rescued, the prisoner model is removed from play as a 'freed prisoner'.

Campaign Play

This scenario may be played as part of a campaign instead of as a one-off game. In this instance, the Posse with the biggest Infamy rating must nominate one Hero, Legend or Hired Gun from its roster to take the place of the Masked Avenger. The other Posse acts normally.

Experience

- Survival:** Each fighter who survives the game gains 1 Experience point, even if they are taken out of action.
- Winning:** If the Posse wins, the leader gains 1 Experience point. If the lone Hero wins, he gains 3 Experience points.

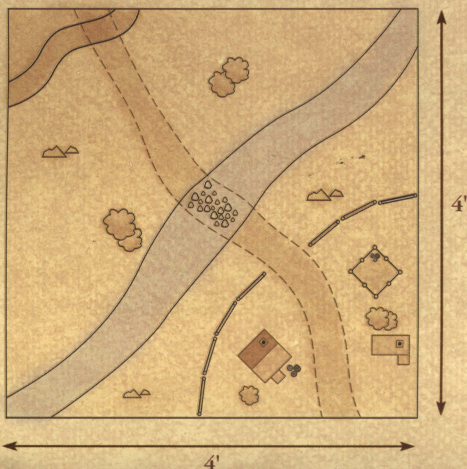
Loot

The winning Posse may roll an extra 2D6 for income.



DEFEND THE VILLAGE

A posse of desperadoes is heading for a small village to pillage the settlement. The poor farming community has hired a small band of hired guns to defend them from the approaching threat.



Participants

This scenario is intended to be a fun, one-off game. The defenders are a \$250 Posse comprised entirely of Hired Guns, with a maximum of seven models. The usual rules concerning the duplication of Hired Guns are ignored for this scenario. So, for example, you may take two or more Gunslingers in the Posse. The attackers are a \$400 Posse chosen from either the Outlaws or Bandidos lists (from the *Alamo* supplement). The attackers cannot use any Hired Guns or Legends.

The Gaming Area

The game is played on a 4' by 4' board. A walled village extends roughly 18"-24" from one corner, while a river with a ford bisects the board diagonally, as shown. It is recommended that the river is shallow, and thus counts as difficult terrain, while the ford is clear terrain.

Starting Positions

The defenders deploy within 12" of the corner point of the board, within the village. The attackers deploy within 6" of the opposite corner. This scenario also includes 12 innocent bystanders. Beginning with the defender, players take it in turns to place these models anywhere within the village boundaries.

The Drop

The attackers get the drop in the first turn.

Winning the Game

The attackers must either wipe out the defending Posse, force them to Head for the Hills, or kill at least half of the bystanders. The defenders must force the attackers to flee or wipe them out before this happens.

Special Scenario Rules

● **Innocent Bystanders:** See *Legends of the Old West* page 74.

Campaign Play

This scenario may be played as part of a campaign instead of as a one-off game. In this instance, the Posse with the highest Infamy takes the part of the defender. The other player has an extra \$100 to spend on temporary Hencbmen for his Posse, who join him for this game alone. Alternatively, you could play a multi-player game with two relatively inexperienced Posses taking on the defender.

Experience

Survival: Each fighter who survives the game gains 1 Experience point, even if they are taken out of action.

Winning Leader: The Leader of the winning Posse gains 1 Experience point.

Bloodshed: Models from the attacking Posse gain 1 Experience point for every enemy model or bystander they personally put out of action.

Protectors: Models from the defending Posse gain 1 Experience point for every enemy model they personally put out of action.

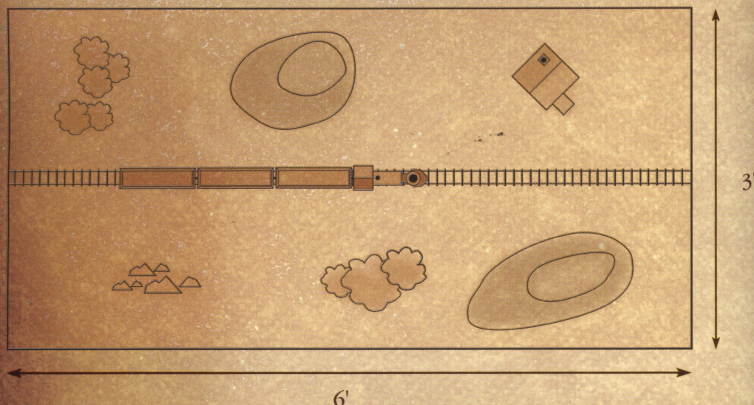
Loot

The winning Posse may roll an extra 3D6 for income. In a multi-player game, the loot is split between allied Posses.



TRAIN ROBBERY

In this scenario, a gang of outlaws has a meticulous plan to rob a train transporting a safe to a nearby bank. However, the local lawmen have heard about the robbery, and a brave sheriff has concealed himself as a passenger on board...



The Gaming Area

The game is played on a 6' by 3' board. A track runs along the length of the board in a straight line, leading off the centre of each short edge. There needs to be six distinct pieces of terrain on each side of the tracks, with each piece measuring up to 8" in diameter. Players take turns placing the terrain, no closer than 3" to the track or to another scenery piece. Nominate one short edge as the attacker's deployment edge.

The train itself consists of at least four sections, each measuring 8-12" in length. The train must have an engine, with a safe car behind it, and two passenger carriages. The train is placed on the track, with its rearmost (passenger) carriage 12" from the attackers' table edge.

Starting Positions:

The leader of the Lawman Posse starts on the train, on a carriage of the defender's choice (but not the engine).

The attacking Posse begins the game on their table edge. Every participant except the Lawmen's leader begins the game mounted on a horse (although in a campaign these may not be kept once the scenario ends, unless the fighters already owned them).

The Drop

The attackers get the drop in the first turn.

Winning the Game

The game ends when the train leaves the table (see later), or one of the Posses flees or is wiped out. The attackers win by carrying the safe back to the end carriage and unhitching it (described below). The Defenders must prevent this from happening.

Experience

Survival: Each Hero or Henchman 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 gains an extra \$4D6 income to represent the additional spoils at stake.

Scenario Special Rules:

This scenario is split into three distinct sections: Boarding the train, fighting on the train, and the robbery.

1. Boarding the Train

Rolling Scenery: The train is considered to be moving at speed, and the Attackers are galloping at break-neck speed to catch it. To represent this, rather than move the train each turn, the scenery moves instead!

At the start of each turn after the first, before determining who gets the drop, each scenery piece moves 12" in a straight line towards the Attacker's deployment edge. If the terrain piece contacts a model, then the controlling player must roll a D6. On a 1 the model is moved with the terrain piece, ending up next to it when it comes to rest, and must roll on the Thrown Rider table. On a 2-5, the model manages to avoid the scenery, but wasn't paying full attention to the lay of the land, and so must deduct 1 from his movement roll the next time he moves (see below). On the roll of a 6, the model is unaffected and evades the scenery. When scenery moves off the table, it is recycled onto the other end of the board, and keeps on rolling!

When the end carriage is unhitched (as described later), then the scenery stops rolling and, instead, the rest of the train moves 12" forward each turn until it has left the table. Models not on the train at this point remain subject to the special movement rules described below.

Moving the Fighters: Models not on the train are subject to special rules, to represent that the train is pulling away and the action is fast-paced. At the start of each mounted fighter's move, roll a D6 and consult the following table:

MOUNTED MOVEMENT

D6 Score	Result
1	The horse is tiring! The fighter may not move this turn.
2-5	Steady as she goes! The fighter may move at half speed this turn.
6	The fighter urges his steed on, and may move at half speed + 2" this turn.

All Aboard: To board the train, a fighter must be in contact with it and make a Jump test. If he fails while mounted, then he must immediately take a Thrown Rider test. If he succeeds then he leaps from the horse onto the back or side of the carriage.

"They're robbing the train!": If the attackers board the train at the end carriage, then the passengers have no time to react to the raid. However, if they risk galloping further up the train, then the passengers will be alerted to the presence of robbers and try to defend themselves! As soon as an attacking model draws level with any carriage other than the rearmost one, the defender may roll D3 sixgun shots against it for every passenger car that does not currently have an attacker inside it. These shots have a Shootin' value of 6+. Once an attacking model sets foot inside a passenger car, the civilians are subdued and stop shooting. The Lawmen's leader, however, may move and shoot as normal throughout the game, firing from windows if he wishes.

The Lawdogs: The defenders enter play later in the game, from any point along either of the long table edges. At the start of each turn, the defending player rolls a dice for each of his models that has yet to turn up. On the score of a 4+, the model enters the game. All the defending models are mounted, and move in exactly the same way as described above.





2. Fightin' on the Train

Any fighter on board the train moves, shoots and fights as normal. There are 2D6 passengers in each passenger carriage (use the regular Innocent Bystander profile), but they are too terrified to take any active role in the game or be moved around. Their profile is necessary, however, if they get wounded as a result of being in the way of a shot.

Assuming the model train is sufficiently detailed, fighters should be able to climb onto the roof of the carriages by the use of the ladders at each end. This could lead to some hair-raising battles on the top of the train, or death-defying leaps between carriages.

Finally, the train driver will attempt to defend himself should he be attacked. He will not leave the engine, but is otherwise controlled by the defending player. He is armed with a sturdy wrench (hand weapon), and has the following statistics:

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

3. The Robbery

The Safe: The loot resides in a small metal safe, which is in the safe car next to the engine. The safe should be represented by a Loot counter or small model. The plan for the outlaws is to get the safe, carry it to the rear of the train, then unhitch the carriage and make a clean getaway.

It takes two models to carry the safe, who must remain in base contact with it. Models carrying the safe move at half their normal distance, and may not charge into combat. If either of them are taken out of action, the safe is dropped where they stood. It may then be picked up by any fighters who move into contact with it during their move.

