

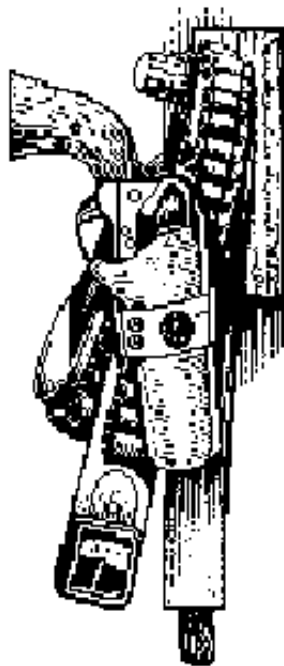
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WESTAMUNDA WESTERN GUNFIGHT RULES

OR

THA'S TROUBLE WEST OF THE
NECRO MOUNTAINS

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Introduction

This is a western gunfight game based on the Necromunda rules, with additional rules and ideas from other Games Workshop products, such as Gorka Morka and WH 40K. The rule and game mechanics are fundamentally Necromunda, so should not be too alien to any player familiar with that system. Where normal Necromunda rules apply, these have not been reproduced and players will need to refer to a set of rules/Source book as appropriate.

Philosophy

The fundamental difference between these rules and the parent set, Necromunda, is the increased complexity of the shooting rules. This is intended to give a much more shooty game, with players' gangs running around the streets of their towns, blasting away like mad with six-shooters and Winchesters and then holing up to reload furiously! Blasting away with any gun will not tend to hit many things, though it is great fun! The player that sits safe behind cover and takes aim will find he hits more targets, but equally, may find himself outflanked and gunned down in a hail of hot lead, as two or three gunfighters dash out from behind cover, frantically fanning their Colt Peacemakers! Ultimately, the aim is to give a fast moving fun game, that recreates the wild west of the movies (especially the spaghetti westerns!).

Shooting can occur during a move from A to B in these rules and players are also able to try

and beat someone to the draw if caught out in the open by a gunfighter on overwatch (a la spaghetti western). There are also rules for loading weapons. This actually takes time, particularly for percussion weapons. There is also a fair chance that reloading can go horribly wrong, with your last few shells falling to the ground to be lost amongst the cacti and tumbleweed!

Hand to hand combat is the same as in Necromunda, though there may be less reliance on it than in the original game. Having said that, the Native American players will find that their gang members soon develop into powerful hand-to hand fighters and this style of play will scare the living (soon to be dead and scalped!) daylights out of the other players. However, to get into combat and do some scalping you need to get close. If the cavalry catch you out in the open, their heavy carbines will soon start knocking you off your feet.

Basic Rules

Characteristics

Basic characteristics for models/gang members are exactly the same as in Necromunda. The same character profile is used, with the same die rolls based on those characteristics; M = movement range in inches, WS = weapon skill in hand to hand combat, BS = ballistic skill in shooting or throwing, S = strength in wounding/striking, T = toughness in resisting wounds, W = the number of wounds that a character has, I = initiative of a character in reacting to actions/events, A = attacks that a character can make in hand to hand and Ld = leadership in moral tests.

	M	WS	BS	S	T	W	I	A	Ld
Character Profile	4	3	3	3	3	1	3	1	7

Die rolls for these characteristics are made in the normal way, ie. I roll with I of 3 - 4,5 or 6; to hit a target with a BS of 4 - 3, 4, 5 or 6 ; to hit with a WS of 2 - 5 or 6; and so on, with any roll being calculated on rolling equal to or higher than 7 minus the character's score, on a D6. With I rolls and other rolls, a 1 always means a fail/fumble. Rolling scores over 7 requires a roll of 6 on a D6, then a 4, a 5 for 8, etc..

Gang rosters from Necromunda can also be used in the normal way.

Movement

Movement is again the same as in normal Necromunda. Characters can crawl, walk, run, climb and charge as per normal. What is different is that players can now do things whilst moving, in a way that they weren't able to before. The basic move is 4", ie. M of 4, with running between 4" and 8". Crawling is at 2" per turn. Characters can climb 4" up a ladder, but difficult ground such as steep hills and climbable surfaces are limited as in Necromunda; difficult going at twice the movement rate and very difficult going at four times. Impassable obstacles are "impassable". Obstacles less than 1" high and 1" across can be crossed without penalty. Obstacles higher or wider than this are dealt with in the same way as in Necromunda.

Terrain

Terrain should be suited to the region chosen for the games and the particular scenario

being played. Examples would be open grassland and light woodland in Siuox country on the open plains, dry desert conditions in the southwest, plenty of hills and trees in high mountain country, mine workings for a raid on a mine, etc.. Books on the wild west and films provide a wealth of ideas for terrain and there are a number of companies, such as Dixons and Frontline that supply suitable buildings.

Waterways

Rivers and streams, ponds, etc., can form a major part of the scenery in many western games. Mirroring the terrain rules in WH40K(II), small rivers, streams, ponds, etc., constitute difficult ground and larger or deeper waterways very difficult. In addition to movement penalties, water can affect characters in other ways.

Players need to agree on the depth or size of waterways before commencing play. Characters pinned in shallow water can benefit from a partial cover shooting modifier and those pinned in deep water, from the full cover modifier. This represents the character crouching down in the water and the opposing characters not being able to see where the rest of his body is!

Characters that go down in water are, however, at risk of drowning! In such cases, when rolling for the effect of a wounding shot, they go out of action on a roll of 5+ in shallow rivers/ponds and 4+, not 6, in deeper or faster flowing water. Down and flesh wounds are not affected.

Weapons can also be affected by water. The ammo roll of a bow in the wet (rain as well as falling in the water) is increased from 2+ to 4+. For percussion weapons, the ammo roll is increased by 1 in heavy rain (see weather conditions) and by 2 if the character is pinned or down in the water. This penalty lasts for the whole game. Cartridge weapons are unaffected by rain, but the ammo roll is increased by 1 for the duration of a game, after a character suffers immersion in water (later cartridges were actually waterproofed).

Shooting

Snap Shots and Aimed Shots

Shooting is where these rules differ significantly from Necromunda.

The basic mechanics of shooting do not differ; players use their characters' ballistic skill to see whether they hit in the normal way. In addition, characters may shoot *during* their movement. This is akin to firing on overwatch, where the firer can fire at any point in his targets' movement. In these rules, a player whose turn it is can move a character from point A to point C, via point B, and fire at point B rather than point C. However, because such a shot is made quickly and whilst on the move, it is considered to be a **Snap Shot**.

Snap shots are those shots taken quickly whilst on the move or carrying out some other action, without the proper time taken to draw a bead on the target. Because they are quick shots, they are taken with a modifier of -1 to hit (i.e. ballistic skill 3 needing to roll a 4, 5 or 6 to hit, will need a 5 or 6 to hit when making a snap shot). Characters may also shoot when running (moving over 4"), though all such shooting is considered to be a snap shot, even if fired at the end of the movement, and is therefore at -1 to hit.

Conversely, if a player takes his time aiming, they can improve their chances of hitting. This is known as an **Aimed Shot**.

An aimed shot is made when a player whose turn it is declares that a character is going to aim at a specific target (or go into overwatch - see later). The aiming point is marked or identified, either just behind the target, or at the edge of the table or playing area. This allows the arc of fire to be verified later (when aiming, the arc of fire is 45 degrees, not 90). The firer that is aiming must remain still (though he can rotate on the spot prior to aiming) and must not make any other action that turn. After all movement has been completed, he takes his shot in the normal way with a +1 to hit. The firer can choose not to fire and to carry on aiming for his next turn too. This would give him a +2 to hit. Max' bonus to hit is +3.

As the firer cannot move, the target must remain within his 45 degree arc of fire throughout the turn/s or the benefit of aiming is lost. However, if the target has remained within this 45 degree arc of fire, the firer can re-center his aiming point on the target's new position at the start of his next turn if he wishes to try and gain further bonuses in subsequent turns. This represents the firer following a moving target whilst aiming. If the target moves behind cover during his move, the benefit of aiming is lost.

Aiming on overwatch is also possible. This must be declared at the start of the player's turn

as normal. Targets within the 45 degree arc will be shot at with the +1 bonus (or more, as above), targets emerging into the 45 degree arc will have this bonus reduced by the -1 for emerging and targets outside the 45 degree arc cannot be shot at.

Quick Draw

A further addition to the rules, arising out of the snap shot rule, is that if one player's character is being shot at by an opposing player's character on overwatch, it may be possible for the moving character to beat the overwatching character to the draw.

If the moving character has a higher I value than the character on overwatch, then he can try to make an I roll. If he makes this roll then he can get a shot off first. This shot will be a snap shot though and will be subject to movement and cover penalties as normal. After the moving character has fired, the character on overwatch can fire as normal. If both characters have the same I value, or if the overwatching character's I value is higher to start with, then he fires on overwatch as normal with the moving character being able to make a shot afterwards (if he is still standing). This latter shot would not necessarily be a snap shot, unless the moving character chooses to fire during his move, and would be subject to penalties for moving and cover as normal. The aim here is to give "fast guns" a chance to beat people on overwatch to the draw as it were, whilst retaining the advantage of being on overwatch.

Firing Long Guns Single Handed

It is possible to fire a rifle or other long gun single handed (you could even try and fire two at once - Did John Woo ever make a western?), but such shooting is at -2 to hit, in addition to any other modifiers. Sawn off shotguns are also subject to this rule, though Le Mat combination revolvers are not.

Reloading

All weapons in these rules are based on actual, real guns of the period. The basic weapons are the Colt peacemaker and related revolvers and the Winchester lever action carbine/rifle. Other weapons that can be used are larger and smaller revolvers, pistols, Spencer and Springfield carbines, Buffalo guns, etc. However, whichever weapon you use, it must be based on a real weapon, loaded initially and reloaded as necessary during the game.

