



Bandido
x 6

Points	54	Melee factor	1 + 2
Year	All	Def F/SR/T	0/0/0
Type	P	Movement	8/16
Qtest Pass	5+	See Note	C

Weapon	Modifier	ROF	Range	Note
Percussion Cap Revolver	1	(1)	8"	A/B
Percussion Cap Revolver	1	(1)	8"	A/B

Notes:

A. Reload Qtest NA with TWO Pistols

B. Firing 2 Pistols ROF (2) with Mod "0"

C. Faction Leader is CQ 4+



Town Mob
x 7

Points	56	Melee factor	0 + 2
Year	All	Def F/SR/T	0/0/0
Type	P	Movement	4"
Qtest Pass	6	See Note	C

Weapon	Modifier	ROF	Range	Note
Hunting Shotgun	2	(2)	10"	A
Percussion Cap Revolver	1	(1)	8"	A
Derringer Pistol	0	1/R	2"	B

Notes:

A. Slow Reload - Pass Qtest or Reload

B. Must Reload before firing again

C. Faction Leader is CQ 5+



Buffalo
Hunter x2

Points	55	Melee factor	2 + 1
Year	All	Def F/SR/T	2/1/0
Type	P [s]	Movement	10/20
Qtest Pass	2+	See Note	Scout

Weapon	Modifier	ROF	Range	Note
Sharps Rifle	3	(1)	32"	A
Percussion Cap Revolver	3	(1)	8"	B

Notes:

A. Move > 50% then -1 to Firing Mod

B. Slow Reload - Pass Qtest or Reload

Indian w Bow Mod 0 ROF (2) Range !2"



Marshalls
x 3

Points	54	Melee factor	1 + 4
Year	All	Def F/SR/T	1/1/0
Type	P	Movement	8/16
Qtest Pass	3+	See Note	None

Weapon	Modifier	ROF	Range	Note
Double Barreled Shotgun	5	(2)	6"	A

Notes:

A. Slow Reload - Pass Qtest or Reload



Apache
Raid x 4

Points	52	Melee factor	4 + 2
Year	All	Def F/SR/T	2/1/0
Type	P [s]	Movement	8/16
Qtest Pass	2+	See Note	A

Weapon	Modifier	ROF	Range	Note
Cavalry Carbine	1	(1)	26"	
Indian Long Bow	1	(2)	12"	
Indian Tomahawk	1	(1)	1"	

Notes:

A. Ignore Pinned Combat Results



Cowboys
x 5

Points	55	Melee factor	1 + 3
Year	All	Def F/SR/T	0/0/0
Type	P	Movement	6/16
Qtest Pass	5+	See Note	A/B

Weapon	Modifier	ROF	Range	Note
Winchester 1873	0	(2)	20"	
Colt Army SAA	1	(1)	8"	

Notes:

A. Faction Leader is CQ 4+

B. Wagon 2 Horses 2 Crew No Weapons

Move 10" - Cover +2