Unhitching the Carriage: The end carriage of the train may only be unhitched once the safe is inside it. The model attempting to unhitch it must begin its movement in base contact with (or as close as possible to) the carriage coupling. At the start of the move, roll a D6. On a 1, the coupling won't budge. On a 2-5 it starts to move, but you must roll again next turn, adding 1 to the dice roll. On a 6, the coupling comes free.

Inventive players may like to kill the train driver and relieve him of his wrench in order to undo the coupling. If they manage it, then they may add a further 1 point to the dice roll. If the driver is killed, then anyone on the train when it leaves the board counts as being taken out of action!



CAMPAIGNS



Campaigns are a vital part of many wargames, and this is particularly true of *Legends of the Old West*. Most campaigns use the rules exactly as presented in the main rulebook, with Posses randomly generating a scenario, playing through it, then calculating victory and spending their hard-earned loot. At the end of a set number of games, the Posse with the highest Infamy rating takes the spoils. This is the easiest way to play, as it does not require anyone to take ownership and organise an event in order to participate.

However, there are just as many gaming groups out there who like to add campaign special rules of their own, new scenarios, campaign objectives and other house rules. The system they use to determine which games are played or who fights who varies between groups – some prefer the classic 'Swiss' tournament, while others like to use

a tree, ladder or map campaign. Really crazy players simply won't pack their sixguns unless they know there's a narrative campaign to be had.

All these ways of playing are equally valid, and they represent the wonderful diversity of the hobby. There are countless wargames books and websites that cover campaign styles, and there's no need to repeat that information here. Instead, this section will provide some examples of an Old West campaign that was held in October 2005 at Games Workshop's Warhammer World headquarters. The additional rules presented here really added to the excitement and ensured that, win or lose, everyone had a great time. These rules are in no way meant to be official, but they are tried and tested. Feel free to experiment if you decide to organise a campaign day of your own!

The key to the success of Legends of the Old West is undoubtedly its campaign system, which offers versatility and a competitive but fun time for all. Here we take a look at ways to enhance the campaign experience.



WARHAMMER HISTORICAL CAMPAIGN: BLOODBATH IN DODGE

All manner of notorious Posses are descending on Dodge, knowing there's money to be made and fame to be earned. But beware – the US Government is sending its own Posses to town to enforce law and order...

Gatherin' the Posse

All participants start the campaign with a standard \$200 starting Posse from *Legends of the Old West* or its supplements. No Hired Guns or Legends are allowed in the starting Posse, but they will be available to hire later. One player takes the role of referee, or Sheriff, who remains impartial throughout.



The Map

The campaign map (inside front cover) features Dodge City and the surrounding areas. The map is divided into five Territories, each representing the influence of certain types of Posse. These Territories are further subdivided into Locations, which the Posses fight over to control lucrative assets. These are detailed on the Territory chart. As long as you control at least one Location in the appropriate territory, you may recruit one of the listed Hired Guns at the usual cost. Each player takes a coloured pin (you should have a different colour for each player), and places it into one of the starting locations on the outer edge of the board, dependent on their Posse type.

Each of these Territories contain Special Locations, too, which can be captured by a Posse during the campaign. Special Locations provide a bonus of some kind, or allow you to automatically find a Legend (this is the only way Legends can be found in the campaign).

The campaign map was used to keep track of the action.

TERRITORY CHART

Territory	Starting Posses	Hired Guns available
Dodge City: North	Outlaw; Tong	Soiled Dove; Prize Fighter; Chinese Rail Worker; Knife Fighter
Dodge City: South	Lawmen	Gunslinger; Preacher; Reporter; Tejano Guide; Unnamed Gunfighter
Badlands	Native Americans; Texas Rangers; Bandidos	Bandido; Bardache; Medicine Man; Renegade Soldier; Pony Express Rider; Vigilante
Cavalry Outpost	US Cavalry/Army	US Marshal; Indian Scout
Farmland	Cowboys	Cookie; Prospector; Swordsman
Mountains	Mountain Men; Comancheros	Free Trapper; Explosives Expert

Campaign Turns

In each Campaign Turn, players are drawn at random and paired off. The Sheriff should be on hand to ensure that players don't play the same opponent two turns in a row. The winner of each game takes a generic location, which must be adjacent to one he controls on the map. The loser loses a Location. Players may never lose their starting Location. Finally, the Railway Station begins under the control of the Sheriff – one (un)lucky player will get the chance to try to take it from him, but at a cost...

The Benefits of Locations

Each generic Location adds 2 Infamy points and \$D3 to a Posse's stash between games.

Unexpected Events

At the start of each game, players will draw a playing card from a standard deck. The card will indicate an unexpected event that will affect either the game or one of the Posses.



There was a nasty surprise in store at the railway station, as the Earps came to fight!



A bar-room brawl in full swing!



Two players set up a High Noon scenario.



Multiplayer games

At the end of every five Campaign Turns (or every day, whichever comes first), players group together to play a multiplayer game on a big 6' x 4' board, with a special objective. The Sheriff gets to decide which models players can use, what the sides will be, and what the objectives are.

Winning the Campaign

At the end of Turn 10, or Day 2 – whichever comes first – the Posse with the highest Infamy rating wins. The Sheriff should also insist that all players nominate who they think has been the most sporting player, and who has the best Posse (in terms of both painting and composition). The player with the most votes wins the category – so there are a potential three titles or prizes up for grabs.



The proud winners, from left to right: Bryan Glasspool, 2005 Champion; Matthieu Batiste, 2005 Best Posse; and Ray Earle, Most Sporting Player 2005.

Special Location Rules

After a set number of turns, the Sheriff declares that it's time to play for Special Locations. The first round of Location games is played for minor Locations, and the second round is for major ones. The players with the lowest Infamy ratings pair off for Location 1, then the next lowest pair off for Location 2, and so on. If there are more than 10 players, the Sheriff should invent more locations before the game begins, or allow players to team up following the Competitive Play rules from *Frontier*. The scenario you must play to control a location is specified on the table below.

MINOR SPECIAL LOCATIONS

Rank	Name	Effect	Scenario
1	Hunter's Lodge	Half price heavy furs, auto find	Stagecoach
2	Doc Simpson's	+1 on the Surgery table	High Noon
3	Silver Mine	Extra \$D3 income per turn	Vendetta
4	Farmstead	Half price horses and mules	Open Range
5	Supply Dump	Rare weapons count as common	Dawn Raid

MAJOR SPECIAL LOCATIONS

Rank	Name	Effect	Scenario
1	Circle Ranch	Auto find John Chisum	Open Range
2	Indian Camp	Auto find Geronimo	Avert the Massacre
3	Fort Dodge	Auto find Benteen	Ambush
4	Long Branch Saloon	Auto find Wild Bill	Bar-room Brawl
5	Rail Station	May hire any Hired Gun and search for any Legend not mentioned above.	High Noon*

*The Sheriff has a \$300 Posse made up entirely of Hired Guns and/or Legends. He must have a US Marshal, Pinkerton or equivalent Legend as the Leader, and may not take any model with the Life is Cheap rule. Any number of Posses may take part, but there can only be one winner!



Unexpected Events

One player from each game draws a card before play commences. Players must decide between themselves or dice off to see who draws the card. Each card represents an event, as listed here:

♥ HEARTS ♥	
A	<i>Drunk:</i> One of the Henchmen in the Posse with the highest Infamy rating (determined randomly) is at -1 to his Shootin' and Fightin', but +1 Pluck all game.
2	<i>Bad Press:</i> Someone's been spreading rumours! Randomly determine one Posse. They lose 3D6 Infamy for this game only, which may affect their rating on the Underdog table.
3	<i>The Doc's in Town:</i> Any fighter taken out of action this game can re-roll any 'killed' result.
4	<i>Talent Scouts:</i> The winner of this game can reduce the recruitment fee of the next Hired Gun they hire by \$D6.
5	<i>Incentive:</i> Mistress Ruby's girls are out watching the fight, and both Poses are out to impress! The winning Posse gets a free Night on the Town after the game.
6-9	No event.
10	<i>Mistaken Identity:</i> Randomly determine one of the Posse Leaders. This Hero has been mistaken for an infamous rustler, and there's a price on his head! If the opponent takes him out of action, he gets an extra \$D6 income. If the Hero's Posse wins, and he survives, then he clears his name and gains an extra Experience Point.
J	Draw two more cards and apply both results!
Q	<i>Head over Heels:</i> Randomly determine one Hero in the game, from either side. He's fallen in love with a local dance-hall girl. Roll a D6: On a 1-3 he doesn't want to die and reduces his Pluck by -1. On a 4+ he wants to show off for his girl, and adds +1 to his Pluck instead.
K	<i>Dust Storm:</i> You must pass a Spotting check when shooting at anyone over 6' away.

♦ DIAMONDS ♦	
A	<i>Bad Ammo:</i> A batch of bad ammo has come into town. Both players must roll a D6 for each fighter in their Posse. On a 1, their firearms automatically jam whenever they roll a 1 to hit in this game.
2	<i>Gambling Den:</i> The player with the highest Infamy rating must nominate one Hero or Henchman. This fighter must miss the game. However, roll a D6 on a 4+ the Posse gains an extra \$D3 after the game.
3	<i>Secret Stash:</i> The Sheriff places a loot marker near the centre of the board. Whoever has the model closest to that point at the end of the game wins a bottle of Fine Whiskey for their Posse.
4	<i>Smaab n' Grab:</i> If the game is set in town, the Sheriff nominates one building to contain a stash of supplies. Any Posse with a model inside that building, with no enemies inside, gains a random weapon or item of miscellaneous equipment at the end of the game. Lawmen, Cavalry or Texas Rangers may hand the item back for a \$3D5 reward instead.
5	<i>Glory Hunters:</i> A random Hired Gun, determined by the Sheriff, joins each Posse for the duration of the game!
6-9	No event.
10	<i>Cousin Billy-Bob:</i> Both players roll a D6. The player with the lowest score gets an extra fighter for this game, as the Leader's kid cousin turns up to help! Billy-Bob has the stats of an Innocent Bystander, a Shootin' value of 6+, and a sixgun. If he's killed, the Leader cannot gain Experience this game.
J	Draw two more cards and apply both results!
Q	<i>Train Wreck!</i> No ammo has been delivered to town. If a model's gun jams, then he runs out of ammo and that weapon can't be fired again for the rest of the game.
K	<i>Lucky Strike:</i> Gold fever strikes the town. All cash rewards for this scenario are doubled!