A weapon can be loaded during the moving player's turn. The character must declare that they are reloading and can then take a number additional actions, which may affect the reloading process. Reloading is considered to be carried out by the end of the mover's turn, taking effectively the whole of that turn, or affected by the actions of that turn. It is not possible to reload and fire in one turn.

Reloading is carried out as follows; make a BS roll, if successful, x rounds are loaded (x being the number of chambers or capacity of the magazine, up to a maximum of 8 rounds). Use a straight die roll with a D8 to determine how many rounds are loaded or lost. This means that a maximum of 8 rounds can be loaded, with a greater chance of fully loading smaller capacity weapons. If the BS roll is failed, then the same number of rounds are considered lost, having been dropped, fouled, spilt, etc. Mark shots available on the weapon chart and cross off reloads available.

Actions or conditions that affect reloading are dealt with as follows;

1) Making no other action or hiding:- no need to make BS roll, load D8 rounds.

2) Walking (move 4" or less), observing, crawling, making other minor actions:- make BS roll and roll D8 at same time, as described above. If successful, mark shots and cross off reloads. If unsuccessful, cross off reloads which count as lost.

3) Making or carrying out major actions, such as running (moving over 4"), climbing, fighting in hand to hand, etc.:- no reloading is permitted.

Reloading whilst on horseback is possible, though the category of action/condition is moved up one; ie. if on horseback and not moving, regard as example 2, if horse is moving at all, or the character is making any other action, no reloading is possible.

It can be seen that even under the most favourable conditions, it is still quite possible to end up with only a partially loaded weapon.

Reloads

Reloads are bought for specific weapons, though they can be swapped between characters if their weapons are the same or very similar (Colt actually produced a rechambered version of their Peacemaker capable of taking the rounds for the Winchester lever action rifles, though this degree of compatibility was rare). If more than one round type is available for a weapon, then they must be purchased separately and the type of round being loaded must be specified. Shotguns are the best example of this, with scatter and manstopper.

Reloads are lost if a character fails to make a BS roll during reloading. Alternatively, a not uncommon procedure was to carry pre-loaded, removable cylinders for revolvers (as in the film "Pale Rider"). These can be fitted using the normal loading rolls, with a failure meaning that the cylinder has not been fitted, but has also not been lost. Other exceptions to this rule are the pre-loaded magazines used in weapons such as the Spencer Rifle and Carbine. These are not lost and can be used again. In both cases however, the player has to identify a weapon that is capable of using this method of reloading.

Le Mat combination weapons with nine normal barrels and one shotgun barrel are loaded as detailed above, though the character must declare, before reloading, whether they are loading the shotgun barrel first or last. This is important if the character fails to roll sufficiently high on the D8 reload roll. In which case, if they are reloading the shotgun barrel last, it may not end up being reloaded. Single shot weapons are automatically loaded if the character makes no other action or makes a successful BS roll.

Percussion weapons can take more than one turn to load; each chamber/barrel of a percussion rifle or pistol requires one turn, to load it with ball and powder first and then put on a percussion cap. If moving or making other actions, then the normal procedure regarding loading should be followed, with a failure to make the BS roll meaning the load has been fumbled. The D8 should not be used, as the loading process needs to be carried out for each chamber or barrel individually. If all players are using percussion weapons, then they can, if all agree, reduce this time and substitute the system used for cartridge weapons, i.e. loading D8 chambers per turn. These rules can also be used for flintlock weapons, with the stages being loading and priming.

Blazing Away and Fanning

Many weapons can be made to fire multiple shots if the firer blazes away or fans the gun. This involves the rapid working of the gun's action to produce a murderous, albeit somewhat inaccurate, hail of bullets. Firing in this way is expensive on ammo and inaccurate (though it is also great fun). The firer can get a number of shots off by rolling sustained fire dice (SFD) and then dicing to see if any of these multiple shots hit. All firing in this way is at -1 to hit to reflect its inaccuracy. Normal penalties also apply, so for example, fanning whilst making a snap shot would mean firing at -2.

Revolvers and multi-barrelled pistols are allowed 1 sustained fire dice. Lever action rifles are allowed 2 SFD. Jams and misfires on rolls of 6 are dealt with in the normal way. Extra shots can be directed to targets within 2" of the original target (closer than in Necromunda). Single shot weapons cannot be fired in this way and double barrelled weapons are dealt with below.

Shotguns and Sawn Offs

Double barrelled shotguns can be fired in a number of ways. Both barrels of a double barrelled shotgun can be fired, one after the other, with a modifier of - 1 to hit (akin to blazing away). If firing scatter and the original shot misses, roll for scatter as normal. The second shot must be at a target within 2" of the point where the original struck (even after scatter). If no target is present, simply roll to hit that same point and if it misses, scatter from that point.

Both barrels of a shotgun can also be fired simultaneously at the same target. Shots fired in this way have a greater effect; scatter causes 1D3 hits to each target within the template and manstopper are at S +1, ie. manstopper at S5! Roll to hit in the normal way with a - 1 to hit because the bigger kick makes the shot less accurate. If firing Manstopper, a miss is treated in the normal way and a hit means one S5 shot must be rolled for (this may mean a S roll to avoid **kickback** for firers with a S of 3 or less, and one for **knockdown** too, see below). If firing scatter, then 1D3 hits must be rolled for each target, with the normal advantages of cover being ignored and the normal template.

Kickback and Knockdown

With some weapons there is a chance that the firer or target will be physically knocked over by the shot; kickback and knockdown.

If a firer's S is 2 or more less than the strength of the weapon they are firing, then they must make a S roll to avoid being pinned, as they are knocked off their feet by the weapon's **kickback**.. Eg. firer with S2 firing S4 weapon, or firer with S3 firing S5 weapon.

Any character struck by a S4 (or higher) shot must also make a S roll to avoid being knocked off their feet and back 2", a **knockdown** (such characters will already have been pinned, but may be knocked close enough to an edge to necessitate a roll to see if they fall from that edge).

The moral here is; don't give Lil' Mattie a Walker Colt Dragoon, and don't stand next to the roof edge when she shoots at you!

Jams and Ammo Rolls

Ammo rolls are necessary in the same way as in Necromunda, ie. when 6 is rolled to hit when shooting. Ammo roll values are marked on the relevant weapon charts. Failure to make an ammo roll means the gun has jammed and the weapon must be cleared. Jammed weapons are dealt with below. All shots are assumed to have been fired off before ammo rolls are dealt with.

Jams; an ammo roll should be taken for each jam rolled on the SFD when blazing way and fanning. Any failures are regarded as jams, and must be cleared later.

When a jam occurs, place the appropriate number of jam markers next to the firer, or note them on the weapon chart. To clear a jam, the firer must follow the same procedure as set down in reloading; for each successful reloading action, ie. a BS roll modified as appropriate, one jam marker can be removed. Eg. if a shooter had rolled 3 SFD and got 2 jams he would make two ammo rolls. If he failed both these, he would get two jam markers. He could spend the next turn standing still and making no other action and be able to remove one marker automatically. If he walked or crawled during the subsequent turn, he would have to make a BS roll, and could only remove his second jam marker if he was successful on that roll. If he runs, engages in hand to hand combat, etc., then he cannot attempt to clear any jams. A jammed weapon, ie. one with jams still extant, cannot be fired (an exception being a Le Mat

weapon, where only one set of chambers is affected, ie. the shotgun barrel jammed, but not the normal chamber). It can however, be used in hand to hand combat as an improvised weapon.

If a character finishes the game with jams still extant, then these are assumed to have been dealt with prior to the next game.

Duck backs

An optional rule that can be used to simulate covering fire being used to pin down people behind cover, involves "duck backs". Where a firer's BS die roll, modified for range, would have hit a target, but the shot misses because of modifiers for cover, then a duck back can occur. If behind cover, the target will "duck back" behind the cover and will act as if he was pinned. At the start of their next turn, they can attempt to remove the pinning by making a leadership roll. This leadership roll can be modified (positively) for cover, by the same amount as the original shot was, ie. by +1 for partial cover and by +2 for substantial cover, and does not need another character to be nearby.

If the target is moving at the time of the shot, ie. they are being shot at by someone on overwatch, then they can be made to duck back behind cover if they are gaining an advantage from it, ie. if the firer's shot is being penalised because of the cover. In this case, the firer's modified roll that triggers the duck back should include modifiers for range and the speed of movement and a snap shot if appropriate; it is the modifier for cover that is crucial in calculating whether a missed shot causes a duck back.

If the moving character is in the open then there isn't anywhere to duck behind, so they just have to keep running (bullets kicking up the dirt around their feet!) and no duck back can be caused.

Hand to Hand Combat

Hand to hand combat is dealt with in the same way as in Necromunda. Some weapons have different characteristics, but these are covered in the relevant tables.

For added interest, a bar room brawl can be fought in the same way as that described in White Dwarf for Orcs. Players can play this in exactly the same way, allocating a number of extra "wounds" to characters and also rolling them a particular skill, with suitable western variations, eg. "weep like a weedy easterner", "did you spill my redeye?", etc.. Alternatively, combat can be fought using normal hand to hand rules.

A combination of the two approaches can also give an enjoyable game. For example; all characters have a number of wounds; their normal wounds plus their toughness value (T) value. These T "wounds" are used up in unarmed combat in the normal way, if everyone is fighting unarmed. If anyone starts using a knife or pistol, then wounds and combat are dealt with normally, though there is now going to be a good chance that the originator of the shooting/knifing could be declared an outlaw.

The Orc skills and game rules for turns do provide a good frame work for play here, though if only two players are involved turns should be taken as normal. A further variation can be introduced by varying the characters' order of play in a way similar to the fast draw scenarios; I plus a D6, turns taken in descending order, equal scores at same time. Subsequent turns can be taken in this order.

NPCs can also be introduced into the bar room. Characteristics for these can be generated randomly, or assumed to be normal human level. They are moved D4 inches in a random direction each turn using a scatter/artillery die, after all other movement has taken place and moving around other characters, or they can just stand around the piano, bar, stage, etc.. If combat takes place within 1" of them, they will join in that combat, hitting a random character. If weapons are being used, the NPC will try and use the same weapon. So once someone starts shooting, all hell can break loose! NPCs do not have their I score used to determine a turn sequence, they fight at any point in the turn if anyone fights near them, and move at the end of the turn. Players should take it in turns to roll for NPC's, with the moving player taking the first turn.

Weapons

Weapons for this game are very similar to those found in Necromunda and WH 40K. There are close combat weapons, handguns, long-guns and some special weapons. Weapons stats are presented in the same way as other GW games, with the details of a weapon's performance set out in the relevant tables. These give ranges, range modifiers, loads, effect of particular rounds, kickback and knockdown, etc.. Certain characters may be limited in their choice of weapons, though generally it is possible to buy everything.

Ammunition for weapons is also covered below. Trading and the purchasing of ammunition and other supplies is covered in the later sections of the rules.

Close Combat Weapons

This includes any weapon that can be used in hand to hand combat, not just those obvious weapons such as knives and tomahawks. All characters are assumed to have knives, more than one if they desire. All other weapons must be purchased (or improvised). Hand to hand weapons are normally held in one hand, so characters can hold a maximum of two in combat as long as they are not holding a long gun or other item. If they are, then only one hand to hand weapon can be held and used.

Characters can carry on their persons as many hand to hand weapons as they wish, though lances will require one hand to hold at all times. Whilst knives, bowies and tomahawks can be assumed to be worn in or under clothing, larger weapons should be represented on the model, ie. sabres and lances. Examples of close combat weapons and their carriage would be; a cowboy carrying two pistols and a Bowie knife could fight with his fists, one or both pistols (as improvised weapons or shooting) and/or his knife, gaining an extra attack because he has only close combat weapons; a trooper carrying his carbine and a pistol and knife, could use his carbine as an improvised weapon in both hands, use his pistol or his knife, but would only get his normal number of attacks as he is encumbered by a spare weapon; etc., in the same vein as Necromunda.

Firearms can be used in close combat, but the limitations on the number a character can carry are set out below, in the gang modelling section.

NB. If pistols are used and fired in hand to hand combat, their shots must be marked off as normal. If a 6 is rolled to hit with a weapon, then an ammo roll must also be taken.

Firearms

Revolvers and Handguns

The weapon profiles refer to three classes of revolver; large, normal and small. This has been done to try and represent the plethora of differing sizes of guns available in the west.

Normal size revolvers are based on the Colt Peacemaker/Army/Cavalry, a fairly standard sidearm according to Hollywood. However, there were many other guns of a similar size, a good example being Jesse James' Schofield Smith and Wesson. All weapons within this class will have a calibre of around .4 to .44. They might have 5 or 6 rounds in the cylinder normally, though in the case of the Le Mat described below, this can be as high as 9!

Small revolvers are those with a calibre significantly smaller than this. Examples would be the Colt Navy of the civil war period, Colt pocket revolvers, along with any small revolver. Calibre would be around .30 to .36.

Large revolvers are, as the name suggests, large! The best known example is the Walker Colt Dragoon fired by Mattie in True Grit, known affectionately as the 4 lb. Colt because of its weight! This class will include guns with either a large calibre, around .5, or those with a particularly big kick, ie. a large load of powder like the Dragoons.

The features that differentiate these classes are cost of weapon and reloads, strength of shot and availability. With regard to the latter, large revolvers should not be widely available, with the exception that in later periods, outdated percussion guns such as the Walker Colt Dragoon can be bought reasonably easily. Instead, the standard weapons should be the normal and small revolvers.

Saturday Night Specials are particularly small guns that were carried hidden and brought out to catch out one's opponent, at the card table for example. They range from the Derringer, which had a reasonable sized round, down to pistols carrying tiny bullets similar to modern .22. They are weak, inaccurate but can be easily hidden. Anyone can carry one of these and they don't have to be modelled onto the figure, nor revealed to one's opponent.

Pistols are merely more basic weapons, typically firing a single shot, though this class will include the multi-barrelled pepper box pistols and guns such as the Sharps pistols capable of bringing down a buffalo! Because of this variation, the strength and cost will vary and so players have to decide what weapon they are purchasing and be able to justify it to their

opponents (this rule applies to any weapon bought in this game; it must represent a real weapon and that fact must be reflected in its cost, strength, availability, etc.).

Percussion and cartridge weapons differ in the methods of loading. Cartridge weapons fired a bullet which was fixed into a metal (or in earlier weapons, paper or card) cartridge. Typically these are easy to carry and quick to load. Percussion weapons had to be loaded with loose powder and have a ball/bullet rammed into a chamber, either down the barrel, or into the cylinder of a revolving weapon. This was time consuming and care had to be taken to make sure of a reliable shot. "Percussion" refers to the small copper cap that had to be placed on a nipple of each chamber to ignite the powder of the charge within. The cap itself was ignited by the blow of the hammer upon its base.

Some weapons used different cartridges, eg. pin fire and rim fire instead of centre fire and different methods of igniting their powder charge, including strips of caps similar to children's cap guns! These can be regarded as either cartridge or percussion weapons, depending on their effectiveness and ease of operation (frankly, any player that wants to use one of these should really be playing with the TableTop Games' rules "Once Upon a Time in the West" as they go into much greater depth on weapon reloading).

Le Mat revolvers and revolving rifles are an oddity. They had a cylinder with 9 or so chambers, fitted with a single shot shotgun barrel in the centre. They were made in calibres classed here as small and normal, in both percussion and cartridge. Only a few were made, relatively speaking, and so they must be regarded as rare. If they are used, the shotgun barrel can be loaded with scatter or manstopper.

Rifles, Shotguns and Carbines

The lever action mechanism seen on many western weapons was first found on single shot weapons such as the carbines used by the cavalry in the ACW; Burnside carbines, Sharps carbines and rifles (and our own Martini Henry, of Zulu fame). Pulling down the trigger guard on these weapons opened up the breach of the weapon, from which the spent cartridge was withdrawn or ejected and a new one inserted, whilst also cocking the rifle for the next shot. Some of the earlier models fired paper or card cartridges and still required the use of a percussion cap, so should be regarded as percussion weapons for the purposes of reloading. Later versions, like the US Cavalry's Springfield carbine used a metal cartridge.

Some multi-round lever action weapons existed, including the Spencer carbines and rifles, which were fed from a tubular magazine located in the butt of the gun (see some of Dixon's ACW miniatures). Users carried a number of the tubes pre-loaded (this weapon is used by the main character in the "Jubal Cade" series of western novels).

Lever action rifles and carbines with under-barrell tubular magazines became very common in America during this period (after the ACW). They also found their way into Africa (see some of Foundries' Deepest Africa's models) and even Turkey. The earliest major model was the Henry, developed from the earlier and very much under powered Volcanic. This weapon was used in the ACW and was later developed into the Winchester rifle, again beloved of Hollywood. In fact there were a number of models of Winchester, with varying calibres, capacities, etc., including a lever action shotgun (rare!). A common feature of them all was that the rounds were fed from an under-barrel magazine, and loaded by the lever action of the trigger guard (later versions had a box magazine).

Other rifles such as the Remington Rolling Block had slightly differing methods of loading and cocking; see my comments about caps above.

Single shot breach loaders could be lever action like a Springfield cavalry carbine, or bolt action like a modern military rifle.

Shotguns were a ubiquitous weapon in the west and came in a variety of sizes, shapes and calibres. For simplicity's sake, they are represented here by one uniform type, the only addition being the sawn off, or cut down shotgun.

Buildings, Fires and Explosives

Damage to Buildings

Buildings in the West were often of a fairly fragile construction early on, later being replaced with more sturdy structures. With luck, characters can fire at and through buildings and even burn them down! The system set out in WH40K(II) can be used here, calculating armour penetration against a building's armour value. Armour penetration is calculated as D6 plus the weapon's strength, plus any further die roll for extra hits, eg. a normal strength revolver would have an AP value of D6 + 3, 5 sticks of dynamite an AP of D3 hits at D6 + 5, etc.. Buildings have armour values dependant of their construction;

Building Armour Value

tent/tepee 2

simple shack 5

timber building 7

sod or adobe 10

stone or brick 12

If firing a single shot weapon, roll dice as appropriate and if result is greater than the building's armour value, then shot penetrates building structure and carries on along the line of shot, but at S -1.

If firing a template weapon, roll dice as appropriate and if result is greater than the armour value, then shots penetrate the structure and affect anything within the template, even if on the other side of the wall, where the damage is at S -1. The template in this instance is placed with its centre point at the point of impact on the structure, midway across the wall. If the shot fails to penetrate the wall, then only that part of the template on the firer's side of the wall is used to assess those shot at.

If using explosives against a structure, then treat as a template weapon as described above, but the area of wall within the template is destroyed if penetrated, and if not, then the damage done should be recorded and subtracted from the armour value remaining. Anyone within the template is struck at the full strength of the explosive, due to the effects of shrapnel, debris, etc..

Fire and Explosives

Explosives

Various weapons can have an explosive effect on objects! The blast radii and effects of explosives are detailed below.