♠ SPADES ♠	
A	<i>Dead Man's Hand:</i> Randomly determine one Hero (from either side). That Hero is ill-fated this game. When taking Fortune rolls, all 6s count as 1s!
2	<i>"I'm a-callin' you out!"</i> The Leaders of the Poses make this personal. Neither can attack any model other than the opposition's Leader, nor may they be attacked by any other model, until one of them is out of action.
3	<i>Ride by Shootin':</i> A bunch of local rowdies ride through, shootin' up the town and your Posses! The Sheriff randomly determines one model from all those in the game, and takes a shot at it as if with a sixgun, hitting on a 4+, before the game begins.
4	<i>Flash Floods:</i> If this game takes place in a town, all open ground counts as difficult terrain. Only building boardwalks and interiors count as open terrain.
5	<i>Heavy Ordnance:</i> Randomly determine one building or suitable terrain feature. This feature houses a 6lb cannon, which may be fired using the usual rules by whoever can get to it!
6-9	No event.
10	<i>There's Gotta be Some Law:</i> Place a Sheriff in the dead centre of the board. He's the same as a regular Lawman Leader, and is armed with a sixgun. He moves exactly like an Innocent Bystander, but will shoot at the closest model within 6'. If anyone kills the Sheriff, then they permanently deduct D3 Infamy points.
J	Draw two more cards and apply both results!
Q	<i>Fresh Blood:</i> The local bravos take an interest in this fight. The winner may recruit Henchmen from their list at half the usual price after this game.
K	<i>Sbougirls:</i> The good-time girls are in town! Roll a dice for every fighter on both sides. On a 1-2 they are Drunk as detailed in ♥A, on a 3-4 there is no effect, and on a 5-6 they are Head over Heels as in ♥Q.

♣ CLUBS ♣	
A	<i>Fever:</i> Both players must randomly select one model from their Posse. Roll a dice - if the score is equal to or lower than the fighter's Grit, then he's okay. If it's higher than his Grit, then he has a fever and gives it to the WHOLE Posse. Everyone in the Posse must reduce his Strength and Grit by 1 point for this game.
2	<i>"You Killed mah Brother..."</i> Randomly determine a single Hero from either side. This Hero has a vendetta against an enemy model of his choice. If he can personally take the nominated fighter out of action, he gains D3 extra Experience after the game.
3	<i>Hoof in Mouth:</i> A nasty disease strikes down the local livestock. No horses or mules are allowed in this game. If the scenario is Stagecoach, then ignore this result and draw another card.
4	<i>Let's Settle This:</i> The two Poses have an old enmity for each other. When taking Head for the Hills tests, both Poses roll 3D6 and pick the two highest scores.
5	<i>Cattle Drive:</i> If the game is set in a town, the Sheriff places 10 cows as near to the centre of the board as possible. They behave in exactly the same way as the ones from Open Range.
6-9	No event.
10	<i>Pitch Black:</i> Use the Daybreak rules from the Dawn Raid scenario (Frontier, page 51).
J	Draw two more cards and apply both results!
Q	<i>Wanted!</i> Both players roll a dice. Whoever scores lowest must nominate one of his Heroes as a wanted man. The Posse must pay a \$5 court fine immediately. If they cannot (or will not) pay, then the opposing Posse gains an extra \$2D6 for taking the wanted Hero out of action this game.
K	<i>Heavy Storm:</i> Due to heavy rain and gale-force winds, models cannot see further than 12" in this scenario.



THE TRADIN' POST

Using this Section

All of the rules for Income and Trading from *Legends of the Old West* apply here. Posses may spend their income on items from any of the other books in the series, as well as those provided here.



PRICE CHART

Fightin' Weapons

Item	Cost (\$)	Rarity
Vigilante sword	2	Rare 7
Whip	5	Rare 7
Chinese pole-arm	5	Rare 9
Chinese sword	5	Rare 8*
Chinese staff	5	Rare 8*
Nunchaku	7	Rare 10

Shootin' Weapons

Item	Cost (\$)	Rarity
Lever-action shotgun	14	Rare 10

Miscellaneous

Item	Cost (\$)	Rarity
Improved scope	20	Rare 9
Laudanum	20/12**	Rare 5
Night in the den	20	Rare 6

* These items count as Common to Chinese Posses.

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



SPECIAL EQUIPMENT RULES

The rules for new weapons, including martial arts weapons, are covered on pages 4-5. The new items of miscellaneous equipment available to Posses are detailed here.

Improved Scope

A long scope can boost the accuracy of any longarm, and exponentially increase the value of a gun.

An Improved Scope works in exactly the same way as a Rifle Scope from *Legends of the Old West* page 95, except that it may be fitted to any longarm, rather than just rifles and repeating rifles.

Laudanum

Doctors in the Old West prescribed this powerful opiate all too frequently. Though it was an incredibly effective painkiller, it's overuse led to widespread addiction.

If a Hero has some Laudanum and is taken out of action, he may take it before rolling on the Serious Injuries table. All results of 16-35 count as a Full Recovery. However, after each use the Hero must roll a dice – on a score of a 1 he is addicted, and must follow all of the Addiction rules, right.

Night in the Den

For some riotous individuals, a Night on the Town simply isn't enough to let off steam. Instead, they prefer the company of more exotic loose women, and the kinds of refreshment that are only available in the notorious Chinese opium dens. This service is purchased by the Posse's Leader rather than by the whole Posse.

The Posse may ignore the first failed Head for the Hills test in their next game. In addition, the very first time a member of the Posse is taken out of action, he remains in play and must Dive for Cover instead of losing his last wound. After the game, roll 2D6 for each member of the Posse in turn. On the score of a 2 (snake eyes), the fighter becomes Addicted (see right).

Addiction

Some new commodities can cause Addiction in your fighters. If a fighter is Addicted, he must use either Laudanum or a Night in the Den after each game. If he does not, or cannot afford to, then roll a dice for each Addicted fighter at the start of the next game, before deployment.

ADDICTION TABLE

Dice Result

- | | |
|-----|--|
| 1 | The fighter has the shakes real bad, and must reduce his Fightin', Shootin' and Pluck values by 1 point (to a minimum of 1) for the duration of the next game. |
| 2-5 | The fighter isn't in a fit state to fight. He must pass a Pluck test at the start of each of his Movin' phases or be unable to act at all for the entire turn. |
| 6 | The fighter goes cold turkey and must miss the game. However, after this game he is no longer Addicted. |



PRESTIGE SKILLS

On this page you will find new Special Skills to enhance your games of Legends of the Old West. These skills are intended for use in prolonged campaigns, ensuring that your Heroes can become true legends in their own right.

Earning Prestige Skills

Sometimes, campaigns can run for longer than expected, or simply be ongoing affairs with lots of players involved. In these instances it is possible that some Poses become very powerful, and their Heroes earn every skill under the sun.

When a Hero has earned six or more skills, they take on near-legendary status. From that point on, they may choose a Prestige Skill instead of an ordinary skill when they earn a skill advance. A Hero may never have more than one Prestige Skill. Additionally, all the Prestige Skills have categories, and a Hero may not choose one unless it is from the Preferred Skills section of the Posse list.

Movin' Skill

Cavalryman: The Hero is an expert rider, and knows how to get the best out of his mount. While mounted, the Hero may add 2" to his Movement rate.

Fightin' Skill

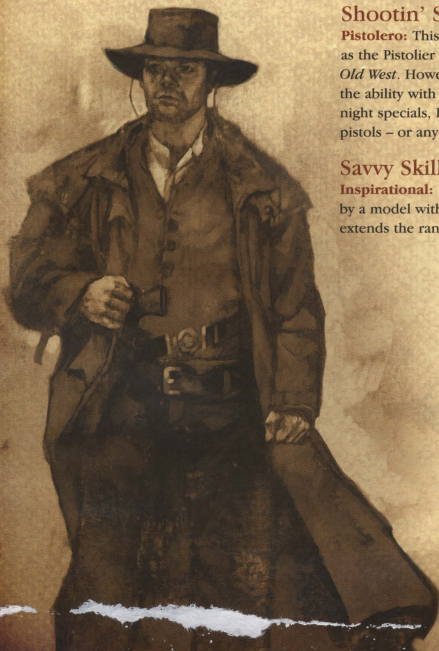
Road Agent Spin: This technique was used by wily outlaws to evade capture. By surrendering themselves to the law, they would pretend to hand over their guns before spinning them round and firing them upside-down at their captor. The fighter may fire a sixgun, heavy pistol or flintlock pistol at a model in base contact. This may cause the target to flee or be killed, leaving the fighter unengaged in the Fightin' phase. This skill may not be combined with any other Shootin' skills except for Pistolier.

Shootin' Skill

Pistolero: This skill is essentially the same as the Pistolier skill from *Legends of the Old West*. However, this Hero may employ the ability with heavy pistols, Saturday-night specials, Le Mat revolvers, flintlock pistols – or any other Sidearm, in fact!

Savvy Skill

Inspirational: This skill may only be taken by a model with the Leader ability, and extends the range of that ability by +6".



ALTERNATIVE SETTINGS



On the following pages you will find a selection of alternative historical settings that provide perfect environments for using the *Legends of the Old West* rules set. Most remain focussed on North America, while others, such as the Napoleonic War, go further afield. In each instance, you will be provided with tips on how to adapt the system – which rules to use and which to ignore, plus ways to adapt certain rules and fabricate new ones. A few examples are provided, such as new *Legends* and weapons.