Dynamite

- 1 stick 1" radius S3
- 2 sticks 1 1/2" S3
- 3 sticks 2" S3
- 4 sticks 2 1/2" S3
- 5 sticks 3" S3
- 6 sticks 3 1/2" S3

Gelignite or blasting powder

- 1 charge 1" S5
- 2 charges 1 1/2" S5
- 3 charges 2" S5
- 4 charges 2 1/2" S5

For explosives to explode, a fuse must be lit to set off the charge. If merely being lit and thrown, make a BS roll to light, as described above. However, to set off a big charge a fuse needs to be laid. Players wanting to simulate this in games can purchase safety cord, at \$5 per batch or length (one length is sufficient for one charge, and is up to 12" long). This takes a turn to set and light, to explode in a subsequent turn. Such fuses burn at 4" per turn, so if 4" were laid and lit in player A's firing phase, it would explode in player B's firing phase. If 8" were laid, it would explode in player A's subsequent firing phase, etc..

Black powder fuses were trails of black powder, laid by a person slowly walking along with a bag or barrel of powder with a hole in it (just like in the movies). The powder for the fuse can come from the charge being laid. Laying the fuse takes place during the moving character's movement phase, with the character's move length being laid in that time, up to 4" (you might want to get a bit further way than this!). Such fuses burn at 4" per turn, after being lit in a character's firing phase. For gelignite, a safety cord fuse is required.

If players wish to try and put out, shoot at or break such fuses, they should be shot at as small targets, or hit as target with WS0. In both cases, if hit (pinned or wounded), the fuse goes out (though you can try and relight what's left later!).

Fire Starting

Various weapons can also set fire to objects (and people!). Fire arrows, oil lamps, torches, etc.. Explosives don't tend to set things on fire in real life, only in Hollywood. All these fiery weapons are thrown or fired as normal (objects such as lamps or torches can be thrown {2 x thrower's S + 2}). They cause damage in the same way as a flamer in Necromunda, with the same chance of setting their target on fire if they aren't put out. Setting a fire arrow alight takes one turn in the same way as reloading, as does lighting a fuse on a charge or stick of dynamite, with a successful BS roll, modified if necessary, to do so.

As the flamer templates aren't appropriate for such objects, use a 1" template instead. If the shot misses, roll for scatter in the same way as a shotgun and place the template there. If the target is a building or other structure, then roll for penetration as described above. Whether penetrated or not, if it is flammable roll for the chance of catching fire as if a person was hit.. If on fire, then the structure takes damage as described in Necromunda. However, if the fire does not go out, then its radius will expand 1/2" at the start of each turn before any other actions take place. Anyone in that radius or attempting to move through it are treated as if they are hit by a flamer template and may catch fire.

High winds, other than results 23 and 24, cause a fire to spread even more rapidly. In these conditions, determine the wind direction with a D8 (N, NE, E, SE, etc.) fire spread is at 0" upwind, 1/2" to the side and 1 1/2" downwind, again, only if the fire does not go out. The easiest way to represent this is to use suitably coloured cotton wool to mark the edge of the fire.

Rain and snow results on the weather tables reduce the chance of a fire catching to a roll of 6 on a D6. Lighting fires, fuses, etc. in high winds and rain is also harder, with the BS roll necessary being moved down one band in the same way as reloading on a horse is. Fire spread in rainy or snowy conditions is at the normal increase to radius per turn on a roll of 5+ on a D6, rolled at start of each turn as normal, but on a roll of 1 or 2 the fire decreases by 1/2" and on rolls of 3 and 4 remains the same size.

Horses

Horses are usually an integral part of any western story and the same is true here. All characters can ride a horse. Horses have the following profile;

M	WS	BS	S	T	W	I	A	Ld
8	0	0	3	3	1	3	0	5

Movement of horses is as normal, with running occurring at speeds over 8". A horse can make as many turns as it wants. A running horse would normally have to make some forward movement in-between each turn, but it can be difficult to represent this in a highly fluid skirmish game. One method that can be used, is a turning circle as found in Gorka Morka, or some other marker or stick to indicate a turning radius. For this to be used, the player moving the horse would need to declare that it is running, ie. moving over 8", and then turns would be made in using the perimeter of the turning marker or circle. Whilst this method is best for wagons, unlimited turns for horses works better (the American quarter horse is trained to make very rapid turns in this way too).

Wagons move at different speeds, dependant upon the number of horses pulling them, with galloping moves at twice the base in the normal way.

Small wagon with one horse 6"
 Small wagon with two horses 7"
 Large wagon with two horses 6"
 Large wagon with four horses 7"
 Stagecoach with four horses 7"
 Stagecoach with six horses 8"

Horses can be ridden double-mounted if you want to pick up your buddy and save him from a lynch mob! Jumping up onto the horse is covered below in the section on boarding wagons and horses. Movement is at 3/4 the normal rate and shots at such a target hit a rider on a D6 roll of 1 -3. Actions involving the horse suffer a -1 modifier because of the encumbrance.

Wagons must be moved using the Gorka Morka turning arc as described above. No sharper turns can be made and once moving or wanting to move faster than their base speed, the wagon can only increase and decrease its speed by 2" increments, ie. if a small wagon with one horse was travelling at 6" per turn, it can speed up to 8", but could slow down to any speed and could even come to a halt. However, if it was going at 8", then it could only speed up to 10" and slow down to 6", coming to a halt in the subsequent turn.

Horses can jump over any object up to 1" high and 1" wide (wagons can not! - it needed to be said). Objects greater than this cannot be ridden over. Hitting a solid/immovable object will give the horse an automatic S3 hit and the rider must make an I roll to stay on, with normal automatic S3 hit if they fail and fall off and D3 S3 hits if they moving above base rate. Horses can move through water and other types of terrain in the same way as persons on foot. They cannot climb ladders, but could still move up steep slopes, as long as they are not impassable (use common sense here, horses can climb steep slopes but can't climb cliffs!).

Actions on Horseback

Whilst on a horse, a character can carry out many actions as normal, though often with a slight penalty. Loading on horse back is described above. Characters can shoot whilst on horseback, with normal arcs of fire (the rider can turn his horse at the start of his turn, without penalty) facing forward. If a horse is stationary or walking, firing is not penalised. If the horse is running, shooting is as a snap shot with the normal penalties for snap shots applying. Shots can be aimed from horseback, but only with the horse stationary. The same principles apply to actions whilst on a wagon.

If shooting at a mounted character, a D6 roll determines the target; 1 - 4 horse, 5 -6 rider. A man on a horse (let alone two of them!) count as a large target with a consequent +1 to hit. If the rider is hit and pinned, he cannot control the horse and cannot make any actions. The horse will move forward in its subsequent turn, in its original direction with movement rate -2". The rider must also make an I roll to stay on the horse. If the rider is wounded, the same applies. Falling from a horse gives an automatic S3 hit if moving at or below base rate and D3 S3 hits if moving above base rate.

If the horse is hit and pinned, it will carry on moving unlike a human. It will take off in a state of shock in a random direction (determine with a scatter die) and move in a straight line at its previous move +2", up to its max move. The rider will be able to function as normal, subject to any penalties due to the horse's movement. If a horse is hit and wounded, it will fall and the rider receives an automatic S3 hit if moving at or below base rate and D3 S3 hits if running. A horse will cease to be pinned at the end of its next turn. Alternatively, the rider can try and regain control and unpin the horse at the start of the turn by making an I roll. The riding skills "Sure footed lil' pony" and "Wagon master" can modify these rolls.

A horse that is wounded and taken out of the game is assumed to have been put out of its misery at the end of the game. Pinned horses, or any horse without a rider, can be recaptured by whomever has control of the battle field at the end of the game.

If shooting at wagons, roll a D6 and consult the following lists;

Location and effects: D6 roll

1 - driver. Resolve in normal way.

2 - crew. Shot hits random crew member, resolve in normal way.

3/4 - horses. If a horse is hit and pinned, deal with as described above, with +1 to driver's I roll to unpin and regain control for each UN-hit horse in the team. If the horse is hit and wounded it will fall and may overturn the wagon. Make an I roll immediately, with +1 for each UN-hit horse and -2 if speed is above the base value. Making the roll means the wagon comes to a halt if moving base speed or less, or halves its speed next turn and then comes to a halt in the subsequent turn, if moving over base speed. Failing the roll means the wagon overturns immediately and all occupants and horses suffer a S3 hit if moving base speed or less and D3 S3 hits if moving greater than base speed.

5/6 - wagon. Dice again for location on D6;

1 - traces/harnesses AV 6

2/3 - wheels and axles AV 8

4/5/6 - body of wagon AV8.

AV is armour value and must be equalled or bettered by the weapons strength plus a D6 to have any effect (similar to damaging a building). Less than this and the bullet ricochets off.

If the AV value is equalled or bettered;

for the traces/harnesses and wheels/axles, a hit means that the driver must make an I roll before movement in subsequent turns, with a modifier of -1 for each hit in these areas. Failure to make this roll means the vehicle will overturn as described above.

a hit on the body of the wagon means it gradually falls apart. Select a random passenger/item of luggage at the start of the wagon's player's turn and it falls off, unless it is an unpinned person, in which case it can try to make an I roll to stay onboard, with -1 for each such hit and -1 if moving over base rate. Unpinned characters can make a grab for an item of luggage or person that is about to fall off. They can grab the luggage (or character) automatically, but this counts as their action in that turn, ie. they cannot then move, fire or reload. This process occurs at the start of each subsequent turn, before movement. Falling off a moving wagon means suffering a S3 hit or D3 S3 hits if moving over base rate.

Jumping from a horse or wagon can be carried out at any point in its movement. A stationary wagon can be jumped down from with no risk of injury, but if it is moving the jumper must make an I roll to avoid injury. Failure results in S3/D3 S3 wounds as described above. The character jumping cannot make any further movement that turn, being placed on the ground at the point they jumped down, though they could jump into combat if the wagon passes within 2" of a suitable opponent and as such would count as charging. They can also fire if they choose, but this would count as a snap shot.

Characters can also attempt to jump onto wagons and horses. The rules in Gorka Morka for boarding actions cover this well and are summarised below;

Mounting a stationary horse or wagon can be carried out as part of normal movement. Once on a wagon, further movement up to a characters limit can be carried out. However, having jumped up onto a horse, no more movement can be made that turn, but other actions, such as firing, can.

Characters cannot attempt to jump on a moving horse or wagon from the front, this would mean getting run over! They must attempt to mount from the side or rear. Climbing on requires an I roll, with a modifier of -1 if moving over base rate and +1 for each character assisting (this counts as the assisting character's action). Failing the roll means an S3/D3 S3 hits and bounce back D3" and movement stops.

Characters can attempt to jump from a horse or wagon onto another. Maximum distance that can be jumped is 2" and it requires a successful I roll, with modifier of -1 if the horses/wagons are moving over base rate.

When a character climbs onto an enemy occupied vehicle (or horse) he must fight one of the occupiers, even the driver/rider if he is the only person available. The person jumping on gains +1 for charging, but can also suffer -1 as if they were fighting over an obstacle if they are jumping up onto a higher level, ie. from ground onto a horse or wagon would suffer this penalty, but jumping from a horse or cliff onto a wagon would not. If the jumping character wins the combat, they are on the wagon safely but do not follow up. In the case of a horse, winning a combat means that you have thrown the original rider off and he takes a S3/D3 hit! In both cases, losing the combat means that the jumper is thrown back off D3" and suffers S3/D3 S3 hits.

If the driver of a wagon is taken out of action then follow the rules for pinning horses and gradually slow the wagon down. Any other unoccupied passenger can attempt to take over the reins if they can reach the driving position in their movement. Passengers in hand to hand combat cannot try this, they're far too busy.

Combat on Horseback

Characters on horseback can be involved in hand to hand combat in a number of ways. If a character charges at another character on horseback, combat is resolved as normal with the same die roll being made for hitting horse or rider as is found in the section on shooting. If

more than one hit is scored, then the location of each one should be rolled for separately. Riders engaging in combat do not gain the extra attack given if a character only has hand weapons, they still have to control the horse (this skill can be gained as one of the Riding Skills, like Rooster Coburn in True Grit, with his reins between his teeth, a Winchester in one hand and a revolver in the other!).

If the rider is charging at a character on foot, they can attack in one of two ways. They can stop their charge move at the character in the same way as if they were on foot and resolve combat as normal. In such cases, the rider can add another +1 to their attack score, on top of the normal +1 for charging. This represents the impact and bulk of the horse entering the combat. This is lost after the first turn of combat. If such a rider on horseback charges into combat and wins the combat that turn, they must follow up 2", representing their momentum carrying them forward. In subsequent turns, such a follow up is optional as normal.

Alternatively, the rider can try and make a hit and run attack as described for bikes and trikes in WH40K(II). Here the rider moves (minimum distance must be > basic, ie. a charge move) past its target and attacks whilst next to its intended target, both making a single attack (with no extra +1 for the horses bulk) which is resolved immediately. The rider cannot shoot in this turn and both parties only make one attack against the target character, even if they have more than one attack skill or are armed with only hand to hand weapons. The rider then move on up to his maximum move distance.

If as a result of combat the horse is pinned, it will take off as described in the section on shooting at horses. The same rules also apply to a wounded horse. If the horse has just charged into combat, then estimate the distance it moved and modify as described above. If the horse was stationary when it suffered the pinning hit or wound, then roll the scatter and artillery dice and modify accordingly.

Gangs

Forming a gang is carried out in the same way as Necromunda, with a total of \$1000 used, instead of 1000 points/credits. This total can be varied, but it allows you to build up a well armed gang from one of Foundry's blister packs of 8 models and have a bit of cash spare. 8 characters in a gang gives a good game generally, though this total will not allow you to buy horses. For a mounted gang, you can normally get 4 or 5 characters with mounts. If you have sufficient loose figures, then \$1000 will give a larger, but less well armed gang.

Players should write a story, or at least a background, for their gangs. This makes for a more interesting game and allows characters to be developed, based on that background and on the models used.

Character Types

Leaders

Leaders are the most powerful characters, either through money, charisma, or strength. They have the same characteristics as in Necromunda, and cost \$120. Where there is a figure behind the gang, ie. a rich land owner that might be elderly and so not fit in with the better profile of a leader, then they can be represented as an NPC and the gang leader should represent his right hand man.

Specialists

In this western game there are no heavies with heavy weapons. Instead the "specialist" character is used. These represent the hired gunfighters or bully boys that a leader uses as their enforcer (eg. Ringo in Gunfight at the OK Corral). They cost \$90 and have certain advantages; their profile is the same as a normal ganger, but with either their WS **or** BS be raised to 4 (Pugilists and Shootists respectively). They can also pick a skill from the relevant skill charts for shooting or combat. Examples would be a shootist, Ringo, where he had a BS of 4 and picked the skill allowing him to fire two handguns simultaneously, or a tough from a gang of railroad workers, Big Mick, with a WS of 4 and the head butt skill.

A gang may only recruit one specialist and no more. They are a normal gang member and not a hired gun, so the cost is only paid once and they gain advances in the normal way. Further specialists can be gained via the "Specialist" skill advance, see below

Gang Members and Young Bloods

The rest of the gang should be made up of normal gang members and Young Bloods (Juves) eager to make their name in a gang. These gangers can be armed with any weapons available, there is no restriction on Juves as in some Necromunda gangs. Non Indian gangs, apart from Cavalry, can recruit a 'breed into their gang if they want ('breed being the derogatory term for a person of mixed Indian and European or Mexican parentage). They progress their skills on the Indian profile rather than the normal profile for that gang type. Gang members and Young Bloods cost the same as in Necromunda; \$50 and \$25 respectively.

Gang Roster

The standard gang roster from Necromunda can be used for gangs in this game. However, a separate chart is provided for weapon use and reloads. Each weapon a character has should be marked on here, with the number of rounds loaded and the number of reloads available. As shots are fired, these should be crossed off from the left and reloaded rounds added to the right. Equally, as reloads are used and replaced, these should be marked in the same way, eg. Colt Peacemaker - IIIIIII has 6 loads, fires three rounds - XXXIII, two chambers are reloaded - XXXIIIIII, etc..

Gangs available

Details for a number of gangs have been created. These particularly suit some of the Foundry ranges of figures, but are equally suitable for any other range.

Townies and gunmen - these are town's folk such as those working in a settlement of any kind, workers that are based in a town and the shootists you'd find around saloons and gambling halls. It would also include homesteaders and farmers, easterners, foreigners and river men; the bulk of the people that flocked into the west during its colonisation. Dressed in normal clothes of the period, they might carry almost any weapon, but on a day to day basis, would favour handguns, often with a smaller piece hidden away, shotguns and a few Winchesters. Gunfighters would carry their guns in low slung rigs, tied down to their legs, their hats pulled down low to keep the sun out of their eyes (you can almost hear an Enio Morricone theme building in the background, can't you?).

Cowboys and ranchers - the archetypal cowboy, living in a bunkhouse, working the range herding horses and cattle, in the employment of a rancher or land owner. Also those families running their own ranches. They came from a range of backgrounds,

and as long as the models look vaguely cowboyish, ie. chaps, dusters, Stetsons, etc., then almost any can be used. They can also be armed with almost any weapon available, particularly the ubiquitous Winchester.

Cavalry troopers - those brave men in blue with their yellow scarves; the men of the cavalry. Hard drinking and hard fighting, based at a fort close to the town. Foot soldiers could also be used with some changes to their weaponry and skills, ie. less riding and more combat. The cavalry will be armed with Colt Army or Cavalry revolvers (similar to a Peacemaker with a longer barrel), a Springfield carbine and, if the model is carrying one, a sabre (nice!). ALL cavalry gang members must have this minimum armament when recruited. Scouts could be white, 'breed or Indian in origin and could carry almost any weapon (Indian scouts were often issued with outdated cavalry weapons). Indian and 'breed scouts follow the Indian skill profile, white scouts that of a frontiersman).

Injuns - any of the tribes of native North Americans; Sioux, Apache, Commanche, etc.. The tribes can be differentiated by their clothing, markings, etc., but all have the same characteristics. If a particular tribe is to be represented, it is quite permissible to tinker with their skills/attributes so as to reflect that particular tribe, ie. a forest or mountain dwelling tribe might justify a lower riding skill, the Apache might warrant greater ferocity, etc.. If the skill profile is changed, players should keep the total to 20 skills. They should be armed with many hand to hand weapons, but possibly fewer hand guns and rifles than other gangs, or possibly more outdated ones (why not try bows and arrows; clean, quiet and easy to maintain!). Similar to the Ratskins in Necromunda, Indians are resilient to injury and wounds. They therefore roll twice on the serious injury chart if they go down or are wounded, with the player choosing the result he wants. However, if the player rolls the "11 - 16 Dead" result, this must stand, representing the Indians susceptibility to European diseases for which they had no resistance. This result can not be changed by the Medic skill.

Frontiersmen, trappers and hunters - these represent a range of different characters found in western history, from the early frontiersmen, through buffalo hunters, trappers, scouts and guides. They are solitary men, but they did form groups at various times, particularly the buffalo hunters. Their weapons of choice will include buffalo guns, hunting rifles, skinning knives, Bowies and even tomahawks. Handguns would be common, but fewer Winchester rifles, as these were less accurate at the ranges a hunter might want.

These different gangs, equivalent to Necromunda's houses, have different advances in skills, dependant upon the areas they work or live in. Experience is gained in the same way as in Necromunda and the skill advances open to them are set down on the chart attached to these rules. Skill rolls are made at the same times and in the same way as in Necromunda. The standard skill tables from Necromunda are used, with some minor modifications where skills aren't compatible or have been made redundant by existing changes to the rules. A new class of riding skills have been produced for western games and these and the other new skills are set out below.