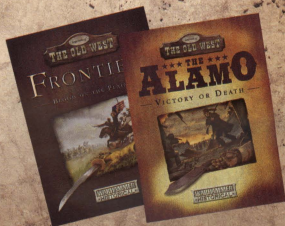
House Rules

In many cases, adapting the rules to a new setting will almost certainly call for some house rules. These are unofficial rules used by a group of friends or regular opponents, such as a gaming club, to represent some effect not covered by the standard rulebook. If, for example, you wanted to adapt the rules to cover World War II skirmish actions, you might want to come up with brand new rules for smoke and debris, shellshock, or radio communications. These would obviously never become standardised in *Legends of*

the Old West, so you'd have to invent the rules yourself. However, another gaming group might have thought of a completely different way of representing the same effects. This is why house rules are so named – they are best used 'in-house' rather than between unfamiliar opponents.

Supplements

Some of the settings listed, such as Napoleonics and American Civil War, benefit from rules listed in other *Legends of the Old West* supplements. When this is the case, you will be referred to *Frontier: Blood on the Plains* or *The Alamo: Victory or Death* for more information.



Legends of the Old West is a versatile rules set, which many gamers enjoy adapting for other periods outside of nineteenth century America. This section offers practical advice to help you do the same.



THE WILD BUNCH

The late Western period, covering 1895-1915, was a time when the horse made way for the automobile, the law was enforced more vigilantly, and the Wild Bunch rode defiantly against the natural order of things as the last of the old-style outlaws.



The Setting

In reality, the 'wild west' was almost tamed by 1870, with railroads and telegraph cables spanning much of the frontier, while miles of barbed wire marked the boundaries of what was once free roaming country. In the late 1880s and early 1890s, the last resisting Native Americans finally submitted to reservation life, and the Old West became 'civilised'.

At the end of the century, few vestiges of the Old West remained – those who couldn't adapt to a new way of life were frowned upon as dinosaurs of a bygone age. At best, the old cowboys made themselves attractions at rodeos and dude ranches, or patrolled the newly formed National Parks. However, one group of men went some way to change that attitude. Calling themselves the Wild Bunch, they were a rowdy, yet largely non-violent, group of outlaws, who carved their own place in history with a series of daring train robberies. Under the leadership of Butch Cassidy – a charismatic desperado who happily admitted to never having killed anyone – the Wild Bunch included such notorious bandits as Kid Curry, Elzy Lay, the McCarty brothers, Matt Warner and, of course, the Sundance Kid. Eventually their notoriety became so great that they were hounded by bounty hunters and the Pinkertons, and the gang was finally disbanded. Butch and Sundance escaped to Bolivia where they were

reportedly killed by Bolivian soldiers. However, claims still persist that Butch Cassidy escaped and returned to the United States, where he lived until 1938.

Adapting the Rules

Most of the rules from *Legends of the Old West* are viable for this late Western setting. However, the weapons and equipment available to Poses will be slightly different as time and technology have advanced. Primitive 'Shootin' weapons, for example, would be rarely used. Muskets and other blackpowder weapons would also have been viewed as relics. Poses appropriate to the setting would be Lawmen, Outlaws, Texas Rangers, US Cavalry and US Infantry (the latter three can be found in *Frontier: Blood on the Plains*). Bolivian troops can be represented by the US Infantry list, though the characteristic profiles of the Mexican soldiers from *The Alamo: Victory or Death* may be more appropriate. Finally, most of the scenarios from *Legends* and *Frontier* work in this setting, and the Train Robbery scenario from this book is especially appropriate.

House Rules

Though rare, automobiles were available during this period. Imagine them more as large, metal horses, crossed with a stagecoach, and you'll find it relatively simple to come up with some rules for them.

**ROBERT
LEROY PARKER** (1866-1908)
AKA. BUTCH CASSIDY

HARRY LONGBAUGH (1867-1908)
AKA. THE SUNDANCE KID

Recruitment Fee: \$85 for the pair

Retainer: \$16 each

From around 1895 to 1905, the Wild Bunch, led by notorious outlaws Butch Cassidy and the Sundance Kid, operated out of Wyoming in a region known as 'hole in the wall' country. The gang robbed banks and trains, drawing the attention of the Pinkerton Detective agency. After the Pinkertons broke up the gang, Butch and Sundance fled to Bolivia, where they continued their life of crime, only to be trapped and killed by the Bolivian military in 1908.

	S	F	St	G	A	W	P	FA	FT
Butch	4+	4	4	4	2	3	5	3	2
Sundance	3+	3	3	4	2	3	5	3	2

Equipment:

Butch Cassidy has a heavy pistol. The Sundance Kid has two sixguns.

Infamy:

Butch and Sundance add 10 points each to a Posse's Infamy rating for as long as they accompany it.

Options:

Butch may take a sawed off shotgun (+\$10), or a repeating rifle (+\$14). He may also take a stick of dynamite (+\$12). Sundance may take a lever-action shotgun (+\$12). Both may purchase a horse (+\$20 for the pair).

Special Rules:

Brothers in Arms: Butch and Sundance may only ever be hired as a pair, though they can be retained separately if one dies.

Friends to the End: If one of the outlaws is killed, the other will be overcome by grief and rage, attacking the enemy with reckless abandon. To represent this, immediately after the death of one of the outlaws, the survivor's Pluck value is increased to 7. In addition, the survivor will always move as quickly as possible towards the

model that killed his partner, and will always charge it if possible (even if that means calling a Yee Haw). The survivor may fire at the enemy model if it is not in charge range. If that model is killed, the surviving outlaw returns to normal.

Skills: Butch Cassidy has the True Grit and Dirty Fighter skills, while Sundance has the Pistolier and Deadeye Shot skills. These are exactly the same as the skills from pages 90-91 of *Legends of the Old West*.



GANGS OF AMERICA

While the United States in the late 1800s are remembered primarily for the Old West, many of the larger settlements saw their own conflicts. Despite their civilised outward appearance, large cities such as New York and San Francisco were plunged into gangland warfare!

The Setting

Gang wars were not commonplace, but were a massive problem in settled America – particularly in New York and San Francisco. In New York, the turbulent backdrop of the Draft Riots of 1863 led to mayhem, as protestors against military drafting clashed, incensed by political events that followed the Emancipation Proclamation. It was a bloody gang war between nationalities and cultures, motivated primarily by the Civil War Draft, which many saw as an unfair press-ganging into military service that only the rich could avoid. Although many attacks were made against black people in New York, who were vilified as the cause of the war, white gangs fought each other as the old enmities of Republican versus Democratic turned to violence.

In San Francisco, the reasons for the gangland culture of the 1800s stemmed partly from the hotbed of cultures thrown together into a turbulent melting pot. The white settlers and native Latin communities were wary of each other. The Barbary Coast was settled by Australian convicts, building a notorious reputation for that region. Chinese immigrants arrived, making small business incredibly competitive. Realising the population of San Francisco was largely male, an influx of prostitutes arrived in the city, creating an unsavoury

atmosphere and poor reputation. Finally, the gold rush created disorder and confusion, as even sailors abandoned their vessels in the docklands to seek their fortune in the hills. Law and order was in the decline and Town Vigilance Committees emerged in the 1850s to take the law into their own hands, but many criminal gangs fought back, desperate to protect their protection rackets, gambling dens and territorial dominance. By the 1860s, the Chinese Tong in particular had brought organised crime to new levels, and San Francisco became the template for the gangsters of the future.

Adapting the Rules

As these events took place in America in the mid 1800s, there is no need to change the basic rules. In fact, most of the Poses and scenarios from *Legends of the Old West* are instantly transferable to the *Gangs of America* setting. The only thing to consider is that San Francisco and New York were big cities, and tabletops should therefore be more densely populated with town scenery. Large dockland areas and wharfs would also make great board setups, and a narrative campaign would do well to look at gangland violence and smuggling in the docks – even military Poses (represented by the US Infantry list from *Frontier*) would get involved in those disputes.



PROHIBITION-ERA CHICAGO

After the 18th Amendment banned the sale, transportation and production of alcohol, liquor became a much sought-after commodity – one that the gangsters were only too keen to provide.

The Setting

In 1920s America, there were no more notorious gangsters than those in Chicago, where Al Capone rose to fame as an underworld leader and public enemy number 1. With politicians and policemen in his pocket, and a healthy dose of witness intimidation, Capone made millions of dollars from a life of crime, while remaining almost above the law. In 1929 he orchestrated the St Valentine's Day Massacre, one of the most brutal gangland killings in history, though no one was ever prosecuted for the crime. Public opinion turned swiftly after that, and eventually Capone was brought down by Elliot Ness and his famous 'Untouchables' – treasury agents who sent Capone down not for murder, but for tax evasion.

Adapting the Rules

Few of the scenarios from *Legends of the Old West* will be suitable to this city setting, so you'll need to invent some. Additionally, weapons and equipment were quite different to the Old West period, with small arms, shotguns and Tommy guns being preferred (see below). Gangsters



- Poses can be adapted quite readily from the Outlaws Posse list, while the Untouchables could be represented by Texas Rangers, or even a Posse of Pinkertons.

House Rules

Like the Wild Bunch setting, automobiles will add an extra dimension to your game, with drive-by shootings being the norm in gangland Chicago!

Sample Weapon Rule:



The Thompson submachine gun (aka. Tommy gun)

This weapon is one of the archetypal firearms of the 'roaring twenties'. Created by General John T. Thompson, and was in use in the USA between 1920 and 1945. It is noted as

being one of the first man-portable, lightweight machine guns. Despite its inaccuracy, it was tremendously popular amongst prohibition-era gangsters due to its high rate of fire.

- **Machine gun:** This is the same as the Gatling gun rule of the same name from *Frontier* (page 18), except that Tommy guns use the Spread template like a Sawed Off, rather than the Military Weapons template. The narrow end of the template must be no further than 6" away from the firer, with the wide end pointing directly away.

Additionally, unlike the Gatling gun, the Tommy gun uses the firer's 'Shotgun' skill to determine which of its shots hit.

Thompson submachine gun:

Range	Strength	Move Penalty	Special Rules
Special	3	Half	Machine gun

THE FRENCH AND INDIAN WARS

In the early 1700s, when the Ohio River Valley caught the fancy of Britain and France, it wasn't long before negotiations turned to open war for control of the land – a land occupied by Native Americans.