Equipping the Gang

When first equipping your gang, the characters should not be allowed to buy rare or excessively powerful weapons. Further, they should not buy weapons that are not appropriate for their gang type. Ultimately though, the weapons purchased will generally be dictated by the models used, but the following restrictions should be borne in mind;

1. Characters should start off with normal or small handguns.
2. Rare weapons should not be given to characters on setting up; this would include lever action shotguns, Le Mat weapons, dynamite/gelignite, etc..
3. Whilst weapons can be swapped between characters, models should be armed with the weapons sculpted on the models to ease recognition of those weapons in play.

Modified skills

The following skills are to be modified or added/removed, to "westernise" the skill sets:

Muscle Skills - 2. Bulging biceps:- change to "Wrassler. This skill can only be taken by a Specialist character with the Pugilist advance. They can use their hand to hand fighting skills to put an arm lock on an opponent. If they win the combat they have their opponent in an arm lock and can twist or even break that arm. Roll to wound as normal, but determine randomly which arm has been injured and, irrespective of the outcome of the wound roll, that arm is now out of action for the rest of the game and the character can no longer hold any weapon in it and can no longer gain the +1 for having only hand weapons. If the character goes down because of that wound, treat it as an arm wound from the serious injury table for future actions. Characters suffering such a painful wound will Hate the fighter that gave it to them."

Shooting Skills - 4. Hip shooting:- change to read that firer can run and fire, but without the -1 modifier for snap shots when running, as described in the shooting section of these rules.

Shooting Skills - 5. Marksman:- the ranges which are $1\frac{1}{2}$ are the short and medium range only, long range remains the maximum range of the weapon, eg. 12/24/36 becomes 18/36/36. Plus the skill can be applied to handguns too.

Techno Skills - 3. Inventor:- change to "Prospector:- Roll a D6 after each battle. On a roll of a 6 the character has discovered a seam of gold, or some other precious metal, on a randomly generated piece of territory. Treat this territory like the Archeotech Hoard in Necromunda, earning the gang $2D6 \times 10$ \$ if worked, with no risks . Larger amounts can be earned, ie. $3D6 \times 10$, $4D6 \times 10$, $5D6 \times 10$ or even $6D6 \times 10$ \$, but if any doubles are rolled then news of the find has leaked out and it is stripped bare by claim jumpers and reverts to its old territory type."

Techno Skills - 5. Specialist:- change to "Specialist. This skill may only be taken by a ganger or juve. They gain the +1 to WS or BS and become a Specialist type character for skill advances. They also gain one combat or shooting skill automatically, in the same way as a Specialist would on being recruited. However, they must miss the following game whilst they are being trained by their mentor."

Riding Skills

These are a whole new set of skills to simulate the abilities associated with riding and

handling horses.

Riding Skills - 1. War Horse:- The character's horse is trained in the ways of war, typically an Indian war pony or a cavalry horse. Each new horse takes one game to train in this way, ie. if bought prior to a game or scenario, the horse will not have the skills/abilities till the start of the following game/scenario. A horse that has been trained can retain the +1 charge bonus when fighting in hand to hand, after the first round of combat (this refers to the normal +1 bonus, not the bonus for the bulk of the horse). The horse can also be made to lie down to provide cover for the character in a fire fight. The horse will provide partial cover in this instance. The horse will stay next to its rider if that rider is knocked off/falls from his horse. If pinned or wounded, the horse will return to its rider, moving towards him at a walking pace (4").

Riding Skills - 2. Sure footed lil' pony:- The horse has been exceptionally well trained by the rider, this taking one game/scenario as described above. Many manoeuvres and actions involving this horse can be carried out with a +1 modifier. These include movement, manoeuvres, jumping on and off the horse, shooting from the horse, loading on horse back, recovery from pinning, etc.. It does not affect hand to hand combat, this area being dealt by the War horse skill.

Riding Skills - 3. Wagon master:- The character is a wagon master, an experienced wagon driver and teamster. As with Sure footed lil' pony, many manoeuvres and actions involving a wagon can be carried out with a +1 modifier, if this character is driving the wagon. This would include movement, manoeuvres, friendly characters jumping on and off, shooting from the wagon, loading whilst onboard, grabbing people or objects that are falling off, etc.. It does not affect hand to hand combat, other than in relation to jumping on and off.

Riding Skills - 4. Fancy ropin':- The character can use a lasso/lariat or bolas (character must choose when first acquiring this skill) with particular skill. Whilst any character can use a bolas to strike (2 x S +2)", striking at normal S, a character with this skill can perform far more actions than simply throwing or striking, and can do so whilst on horse back or on foot.

A bolas can be thrown/strike (2 x S + 2)" for a normal strike as described above. However, a character with this skill can declare that they are making an entangling attack with the bolas or lasso, same range, and if the strike is successful, then the character hit is entangled and they will fall to the ground, taking an S3 hit automatically, before rolling for a result of the hit.

In cases where a character is entangled, they have to make an S roll to pull away, with a +/- modifier dependant upon any difference in strength between themselves and their attacker, then make an I roll to untangle themselves. In the case of a bolas, they only have to make the latter roll. They can make no other actions in their turn and can only try to do this once unpinned. If they choose to remain entangled, they can make normal actions, but at a -1 modifier. NB, a bolas is thrown at the legs, so such a character could only crawl if entangled.

If the lassoing character moves away from the entangled character, then he loses his lasso and the entangled character can untangle themselves automatically. You always have to untangle a bolas. An entangled character counts as being “down” for HtH combat purposes.

Riding Skills - 5. Ride like Rooster Coburn!:- The character can ride a horse without the need to use his hands, so can use both hands to fight or shoot at the same time. Normal modifiers for firing a la Rooster, with a Winchester in one hand, would still apply. NB, even a rider with the “Sure footed lil’ pony” skill needs one hand to ride without this skill.

Riding Skills - 6. Bronco buster:- The character is skilled in catching and breaking horses. They can catch D6 horses and break these sufficiently well to sell them for \$75 dollars each. Making use of this skill necessitates the character going out into the wilderness and so they can’t scavenge or work a territory that turn.

Models

All members of a gang must be represented by a model (the only exception being the aged Mr Big behind a gang, but if he was in a scenario he would have to be represented by a model too). The models represent each individual character and can add to the story of the gang; why are they dressed like that, what is their background, why do they look like a member of ZZ Top?!

A key point relating to the weapons carried by characters, is that only the weapons represented on the model can be carried by the character. This is very important and echoes Necromunda and other related games. If a model is carrying a revolver, then that is what they are armed with. If they are carrying a Winchester rifle, then they can't "use" a shotgun. With regard to handguns, if a model has only one holster, then the character can only carry one normal or large size revolver. A smaller revolver can be carried in a belt or boot, as can a Saturday night special, but these extra weapons should be limited to one of each as a maximum (Historically, an interesting exception to this "rule" were the frontiersmen and 49'ers in the early days of the west, who would carry 4, 5 or even 6 percussion revolvers or pistols, as reloading took so long!). For a character to carry two normal revolvers, the holsters have to be modelled onto the figure. Figures in dust coats can be assumed to have one holster under their coats. Bowie knives and tomahawks can be carried without being represented on the model (though it's nice if you can sculpt them on), but sabres and lances do again have to be modelled on.

Table Top Miniatures supply spare weapons with their models and this is a useful source of loose rifles, pistols and knives. Games Workshop Space Marine knives also make good bowies for larger models.

An exception to this can be made if a Bounty Hunter is used (in the same way as Necromunda - see below). Like Colonel Mortimer, they can carry a wide range of weapons. If such a character is to be used, their figure should have as many of the weapons modelled on as possible. Other weapons to be used should either be attached temporarily using a spare weapon, or their presence made clear to your opponent. If the bounty hunter doesn't carry all his weapons, then their location should be recorded if they are on the playing area/table and he wishes to make use of them. This location should be revealed if the bounty hunter is himself captured or taken out and his weapons taken by his opponents. Even a Bounty Hunter can only carry one long gun at a time.

Bounty Hunters, Hired Guns and Scouts

These can be hired in the same way as in Necromunda (as long as you have suitable models and enough cash!). New weapon combinations are set out below for them. The same rules apply to their hiring, fees (which are slightly higher), their working and advances. Whilst several hired guns can be hired by a gang, only one Bounty Hunter can be hired by a gang each game. Also, you can't have both at the same time. After all, the Bounty Hunter might have papers on the hired guns!

Hired Guns

Hired Guns - what were scummers. These are hired in the same way as set out in Necromunda. Cost is \$30, but that includes a hired gun, with horse, saddle, his weapons (all loaded) and a full box of reloads for each weapon. When rolling for advances, if a 5 - 6 is rolled, rather than rolling for one of the listed advances, the hired gun can roll a Riding Skill instead. If a hired gun is kept on for more than one game, the player has to not only pay the \$30 again, but must also pay for extra ammo for reloads too.

Weapons for hired guns; knives, two revolvers.
 knives, one revolver and Saturday night special.
 knives, one revolver and shotgun (scatter and manstopper).
 knives, one revolver and buffalo gun.
 knives, one revolver and Winchester or other rifle

Revolvers can be small or normal. A Bowie knife can be carried by the hired gun, though only one.

Bounty Hunters

Bounty Hunters - what were Bounty Hunters! Same rules as above, except that where the bounty hunter can roll for one of the listed skills on a 3 -6, they can roll for a riding skill instead if they choose. Cost of a bounty hunter is \$70, with the same provisos regarding retaining them in further games.

Weapons for bounty hunters; knives - as many as they want, a bowie knife, one normal revolver and one small revolver or a Saturday night special. A shotgun, with scatter and manstopper. A Winchester OR a buffalo gun (or any other rifle of the player's choice) with a telescopic sight. A horse with saddle and lasso or bolas. And finally, a telescope or pair of

binoculars. A cigarillo, poncho and a bunch of wanted posters are optional extras.

Indian Scouts

Indian Scouts - what were Ratskin scouts. These cost \$30 and are developed in the same way as set out in Outlanders. They perform the same functions as the Ratskin Scout and can guide and explore. They are also resilient to injury. They are armed with as many knives as you want, plus one club, tomahawk or Bowie; one revolver, small or medium; one rifle, hunting or Winchester repeater, or a bow and arrows.

The horses and saddles of a hired gun or Bounty Hunter are left at a livery stable when not in use and are sold to pay for any outstanding bills if their owner dies (so you can't hire gunmen, get them knocked off and keep their horses). The scout's horse is kept hidden and is lost if he dies. If any of these characters are taken out on the playing area/table and have their horses with them, then the victor can keep their horses and all other equipment too, in the normal way.

I Protagonisti in Westamunda

The rules for Spyrers in Outlanders provide a very useful model for a system for generating super characters, known in the spaghetti westerns as "I Protagonisti".. To generate a gang of these characters, use the baseline costs for a leader, specialist and gangers and then "buy" experience in the way described in the Spyrers rules, ie. \$10 for 1D6 experience points. Advances for these characters are then rolled on the normal Advance Roll Table, with skills associated with that gang type. Don't forget, some money must of course be put aside to equip these characters.

An example of this process would be as follows;

A player decides to buy a gang of three protagonisti. Reserving \$200 for equipment, he buys a gang of one leader (this kind of gang must still have a leader), one specialist shootist and a ganger. That costs \$260, leaving \$540 for buying experience. At \$10 for 1D6, each character can be bought \$180 worth, ie. 18D6. At an average of 3 ½ EP per D6, that gives 63EP per character; c. 3 advances for the leader and shootist and 7 for the ganger. Armed to the teeth, the gang represents a potent group to take on any other starting gang. For gang rating purposes, the cost of each gang member is a total of their base cost, weapons/equipment cost, plus the cost of their experience rolls, as well as their experience.

Whilst the advances can be rolled in the normal way, players should also be allowed to pick their advances, so as to tailor a gang to their own tastes. This should only be allowed for this kind of gang, not advances for a normal gang.

The protagonisti are not necessarily Outlaws (initially) and hold one territory generated from the normal table. If they are later outlawed, they then use the outlaw territories table. They gain income in the normal way and can recruit other gang members if they can afford it. Subsequent gang members can be recruited in the normal way or, funds permitting, as full blown protagonisti (think about how the "Magnificent Seven" formed, or at the other extreme, the two characters in "For a Few Dollars More"). If moved off of their one territory, generate one as normal. Subsequent experience and advances are generated normally and cannot be picked.

Scenarios are generated as normal, though if the protagonisti get to choose, they can only pick Gang Fight, Hit and Run, Ambush, The Raid and Shoot Out from the Sourcebook and The Hit from Outlanders.

Territory and Income

The normal territories described in Necromunda provide the basis for territories in this game. They should be rolled for in the same way, with income gained as normal. To Westernise them, some modifications are suggested below;

Chem Pits - Change to Caves and Old Mine Workings, with scarring caused from blasting or gravel rash from falls.

Slag - Again change to Caves and Old Mine Workings, with minerals being extracted.

Tunnels - Ancient native tunnels, old mine workings and cellars.

Vents - A good knowledge of the town's lanes and buildings' backstairs (in the open, gives access to hills and cliffs).

Holestead - Change to a fertile valley with wild fruits, fish and game.

Water Still - Change to an old well or watering hole.

Guilder Contract - Change to a contract with a local trader.

Friendly Doc' - A little early in history to be selling one's blood, even if it is America! Change to helping the Doc with patients, supplies, medicinal plants, etc..

Spore Cave - Change to mineral deposit; the gang is collecting minerals for collectors back East, a very lucrative trade. Instead of Spore Sickness, a character may be overcome by noxious gases in the deeper workings, recovery as normal.

Archeotech Hoard - Change to ancient native hoard or burial site, with the same provisos for gaining credit from it. With this territory and the Old Ruins territory, there is a chance that the local natives will find out about your desecration of their ancient site and attack the gang. The number attacking is based on the potential earnings of the site; 1D6 natives for the Old Ruins, and 2, 3, 4, etc., D6 natives for the Ancient Native Hoard, whatever was being rolled that turn. Such an attack occurs on a D6 roll of 7+, with the modifier +1 for each occasion that the territory has been used and +1 for each earlier attack by natives. The attack should immediately be fought as an Ambush Scenario. Being attacked in this way does not reduce the value of the territory.

Green Hivers - Change to green settlers, fresh off a wagon train.

Native Indian gangs which are town or settlement based, can hold territory in the same way as other gangs, but there are certain territories which are not really appropriate (unless players can find a historical example). Accordingly, Indian gangs can not normally hold; Old Ruins, Mine Workings (some tribes did however mine and smelt metals), Gambling Den and Archeotech Hoard. Players rolling these territories should simply reroll.

Native Indians living on the country or open range, roll on the Outlanders territory table. However, because a successful war party will always attract eager young braves, such an Indian gang can always choose a settlement as one of their territories, with the subsequent

chance of gaining a free recruit.

Cavalry units do not use the territories described above. They earn a steady, if somewhat meagre salary and this constitutes their gang's income. However, after initial set up, ammunition is provided free, so as to ensure the soldiers always have two boxes of reloads on them for each game/scenario. They are also provided with horses and saddles if the scenario requires it, though these cannot be sold off (not unless you want to be made an outlaw).

Cavalry pay rates; Lieutenant \$25 per game/scenario (leader)

Sergeant \$15 (specialist)

Trooper \$10 (ganger/juve)

Some soldiers were corrupt as pay was often poor and frequently erratic. If a player comes up with a money making scheme, the arbitrator or his opponent should give it a chance, but with the risk of being caught and outlawed being proportional to it's profitability!

Outlaws

In the west, as in Necromunda, gangs can be become outlawed if their behaviour goes beyond the pale. Gangs become outlawed in the same way as in the Outlanders supplement. The only differences being some of the modifiers. After any game/scenario, one or both sides may report the other to the sheriff or Federal marshal. Roll 2D6 in the normal way, with the following additional modifiers (NB unchanged modifiers remain extant).

Scenario modifiers - OK

Gang modifiers - Wyrd modifier, change to; -1 for each Indian or 'breed in your gang, except that a Cavalry unit may have Indian scouts without penalty and this modifier does not apply to Indian gangs, see below.

- Add; -2 if Indian gang and defending.

-4 if Indian gang and attacking.

Other modifiers - Imperium modifier, change to; -3 if you attacked any deputised gang/posse or a Federal Marshal or sheriff.

The outlaw rules apply to outlawed gangs in the same way as normal. Indian gangs and Indian scouts do not suffer from starvation; they are assumed to be able to find enough game or wild plants to live on if supplies cannot be bought.

Outlaw territory

The outlaw territory chart is again used in the normal way, though some of the descriptions are changed to try and give a Western feel to them, see below;

Wastes - OK

Collapsed Dome - This should be changed to Collapsed Native Indian ruins, caves, pueblos, burial mounds, etc..

Fungus Grotto - This should be changed to Wild Plants, the gangs eat wild plants, etc.. On a D6 roll of 1, one of them eats a poisonous plant (such as hallucinogenic cacti!) and dies.

Rad Zone - This should be changed to Dangerous caverns and cliffs, with a player becoming scarred by blasting powder or gravel rash from a fall, on the roll of a double.

Sludge Sea - This should be changed to Tar Pit, Quicksands and Mud Slide, with the pit/quicksands containing the remains of a wagon train, from which the player may try and recover goods. On D roll of 1 the character has been swallowed up by the glutinous sludge!

Sump Spillage - This should be changed to Spring, making the ground, etc., etc..

Power Cable Tap - This should be changed to Oil Pool (a better grade of tar pit!), with same text.

Ruins - OK.

Clean Water Hole - OK.

Slag Heap - Ghost Town and rubbish tip.

Weather, Seasons and Treacherous Conditions

The treacherous conditions tables in Outlanders can be used to provide weather and treacherous conditions in this game as well. Whilst most westerns (films, that is) appear to take place in relatively good weather, some do show extreme weather conditions.. In fact, the "west" covered an enormous geographical area and was regularly subject to extreme weather conditions.

The treacherous conditions can be used as they stand, but detailed below is a more complex system for determining seasonal weather into which the treacherous conditions tables can be fitted.

Season

At the start of a campaign, roll a D4 to determine the season; 1 - winter, 2 - spring, 3 - summer, 4 - autumn. At the start of each game, roll a D8 to see if the season has changed;

1 - 10 season remains the same
>10 season advances

add +1 for each game/scenario played since the season last changed.

Region

As well as determining which season it is at the start of a campaign, you must also determine the region your games are set in. Not only is this necessary for this weather system, but it also adds to the feel of the game. The regions used here are;

North and mountains - this would include the northern states such as Montana and the Dakotas, Canada and mountainous areas, particularly the Rockies.

Central Plain - The land of the Sioux and other plains dwelling Indians, including the central plains that settlers trekked across to reach the west

South West and Desert - Any region of desert, but particularly Arizona, Mexico and New Mexico, western Texas and southern California.

Southern states and California - a catchall to pick up the remaining states, such as central California, Louisiana, the Mississippi and eastern Texas, etc..

These groupings aren't intended to accurately reflect the complex weather systems of North America. Rather, the aim is to provide a rough breakdown of major geographical areas/weather systems.