The Setting

It took a British offensive, led by colonial militia under the command of George Washington, to light the touch-paper that would begin a war between the world's largest powers. Open war was finally declared between Britain and France. The Indians of the region fought for both sides, mainly the French, and initially, the British forces struggled thanks to unfamiliarity with the terrain and enemy tactics. For the first three years, the British struggled to maintain a serious offensive, and in 1758 at Fort Ticonderoga, suffered a heavy battering. However, this was also the turning point for the British, as they had learned from previous mistakes, appointed commanders of better standing, and learned to fight the Canadian militia and Native Americans on their own terms. Finally, British forces under General James Wolfe, along with a large Royal Navy fleet, laid siege to Quebec. With the defeat of the French at the Battle of Abraham Heights, outside the city walls, the French surrendered the garrison. After this, Montreal and Detroit would follow. The British victory was sealed with the signing of the Treaty of Paris in 1763, which would provide an uneasy peace for little over a decade to come.

Adapting the Rules

The main *Legends of the Old West* rules are perfect for the smaller skirmishes of this setting, while the Competitive Play rules from *Frontier* should provide gamers with all the mechanics they need, although ambitious players may like to use the *Alamo* rules to recreate large engagements, such as the Siege of Quebec! The Mexican Army List from *The Alamo* would be a good place to glean inspiration for both the British and French forces, while the Northern Tribes Posse from *Frontier* could represent their Native American allies. In terms of the equipment and weaponry of the day, remember that soldiers would not have access even to caplock weapons – muskets and flintlock pistols would be the extent of the technology.

Sample Rules:

Rogers' Rangers

Rangers were considered ruthless in battle, and performed the roles of raiders, scouts and military intelligence, as well as being hardy soldiers. Rogers' Rangers in particular were infamous during the conflict, drawing first blood at Ticonderoga and then covering the retreat of the British forces.





ROBERT ROGERS (1731-1795)

Recruitment Fee: \$80 Retainer: \$16

Robert Rogers was responsible for raising and training units of rangers during the French and Indian War, and was given a formal commission in 1758. Rogers wrote a handbook on ranging tactics and wilderness campaigns called Rogers' Rules of Ranging, which formalised ranging as a distinct tactic of the British and American army.

S	F	St	G	A	W	P	FA	FT
3+	4	4	5	2	3	6	2	2

Equipment:

Flintlock Carbine and knife (hand weapon).

Options:

Flintlock pistol (+\$4)

Infamy:

Rogers adds 12 points to a Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Rogers' Rules: Robert Rogers literally wrote the book on ranger tactics. He may be held in reserve with a Company of Rogers' Rangers, and may add or subtract 1 point to the dice rolls each turn to see when they arrive (see below).

Woodsmen: Rogers ignores all penalties for moving through difficult terrain.

Skills: Rogers has the Scout and Deadeye Shot skills. These are exactly the same as the skills from pages 90-91 of *Legends of the Old West*.

ROGERS' RANGERS (0-1) \$11 per model to recruit

*Rangers were frontier-bred, and were not only expert trackers and hunters, but also precision marksmen. Their ranger training built on these skills, and taught them hand-to-hand fighting, boat handling and reconnaissance skills, too. The following sample rules take the form of a Company entry, as explained in *The Alamo: Victory or Death* supplement.*

	S	F	St	G	A	W	P
Ranger	3+	4	3	4	1	1	4
Ranger Sgt.	3+	4	4	4	2	1	4
Stockbridge Indian	4+	4	3	3	1	1	4

Company Size

10-20 models

Equipment

Flintlock Rifle and Hand Weapon

Options:

- Up to half the models in the Company (rounding fractions down) may replace their Flintlock Rifles with Flintlock Carbines for no extra cost.
- One model may be upgraded to a Ranger Sergeant for +\$6.
- The Company may be accompanied by up to five Stockbridge Indians at \$7 per model. They are armed with Muskets and Hand Weapons.

Special Rules

Skirmishing Company (see *The Alamo*, page 13).

Reserves: Ranger Companies do not have to deploy with the rest of the army. Instead, at the start of each turn after the first, roll a D6. On the score of a 4+, the ranger Company arrives from the table edge of the controlling player's choice. They may act normally on the turn they arrive, though they may not charge.

AMERICAN WAR OF INDEPENDENCE

The American War of Independence, or American Revolution, raged from 1775-83, and was instigated by revolutionaries within the British colonies seeking independence from the United Kingdom.

The Setting

In many areas, Americans fought a civil war with those loyal to the crown taking up arms against those who supported the revolution. As the fighting spread, Native Americans and blacks – both free and enslaved – joined the fight on both sides. The Royal Navy held the coastal cities, while the British soldiers, trained in woodland combat since the French and Indian Wars, struck deep into hostile territory. The American militia used guerrilla tactics to attempt to outfox the British, but the progress of the Crown forces was hindered not by resistance, but by an inability to resupply the soldiers. Gradually, the American resistors became a more cohesive force, and managed to achieve a decisive victory against the British at Saratoga. This was enough to sway France, Spain and the Netherlands to join the fight against the British, ultimately turning the tide of the war and wresting America from British rule.

Adapting the Rules

Most of the points raised for the French and Indian Wars apply equally to the American War of Independence. Battles ranged in the extreme, from very small skirmishes in harsh terrain, to massive city sieges. There were even many conflicts in Indian Territory, which would make colourful source material for campaigns. The Alamo rules will be essential to adapt rules for the weapons, wargear, artillery and military organisation of the period. Games in this setting are particularly striking, with hardened militiamen and their allies from various nations battling disciplined British redcoats and their German Hessian mercenaries, and Woodland Indians joining the battle on both sides.



AMERICAN CIVIL WAR

The 1860s saw one of the most bloody wars in American history, as brother fought against brother for their very way of life; the proud South against the liberal North. Though the Union's victory would prove to be the making of the USA, the cost was horrendously high.

The Setting

The American Civil War was the greatest war in US history. More than three million people fought, and over 600,000 died. The causes of the war were manifold. Many put it down to the insistence on the Southern states to own slaves, various political arguments, economic competition, and other reasons besides. The Union made it incredibly difficult for the Southern states to adapt economically and compromised many state rights, and as a result the South formed a Confederacy, which seceded from the Union in 1861. The Union failed to recognise this secession, and the war began when the Confederates attempted to 'liberate' land from the Union by force. The war was a disaster for both sides, years of bloody conflict took their toll on a nation. The Union's eventual victory was hard fought, yet despite being a victory for liberty, it was also hollow, as the economic stress and the enmity caused by brother-versus-brother fighting would linger for decades to come.

Adapting the Rules

Many of the military actions in the American Civil War were skirmishes, which can be re-fought using the standard rules. Larger actions can be recreated using the cooperative play rules from *Frontier: Blood on the Plains*. However, there were also massive battles that were truly epic in scale, such as Gettysburg, and these will require the use of *The Alamo: Victory or Death* to play. The Texan Army List in that book, combined with the US Infantry Posse from *Frontier*, should provide you with all the information you need to adapt forces for both North and South. Additionally, Jesse and Frank James served as part of the notorious Quantrill's Raiders, and are perfect for this setting.

Artillery played a massive part in this war, and *The Alamo* book provides rules for various cannon and howitzers, which can be instantly ported across to the setting. Other weapons that came into being post-1865 should be avoided.



Sample House Rules:

Quantrill's Raiders

William, Clarice Quantrill (1837-65) began his career in the Confederate army leading a dozen or so scouts and skirmishers. He quickly became a hero in his native Missouri, a Captain of the army, and a notorious outlaw to the Union! His guerrilla fighters were savage to the extreme, and Quantrill eventually led over 400 men, including his lieutenant, 'Bloody' Bill Anderson, Frank and Jesse James, and the Porter brothers, Cole and Jim. What follows here is a rough example of some house rules for forming this legendary Posse.

As a suggestion, the profile for the Legend Leander H. McNelly (see *Frontier* page 67) would work well for Quantrill himself. The James brothers would work as described in *Legends of the Old West*, though their Fame values should be reduced to 1 each (or perhaps removed altogether). The rest of the Raiders could be picked from the Outlaws Posse list, with Bill Anderson being the Desperado, and the Porter brothers being represented by Kids. Suitable points values and scenarios should be decided by both players.

Remember, these are merely suggestions; feel free to come up with your own version of Quantrill's Raiders, as well as other Civil War personalities.

MORE SETTINGS

The Napoleonic Wars

Throughout the history of the world, great conquerors have arisen and fallen. In Europe in the early nineteenth century, Napoleon imagined himself ruler of a vast empire, and set out to carve it himself in the name of France. Though there is no real consensus as to when the French revolutionary wars ended and the Napoleonic Wars began, many historians believe it was in 1803, when France and England first took up arms against each other after a brief spell of peace. The series of conflicts that followed revolutionised warfare in Europe, seeing the mobilisation of an unprecedented number of men and artillery. After long years of campaigning, in a variety of countries, Napoleon's utter defeat came at Waterloo in 1815, when the Duke of Wellington's army, which consisted of soldiers from the Netherlands, Germany and Prussia as well as his own British troops, saw the French off the field, ending the war and ultimately securing the restoration of the Bourbon monarchy.

The Napoleonic Wars can only really be recreated by using the Massed Battle rules from *The Alamo: Victory or Death*. Armies can be adapted from the Mexican Army list. This is especially appropriate for the French, as the Mexican Army of Santa Anna was based on Napoleon's forces, and direct comparison can be drawn. For example, Fusileros are Fusiliers, Zapadores are Sappers, heavy cavalry are Cuirassiers, etc. Most of the scenarios from that book are also usable as is or adaptable, especially the San Jacinto Pitched Battle (after all, if Santa Anna was the Napoleon of the West, then San Jacinto was undoubtedly his Waterloo).