Having decided on the region and season, you roll for treacherous conditions in the normal way, but the following two charts should be consulted to see whether that group of treacherous conditions is allowed for your chosen region and season.

Region	Season			
	Winter	Spring	Summer	Autumn
North/Mountain	cold	cold/wet	normal	cold/wet
Central Plain	cold	normal/wet	normal/hot	normal/wet
S'west and desert	normal/hot	normal/hot	hot	normal/hot
South/California	wet	normal/wet	normal/hot	normal/wet

Treacherous Conditions Allowable		
11 - 16	Bubbling Slime	cold and wet
21 - 26	High Winds	all seasons/areas
31 - 36	Toxic Fog	cold, wet and normal (dust storm in desert)
41 - 46	Bad Light	all seasons/areas
51 - 56	Swarms	normal and hot
61 - 66	Rain and Snow	cold, wet and normal

If you have rolled a treacherous condition that is not allowed for your chosen region and season, the weather is normal with no treacherous conditions present.

The treacherous conditions themselves are modified as set out below;

Bubbling Slime: 11 - 14 OK, 15 - mud slide hitting town or country, 16 mud slide in open, in both cases each player makes D4 marks on a hidden map, and on approaching to within 4" of these, the treacherous condition kicks in.

High Winds: 21 - 26 all OK

Toxic Fog: 31 - 36 all OK

Bad Light: 41 - 46 all OK

Swarms: 51 - locust, insects or carrier pigeons, 52 - 54 OK, 55 - mice and voles, 56 - rats, prairie dogs, snakes and fire ants.

Rain and Snow: this replaces the special category in Necromunda.

61 - Torrential downpour, vision down to 8", no Fast shot, Rapid fire or Marksmen skills can be used. +1 penalty for ammo rolls for percussion and flintlock weapons.

62 - Rain, vision down to 16", no Fast shot, Rapid fire or Marksmen skills can be used. +1 penalty for ammo rolls for percussion and flintlock weapons.

63 - Patchy rain and drizzle, -1 to hit at medium and long range. +1 penalty for ammo rolls for percussion and flintlock weapons.

64 - Snow on the ground, hidden characters are spotted in the normal way (see Raid scenario in Necromunda), but at one class lower, ie. it is easier to see them against the white background. +1 to hit at medium and long range if aiming. Roll D6; on 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

65 - Snowing currently, vision down to 16", no Fast shot, Rapid fire or Marksmen skills can be used and -1 on I skill rolls. Those down at the end of game only recover on a 5 or 6 due to cold. Roll D6; on 4 or 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

66 - Blizzard, vision down to 8", no Fast shot, Rapid fire or Marksmen skills can be used and -2 on I rolls. Those down at end of game only recover on a 6 due to the intense cold. Roll D6; on 3, 4 or 5 snow is deep and movement is at $\frac{3}{4}$ rate, on 6 snow is very deep and movement is at $\frac{1}{2}$ rate.

If a snow result is rolled whilst generating weather, then this sub table will automatically be selected again for the subsequent games/scenarios until a rain result is rolled, after which generate weather normally. This is to represent the snowy conditions persisting.

To simulate snowy weather conditions, simply cover your normal playing surface, including hills, with a white sheet. Place trees, buildings, water courses, etc., on top of the sheet.

Night Fighting

(who said Indians never attacked at night?)

The weather condition "Bad light" provides an opportunity to simulate night fighting in Westamunda. If the bad light condition is rolled, this means that the fight is taking place during the night time hours, with the darkest periods representing midnight and the lighter ones dawn, dusk, etc.. If the conditions are rolled, play as normal. However, if a player

wishes, they can choose to play at night if they have the choice of scenario. Only some scenarios are available to the player in these circumstances; Hit and Run, Ambush, Raid, Rescue and from Outlanders; The Hit and Loot & Pillage.

Light sources such as lamps, torches, fires, etc., cast a circle of light over a radius of 1". Objects within that circle can be seen, spotted and aimed at as normal, irrespective of the visibility restrictions imposed by the Bad light conditions. Large fires, buildings on fire, etc., cast light over a 2" radius. or 2" from the outer, burning edge. Unless players wish to develop a hidden movement system, all characters should be moved as normal at night, other characters being vaguely aware of them, even if they are unable to see them properly.

Trading Post

Trading is carried out in the same way as in the original rule set. Costs for normal items are detailed in the charts below. Rare items (if you can think of enough of them!) can also occasionally be bought. If players wish to try and purchase rare items, they should nominate a player to go to the trading post. Roll a D6; on a roll of 6+, they can obtain one rare item. Additional characters assisting in searching for a rare item can add 1 to the die roll.

Outlaws can also attempt to locate and purchase rare items. However, on an unmodified roll of 1, they have to make a roll on the first section of the Outlanders' rare trades table, with a chance of being cheated or robbed. Indian gangs or 'breed characters always have a chance to be cheated, robbed, etc., whether their gang is outlawed or not. This is to represent the way Native Indians were treated by the whites.

Costs

Item	Cost	Reloads per box of 10
Knife	free	n/a
Bowie	10	n/a
Tomahawk/club	10	n/a * first one is free to Indians
Sabre	15	n/a
Lance	15	n/a
Small revolver	12.5	2
Normal revolver	15	2.5
Large revolver	17	5.3
S' Nt Sp'	10	2
Pistols	15	2.5 (or 2 or 3, dependant on size)
Le Mat Rev'	17.5	2.5/2 (2 loads necessary)

Item	Cost	Reloads per box of 10
Lever Action Rfl'	25	2.5
Shotgun/S'wn Off	20	2
Rev' Rifle	20	2.5 (or 2 if S2)
Buff' Gun	25	4
Cav' Carbine	25	3
Mil' Rifle	20	2.5
Le Mat Rfl	27.5	2.5/2 (2 loads necessary)

Hunting Rfl	20	2.5 (or 2 if S2)
Dynamite	30	per 6 sticks
Blasting Powder	40	per 1 large charge or gelignite

Miscellaneous Equipment

Item	Cost	Use
Horse or Pony	75	
Sadle & Bridle	20	
Small Wagon	100	Carry up to 4 persons and their gear
Large wagon	140	Carry up to 8 persons and their gear
Stage Coach	180	Carry up to 6 inside and 4 on top, plus luggage

Rare Items

Item	Cost	Use
Lever Action Shtg	30	5 round, post 1885, 2SFD.
1/1000 Winchester	50	+1 to hit if aimed at medium and long range.
Heavy revolver	17.5	See weapon charts
Telescopic sight	30	For a nominated rifle, +1 to hit if aimed at medium and long range
Shoulder stock	15	For a nominated pistol, +1 if aimed.
Gatling gun	180	Same range as rifle, S3, 5 SFD, reloads in magazines of 20 rounds at 5 per mag'.. Only available to Cavalry or outlaws. VERY RARE - arbitrator should only allow in certain scenarios.

Players should work out a way to identify which rare item has been bought. The method should also include the specials; rumour, tip-off and insider information from the outlaw trade table if possible.

Arbitrator

In this Western setting, the Arbitrator is best represented by the Federal or US Marshall. If a gang is getting too strong, too bad or just too damn ornery for their own good, then someone's gonna call the Marshall! They are best represented by a group of Bounty Hunter or protagonisti style characters with advances rolled in line with the Sourcebook. For gangs with a rating up to 1500, use 3 Marshals, up to 2500 use 4 and over 2500, use 5. Suitable posses would of course include the famous Yurp brothers, a family of lawmen and their associate, the consumptive Doc' "Spring Bank" Holiday. Suitable scenarios would be Hit and run, Ambush, The raid and Shoot out, plus The Hit and The Hunters from Outlanders. Irrespective of the outcome of the scenario, the marshals will require a roll on the outlaws table. Alternatively, the Arbitrator could deputise a gang as a posse, and task them with searching out and punishing or capturing a gang, or particular gang member.

Scenarios

The various lists of scenarios in Necromunda, Outlanders and Gorka Morka provide an excellent source of scenarios for Western games too. Certain of the scenarios need minor modifications as set out below.

Necromunda Sourcebook scenarios;

1 Gang fight - OK

2 Scavengers - OK, but the site should be an old mine, ghost town or wilderness area. The monster can be represented by a bear, a cougar, rattlers or wolves.

3 Hit and Run - OK, but use a well instead of the water still.

4 Ambush - OK.

5 Raid - OK.

6 Rescue - OK.

7 Shoot Out - OK!!

Outlanders Scenarios;

1 The Hit - OK.

2 Loot and Pillage - OK.

3 The Hunters - OK.

4 Caravan - OK, but the defending gang will be on horseback and the attacking gang on foot or on horseback.

When rolling for scenarios on the Outlaw table, for a roll of 2, ignore the rad waste conditions and make an extra roll on the weather tables and use the worst result.

Gorka Morka Scenarios; most of these aren't really suitable (have you tried revving up a wagon and team?), but Scenario 5 - The Chase can give a most enjoyable game. Options are two groups on horse back, one raiding a wagon or stagecoach, or one gang raiding a train!

Scenario 6 - Da Siege also gives a good scenario for an isolated homestead being raided by Indians or outlaws, or, in fact, an Native Indian village being raided by cavalry or some other group of white men.

There are some accompanying tables to go with these rules, including weapon data. [Click here](#)

Acknowledgements

These rules are based on Necromunda, a Games Workshop product. No permission has been gained for this use. No challenge to their status is intended.

Much of the ideas for aiming and reloading, along with technical data on weapons, comes from TableTop Games rule set "Once Upon a Time in the West". Again, used without permission but with no challenge to their status intended.

The picture at the top of the page comes from Rattlesnake Jack's Oldwest ClipArt Parlour.

Any comments to the author (nice ones only, please!)

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