War of 1812

Despite their loss of control of America, the British held much of Canada, to the consternation of the Americans. While the Napoleonic Wars raged across Europe, Britain controlled the seas, and the impressments of American merchant sailors, and the blockading of trade routes further increased an already tense political situation. In addition, there was a belief that the British were supporting the Native Americans in their desire to rise up against their white neighbours. In an attempt to capitalise on Britain's distraction, angry American forces attempted to snatch British-held territory in Canada, and these actions led to the bitterly fought War of 1812. The Americans declared war on Britain thanks to an unbelievably narrow vote, and Great Britain found herself fighting on several fronts. The war saw several key conflicts, of which the British had the most success, such as the Chesapeake campaign where the British ransacked Washington DC and razed the White House. In a landmark American victory at the Battle of New Orleans, Andrew Jackson became a national hero, but the war was already over. Gamers may like to research conflicts such as Chippewa, Châteauguay, Queenston Heights and Lundy's Lane, which make fantastic scenarios and see the American army finally coming together.



The characteristic Red coat of the British forces.

The Mexican-American War

In 1846-48, Texas once again became a hotbed of political and military activity. Texas had won its independence, but the arrival of US troops in the 'rebel province' caused the Mexican army to once again go to war with the United States. This conflict was driven by the idea of 'manifest destiny' – the notion that America had a God-given right to expand its borders in order to become a mighty nation. The resulting war was a land grab, with troops from both sides marching to claim contested territories. The war ended with the signing of the treaty of Hidalgo, and the purchase of California, New Mexico, Utah, Nevada, Arizona and Colorado by the USA. The rules from *The Alamo: Victory or Death* are entirely appropriate for this conflict, as the war began only ten years after the siege of the Alamo.



The Maximilian Adventure

Also called the Maximilian Affair or, simply, the French intervention in Mexico, this conflict was an invasion of Mexico by France in 1862, supposedly to protect its financial interests, which was initially supported by Britain and Spain. The war raged until 1867, when Republican forces of Mexico eventually forced the French to withdraw, and executed their appointed Emperor, Maximilian of Habsburg. Though there were some key skirmishes and guerrilla tactics involved, this conflict was a large one, and use of the *Alamo* rules would be imperative to recreate it. The diversity of troops involved – from French Foreign Legion, Austrians and Belgians, to both Republican and Royalist Mexicans – gives great scope for miniatures collections and conversion of the existing Army Lists.



French soldiers displaying a range of uniforms

Australia in the 1800s

The unsettled areas of Australia were a lawless place in the 1800s, very reminiscent of the wilder parts of the Old West. This is possibly the easiest alternative setting to represent, because you can use virtually all the rules and Poses presented in the original *Legends of the Old West* rulebook, with little or no modification. As a historical period it is a great source of scenario ideas, such as the last stand of the infamous Ned Kelly (pictured).



Ned Kelly equipped with his legendary armour.

Victorian Britain

Using the Gangs of America setting described earlier, there is no reason you couldn't adapt a similar campaign setting for Victorian London, with lawless gangsters battling the police (the peelers). The Tong wouldn't be entirely out of place in this setting either. Some gamers like to add an element of the fantastic to these games, dreaming up rules for fictional characters from Victorian literature, such as Sherlock Holmes or Alan Quartermain, to match their wits against the criminal underworld.

The World at War

The First and Second World Wars were massive conflicts, with the mobilization of vast armies and the involvement of the world's major powers. Despite this, it is not impossible to use the basic mechanics of the *Legends of the Old West* game to represent smaller actions and commando raids. Adaptation of Poses and weaponry – especially the Gatling gun, Tommy gun and explosives rules – will

be essential. It's probably best to keep the scale quite small, although the Skirmishing Company rules from *The Alamo* book may accommodate larger actions. Ambitious players may even try to simulate armoured vehicles and tanks. There are a lot of things to consider for this setting – from the way troops operated to battlefield conditions – and it would require the most comprehensive set of house rules out of all the settings proposed in this volume.



SHOWDOWN GAMING

On the following pages you will find a selection of inspirational Posses, terrain pieces and dioramas created by avid *Legends of the Old West* gamers. These models are a testament to what you can achieve with a bit of care, attention to detail and a love of the western genre!



NICK'S HIRED GUNS

Nick Bayton has been a keen gamer since the first *Legends of the Old West* book hit the shelves. This time, he was inspired by the Hired Guns Posse from the Defend the Village scenario. Taking his cue from one of his favourite movies, the classic western 'The Magnificent Seven', Nick converted and painted each model to look just like characters from the film!



IAN'S CHINESE POSSE

Ian Henery is a lover of Chinese imagery and culture, and has played with this Chinese Posse for a long while. Previously, he used the Outlaw Posse rules from *Legends of the Old West*, but now he can use them with their own rules. Ian's palette of bright, primary colours, coupled with a tough varnish finish, make his models both distinctive and practical.



DIORAMAS

Julian Ellis and Rob MacFarlane are keen hobbyists, whose work has also appeared in The Alamo: Victory or Death. They've excelled themselves this time with these stunning dioramas.



This female figure was converted by Julian, using 'Irregular miniatures' as a starting point.



This model was sculpted by Mike Owen. The details on the hat, plus the carefully painted moustache, make it really stand out.

This masked avenger diorama was built by Julian Ellis, and was inspired by one of his favourite movie moments. The miniatures can be removed from their bases to be used as gaming pieces.



Julian went for dynamic models and a subdued colour scheme.



The unknown gunfighter, ready for action!



Particularly crisp details are a benefit of the larger scale.



Rob used these stationary models to create the tension of a gunfight in the diorama.



Julian took inspiration from a classic spaghetti western for this three-way gunfight diorama, one of two shown here based on the same film scene.



Rob MacFarlane's vision of the three-way gunfight uses the same principles, but he selected larger figures – this time by Honourable Lead Boiler Suit – to make the diorama more imposing.

BUILDING A MEXICAN VILLAGE

Inspired by the Mexican-themed scenarios from this book, Ray Dranfield and Mick Cudworth of Games Workshop's Warhammer World scenery team began work on a brand new project...

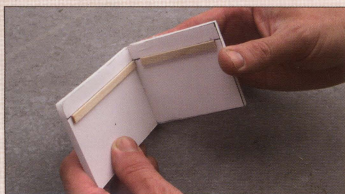
When we decided that, for *Showdown*, we were going to set at least one scenario in a Mexican village, Mick and Ray jumped at the chance to build us one! Inspired by classic western movies, the adobe town project soon took on a life of its own, and the Warhammer World scenery workshop was rife with talk of haciendas and cantinas...

Not content with one major scenery project, Ray also took on the task of scratch building a Chinese Laundry to accompany our Tong Posse. More on that later.

Mick and Ray in the Warhammer World workshop.



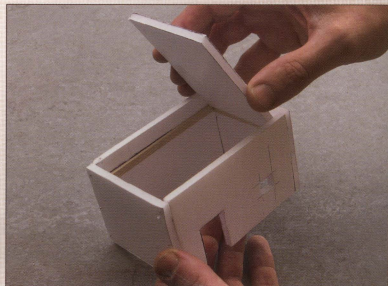
We followed Mick's progress on one simple adobe building. Once you've learned the basic techniques, it's quite easy to apply the principles to other adobe-style buildings. This basic hacienda is box-shaped, and the walls are made from foam card. Note that, $\frac{3}{8}$ " from the top of each wall is a strip of balsa wood. This is there to support the roof, which will be removable so that you can place models inside. Most importantly, don't forget to cut a doorway out of one of the walls before assembly.

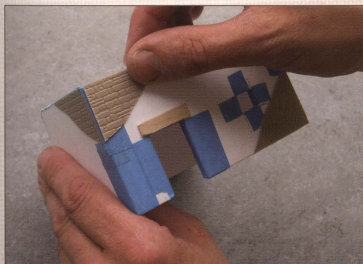


Assembling the walls.

Once the walls are assembled, you can make the roof. This is a simple rectangle of foam card, cut to the inner dimensions of your house. It should rest in place on the balsa wood supports from the previous step.

Test that the roof fits and is easily removable.





As the building will be spray-undercoated later, all of the exposed foam parts of the walls, around the roof, the doors and the windows, need to be covered with tape.

In addition, Mick decided that the plaster will have crumbled away from parts of the walls, exposing the rough brickwork beneath. Brick-patterned plastic card, available from model shops, is by far the easiest way to represent this. Simply cut the plastic card to size and glue the pieces to your adobe walls.

Mick adds the brick texture to sections of the walls.



The completed structure, ready for plastering.

Once the basic structure was finished, Mick added extra details, such as an out-building with tiled roof. The tiles are made from pre-textured plastic card. After that, the next stage is to cover the building in a layer of thin plaster, to get an effect like the ones below. Be sure to avoid the woodwork and other details when plastering. Once dry, paint the walls a dull khaki colour, and use drybrushing to highlight them and bring out the texture. Paint the woodwork a dark brown and weather it with a light grey drybrush.

Note the extra details in Mick and Ray's town – the thatched roofs made from brush bristles, the mesh windows of the church, and the small wooden barrels.



BUILDING A CHINESE LAUNDRY

Though much of his time on the Showdown project has been spent helping Mick with the fantastic Mexican village, Ray Dranfield felt suitably inspired to make a more oriental addition to his boomtown...



The back yard and washing lines.



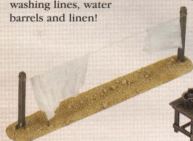
Note the detailed porch support beams.



The back door, with step.

The principles of this building are exactly the same as the basic structure from *Legends of the Old West*. The extra small touches, such as the Chinese lanterns and washing line, elevate this model to a lovely display piece. It even has a removable roof and internal shop counter!

No laundry would be complete without washing lines, water barrels and linen!



The finished Chinese laundry. Note the lanterns.



WEAPONS REFERENCE SHEET

SHOOTIN' WEAPONS

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
12-gauge Shotgun	12"	3/5*	half	Shotgun; variable strength; forceful
Sawed-off Shotgun	Template	3	half	Shotgun; Spread
Lever-action Shotgun	12"	3/4*	half	Shotgun; v. strength; single-barelled; repeater; forceful
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
Cavalry Carbine	20"	4	half	Longarm; Slow reload
Gatling Gun	24"	4	special	Military Weapon; Machine Gun; Terrifying; Forceful
Flintlock Pistol	8"	3	Half	Improvised Weapon; Slow Reload
Flintlock Rifle	24"	3	Full	Longarm; Slow Reload
Flintlock Carbine	16"	3	Half	Longarm; Slow Reload
Caplock Rifle	20"	4	Full	Longarm; Slow Reload
Dynamite	St x2"	6	half	Blast area
Nitro	St x2"	10	full	Blast area

ARTILLERY

Weapon	Range	Strength	Move Penalty	Special Rules
3-6lbs Cannon	8-48"	7	Special	Artillery; Cannon
8-9lbs Cannon	8-60"	8	Special	Artillery; Cannon
12-18lbs Cannon	8-60"	10	Special	Artillery; Cannon
Howitzer	12-48"	4	Special	Artillery; Howitzer

FIGHTIN' WEAPONS

Weapon	Winnin' the fight	Rolling to wound	Notes
Hand Weapon	-	-	-
Two-handed Weapon	-1	+1	Requires two hands
Unarmed	-1	-1	-
Improvised Weapon	-1	-	-
Bayonet	-	-	Must be attached to specified Longarm
Lance (while on foot)	-	-	Thrown weapon
Lance (while mounted)	-	-	Thrown weapon; +1 Strength when charging
Bow-lance	-	-	As normal lance; may not be thrown; Primitive Shootin' weapon
Chinese Sword	Special	-	Martial arts weapon; re-roll
Chinese Staff	-	-	Martial arts weapon; defensive fighting
Chinese Pole-arm	-	-	Martial arts weapon; supporting attack
Nunchaku	-	-	Martial arts weapon; flurry
Vigilante Sword	-1	-	Longsword
Whip	Special	-	Ranged weapon; improvised rope

ERRATA

The following points are omissions and mistakes, which sadly crept into the final proofs of Legends of the Old West. These corrections are 100 per cent official, and replace the relevant sections of the rulebook where necessary.

Starting a Game

Pg 9: The base profile for a cowboy should read:

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

Heroes

Pg 36: The last line of Fortune reads: "...nothing can save him and he is dead". It should say: "...nothing can save him and he is taken out of action".

Weapons Locker

Pg 37: The text reads that double-action sixguns may be fanned. This should, of course, be single-action.

Pg 40: Add the following line to the Sawed-off rules: "If the shooter is allowed to fire into combat and chooses to do so, then all models involved in the fight are considered to be hit, not just the models covered by the template."

Pg 41: At the foot of the Lasso section, add the line: "When a lasso is thrown, the model may not fire another weapon in the Shootin' phase."

Gatherin' the Posse

Leaders: Each of the Leader skill entries should read: "If any friendly model within 6" requires to take a Pluck test, the leader's Pluck value may be used instead of his own. If a Head for the Hills test is called for, the leader's Pluck must be tested even if his Pluck value is not the highest in the Posse."

Pg 47: Replace the first line of the 'Weapons' rules with: "Any fighters you recruit may be armed with up to four weapons, and no more than two of these may require two hands to use."

Pg 51: *Safety in Numbers.* The text should read: "Upstanding Citizens add 1 point to their Pluck value for every other Citizen within 3". This will never increase a Citizen's Pluck above the maximum value of 7."

The Old West Chronicle

Pg 62: There is a missing page reference in the text – it should refer to page 77.

Scenarios

Pg 71: The rules for tethering horses are on page 19, not page 31 as stated.

Pg 71: The Grit value of the cell bars and surrounding wall is 7, and it has 3 'wounds'.

Pg 71: Under the historical participants, the shotgun Billy the Kid carries is a 12-gauge.

Campaigns and Experience

Pg 88: "...box that has thick borders" should read: "...coloured box".

Page 89: The Kid Done Good – One Henchman per Posse per game can become a Hero, and not One Henchman per game.

Pg 89: The maximum profile mentioned should be:

S	F	St	G	A	W	P	FA	FT
3+	9	6	6	3	3	7	6	3

Income and Trading

Pg 92: The example of earning loot with three surviving Heroes should total seven dice, not five.

Pg 94: Remove the reference to Snake Oil on the table.

Pg 95: At the foot of the Doc's description, add the following line: "NB. Amputated limbs can never be healed."

Hired Guns

Pg 99: Change the Free Trapper's Buffalo Gun option to: "May replace his musket with a Buffalo Gun for +\$20."

Pg 103: The 'Cook' special rule should read: "A Posse with a Cookie may increase its maximum size by 1 model. Note that some Hero and Henchman types will still be limited in number, as described in the Posses section. For example, you may never have more than 2 Deputies in a lawman Posse."



FREQUENTLY ASKED QUESTIONS

This section answers some of the most oft-asked questions received by Warhammer Historical and appearing on various Internet forums since the release of Legends of the Old West.

Q. As long as the total distance moved to the other side of an obstacle is less than or equal to 6", minus the weapon's move penalty, can you still shoot in the Shootin' phase. For example, if you start the Movin' phase 1" away from a fence, roll a 4 on your Jump test & arrive at the other side but may move no further, then can you still shoot a shotgun because the total distance moved is only 2"?

A. You can still fire as long as you don't exceed the move limitation for the weapon at hand. For example, you can leap a wall, climb a ladder and jump onto a horse and still blaze away with your trusty sixgun, which is quite appropriate I think.

Q. On pg 25, it says that to fire a jammed or empty weapon, you must forego a Shootin' phase in order to ready it. Some argued that if a model's movement exceeded the maximum amount allowed to fire (net of the move penalty), then the model didn't 'forego shooting' and cannot reload. I don't see any link in the rules between movement and reloading. You should be able to move 6" and reload or un-jam any weapon (by not shooting or throwing anything) on the same turn. Am I right?

A. You are correct – there is no link between the two phases in this instance. This represents a fighter dashing to a better position because he's out of bullets.

Q. The lasso is listed as a thrown weapon in the book. Is it usable only one time?

A. Lassos 'count as' thrown weapons, but aren't actually thrown weapons. They're multi-use.

Q. Can you reload a shootin' weapon in the same turn you use a lasso?

A. No – throwing the lasso counts as shooting, despite the exceptions.

Q. Lasso – once entangled does the target figure become disentangled next turn?

A. Yes it does.

Q. What happens when a blast from a sawed-off hits a mounted model? We roll to see if the horse is hit or not just like any other shot, but should we roll for the rider and horse separately?

A. Yes – in the Mounted Fighters section it states that a horse counts as being 'in the way' of the rider, and vice versa. In the sawed-off rules it states: "if the object in the way is another model, friend or foe, then it too is hit."

Q. Can you reload a shootin' weapon even if you're engaged in combat?

A. The intention is that as long as you don't shoot then you reload, regardless of whether or not you're in base contact with an enemy. Basically, it speeds up play. I can see the arguments against this, so feel free to make it a house rule.

Q. If a horse is hit but not wounded when the rider was the target and then fails its Pluck test, it goes towards the nearest cover (as normal) – but does this stop the rider from shooting? Technically it was the horse that bolted for cover so it could be argued that the rider should be able to shoot.

A. The rider can't shoot. Mounted Fighters are treated in the same way as other fighters except where noted – they count as a single model. The law of common sense applies here – if a horse bolts, the rider is holding on for dear life, so he can't turn around and shoot!

Q. If a horse or mule is killed during a game, does the player roll for injury for the beast as with a henchman?

A. Horses and mules are items of equipment, purchased from the equipment list, and should be treated as such. They are not Henchmen, nor do they count as additional models in your Posse. It's the same principle as a throwing weapon – if you use it in a game, you still get it back next time.

Q. Is a trapped character left in contact with his attackers if he loses (but somehow survives)? If so, are all the figures pinned in combat?

A. No – characters must always back away when the fight is resolved. If this is not possible (because the model is trapped), then other models move away slightly to make room. A model never starts a turn in base contact with an enemy. This is made explicit on page 29 under 'trapped fighters'.

Q. Whenever a Hero uses a Fame point to Quickdraw in his opponent's Shootin' phase (the opponent has the drop), is he able to shoot in his own Shootin' phase? Or is he only allowed to shoot once per turn?

A. He only gets to shoot once – the Quickdraw just allows him to go first regardless of who got the drop.

Legends of the Old West – FAQ

Q. In a campaign, if a character lost a wound but still had a wound left at the end of a scenario, does he start the next game with all of his wounds intact, or does he start with the number of wounds he had at the end of the last game?

A. Models begin each new game with their full quota of wounds.

Q. What about Fame and Fortune? Are they restored at the beginning of a new game, or are they lost forever once they are spent, like whisky and dynamite?

A. Fame and Fortune points are always restored at the start of the next campaign game.

Q. On Page 49, in the Henchmen Equipment list, it costs \$16 for a Rifle and \$12 for a Repeating Rifle. Is this a typo?

A. No, this is intentional. Some Poses have a more ready supply of certain items than others, and the cost reflects either their rarity or their popularity with the Posse in question.

Q. Is there a restriction listed somewhere on the total number of Heroes, regardless of class, a single Posse can have?

A. Nope, you can have as many Heroes as you like if you keep rolling 'The Kid Done Good'. For example, a Cowboy Posse is allowed to have 1 Trail boss and 2 Greenhorns as Heroes. If one of the Cowpokes gets the Kid Done Good advance, he is now a Hero, but is still a Cowpoke for the purposes of determining the force mix.

Q. When you start your first Posse, does the leader get to use the 8 experience points to buy extra skills or have they already been used?

A. The experience represents his better status within the Posse. You don't get to roll for advances until he improves further after a game or two.

Q. What happens to a Henchman when he has filled in all the boxes on his experience line? Can he no longer gain advances or do we assume that he needs 6 more experience for the next advance and 7 after that?

A. He stops advancing. Unless he became a Hero earlier in a career, then he's now the best that he can be – that's why he's only a Henchman.

Q. In the Stagecoach scenario, can the model riding shotgun dive for cover? If not, what happens to him?

A. He counts as already being in cover, and must lie down. If he later gets into a fight on top of the stage, then the normal penalties for being 'on the ground' apply. In addition, the fighter riding shotgun may never voluntarily lie down on the stagecoach – it can only occur as a result of a failed Dive for Cover test.

Q. When models make way for the stagecoach, can they remain in contact with the coach?

A. No, they have to be parted from it, even if it's less than 1".

Q. Pg 76, Bank Robbery Scenario – Can the second half of the attacking Posse deploy on the edge that the defender nominated as the 'escape edge'? The text can be read quite ambiguously.

A. Yes, the intention is that the rest of the Posse chooses any of the remaining three edges on which to deploy. It depends on your board layout whether or not it's advantageous to deploy on an edge other than the 'escape edge'.

Q. While thumbing through each of the scenarios, I noticed that all but one of them, Bank Robbery, awarded an experience point to a 'fighter' who puts an enemy out of action. This verbiage I read to mean that Heroes, Henchman, and Hired Guns are all eligible for this type of experience award.

However, in the Bank Robbery scenario it specifically states 'Heroes' for this experience award. Is this a typo?

A. It is intentional – it sets a precedent for future supplements when this distinction will be more commonplace.

Q. Why are Mountain Men mentioned in a few places in *Legends of the Old West*? Where are their rules?

A. The rules for Mountain Men Poses are included in the *Alamo* supplement.

Q. Can Heroes use any of the rare equipment, or only the guns and hand weapons listed in their Posse list?

A. Heroes may purchase any item they can find, as described in the Income and Trading section.

Q. Infamy rating – do you include models not able to take part in the game in the Underdog chart?

A. No – missing models cause the Infamy rating to be adjusted.

Q. Can Hired Guns be mounted if mounts are not listed in their options?

A. No they can't. However, there's nothing to stop them mounting someone else's horse if it's left unattended during a game!

Q. Hired Guns – can they use their Fame and Fortune points for calling Heroic Actions like a Hero, although technically they are not?

A. Hired Guns' Fame and Fortune is used in the same way as for everyone else. Hired Guns are only counted as Henchmen for the roster sheet and income parts of the campaign – they can't add to the income in the same way as Heroes, they can't look for Legends, and if a scenario specifically states that only Heroes gain experience for killing enemy models (like in the Bank Robbery scenario), then Hired Guns don't benefit. However, their stats, advances and skills are used in exactly the same way as normal Hero models.

Q. Since Hired Guns also gain experience on the Henchmen sheet, are they also limited to four advances (though these would be rolled on the Heroes' table, so no access to Kid Done Good)?

A. Correct – Hired Guns are already pretty powerful. We don't need to go giving them Hero-level experience bars as well...



Frontier

Q1. Indian Heroes 'Youngbloods' Profile, P 30: They are shown as having a Pluck of 2. Is this a typo? It seems very low.

A: It's not a typo – it simply reflects the Native Americans' dislike of staying in a protracted battle after they begin taking heavy casualties.

Q2. Desert Tribes Guerrilla Fighters, P35: "[Then] any Guerrillas in the Posse may make a full free move before the game begins. This move follows all of the normal Movin' rules". The ability does not state clearly whether a Guerrilla Fighter may move into contact with an enemy model. Can a Guerrilla Fighter charge an opponent with this ability?

A: It's highly unlikely that two enemy models would be close enough to charge in the first turn that a Guerilla deployed and took his free move, though I concede that with house rules and homegrown scenarios it might be possible. A Guerilla may not charge as part of his free move.

Q3. Wagon Train scenario, pg 48: Under Experience it states, "Defending Heroes earn 1 experience point for every model they take out of action. Attacking models gain one experience point for every settler they kill." I am aware that in some scenarios (example: Bank Robbery from LOTOW) only Heroes, not Henchmen, gain experience for some actions. Is this a similar case?

A: It's a subtle distinction, but an intentional one.

Q4. Heavy Furs give an opponent a -1 to the "dice score" on the roll to wound the model using them. If a fighter gets a combination of Grit increases and equipment that make his total Grit = 6, then a Strength 3 hit would need a 6 to wound him. According to the Heavy Furs rules, wouldn't they make wounding the model impossible (since a roll of 6 -1 = 5, the max dice score you could get)? If you max out Grit then add a Medicine Shield and Boilerplate (so Grit = 8) then S5 hits and below cannot harm that character.

A: The intention was never to make a character 'unwoundable', and it would take quite a while in a long campaign to get him to this stage. Remember that Fame points can always be spent to readjust a dice score to 6, so Heroes stand a good chance of wounding anyone.

Errata

Pg 26: Final sentence of the Lone Riders rule should read: "Texas Rangers may only be included in a competitive force that includes a US Army Major."

Pg 64: George Armstrong Custer was a Lt. Colonel, not a General as stated.

The Alamo

Q1. On page 8 under 'Companies in the Movin' Phase' it states that "All models in an Infantry... or Artillery Company must end each of their Movin' phases in base contact with another model...", yet on pg 13 under 'Artillery' it states: "The crew of an Artillery Company count as Skirmishers." It does go on to say that a crew member must be in base contact with the gun to fire it, but otherwise how does Unit Coherency apply to Artillery Companies?

A: The text on pg 8 is incorrect. Ignore the reference to Artillery Companies. Artillery crew count as Skirmishers except that they must be in base contact with the gun itself to fire it.

Q2. Page 10 In the Way says that "Companies may only claim cover from obstacles In the Way if more than half the models in the Company are wholly behind the obstacle..." Does that mean that the models have to be totally hidden from view?

A: Ignore the word 'wholly', it's misleading! The Company can claim cover if the terrain piece would normally be considered In the Way of more than half the models.

Q3. If an infantry Company is led by an Officer/Hero and the Musician declares a March move, only his Company is affected and not any others. Is it really the intent that the Officer leading the company is left running to catch up, 6" behind, as he is a separate Company?

A: Yes. Musicians give the March move bonus, but only to their Company, and the Hero is a separate Company in the rules as written. Allowing Heroes to join Companies caused more headaches than benefits, and the idea was abandoned. I have no problems with players using house rules to adjust this, but be prepared for some sticky rules situations if you do!

Errata

Pg37: Result 5 on the Howitzer table should actually be results 4-5.

Pg77: The Bandidos Equipment entry should end with: "Note that the Rancheros may also purchase a Lasso for +\$6."



Acknowledgements

Bibliography

The following material was indispensable while writing this book:

Boorman, D.K., *Guns of the Old West: An Illustrated History*, London: Salamander, 2002

Nolan, Frederick, *The Wild West*, London: Arcturus Publishing, 2003

Berton, Pierre, *The Invasion of Canada 1812-1813*, Ontario: Penguin, 1988

And a special mention must go to the *Osprey* series of books, specifically:

'Essential Histories: The American Civil War', 'Essential Histories: The French-Indian War',

'Warrior: American Colonial Rangers', 'Essential Histories: The Napoleonic Wars', 'Essential Histories: The American Revolution', and 'Men at Arms: The Mexican-American War 1846-48'.

For details contact Osprey Publishing Ltd, Midland House, West Way, Botley, Oxford, OX2 0PH, UK or visit their website at: www.ospreypublishing.com

Websites

The following sites from the worldwide web also proved incredibly useful:

A Timeline of San Francisco: <http://gazissax.best.vwh.net/barbary/bartime.html>

The American West: <http://www.AmericanWest.com>

The War of 1812: <http://www.gatewayno.com/history/War1812.html>

American Indian Council: <http://www.manataka.org>

Legends of the Old West community forum: <http://uk.groups.yahoo.com/group/LOToldWest/>

Miniatures Suppliers

Many thanks to the following companies, whose models are used throughout this book:

Conquest Miniatures, 7800 Lion Street, Rancho Cucamonga, CA 91730, USA – <http://www.conquestminiatures.com>

Copplestone Castings, PO box 9298, Birmingham, B14 7PN, UK – <http://www.copplestonecastings.co.uk>

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Irregular Miniatures, 3 Apollo Street, York YO10 5AR, UK – <http://www.irregularminiatures.co.uk/>

Closing Thoughts

'After spending a lot of time expanding and developing the *Legends of the Old West* rules to create the *Alamo* expansion, I decided that this would have to be a return to the grass roots of the game, so to speak. *Shovdown* is a culmination of everything that has gone before in the series. It is also, I'm sad to say, the last in the series, and I've gone to great pains to round things off nicely. For fans of the previous books, this will provide plenty of snippets of supplemental information and rules. For the collector, this will hopefully provide a fitting fourth volume to complete the set.

'So, the time has come for me to ride out of Dodge and seek out pastures new. There are lots of challenges ahead, and I suspect some of you will hear more from me before I'm done. Hopefully I'll see some of you around at various Warhammer Historical events – I've certainly enjoyed the ones I've attended so far, meeting gamers from far and wide, and discovering that France in particular has a very large LOTOW community! So with that, I bid you adieu and hit the trail. It's been fun!'

Regards,

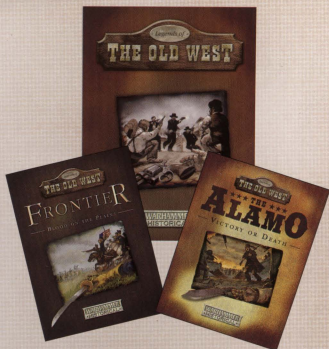


Mark Latham

Legends of the Old West

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US Cavalry and Native Americans clash in a scenario from *Frontier*. Miniatures provided by Matthieu Batiste.



SHOWDOWN

BY MARK LATHAM

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PRODUCT CODE
60049986008

PRINTED IN EU

BL PUBLISHING

ISBN 10 1-84416-442-X
ISBN 13 978-1-84416-442-4

