



America’s Olde West

28 mm skirmish actions & gunfights:
from the Comanche Wars (1836) to
Wounded Knee (1890)

By Lee Thomas Sowers
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D6, Card-activation

This is a set of Western rules developed by an American author who has a lot of experience with ‘real-world’ military matters. As such, he applies a lot of his knowledge and learning to these rules – more on this later. The rules are a pure skirmish set, with one figure representing one person and so on, and each player assembles their faction accordingly. There are army lists supplied on the publisher’s website, but there are also options to design your own scenario or to recreate famous fights from his-

tory (the O.K. Corral being the obvious one). The factions are seen as either entirely or partly representing traditional Western groups, posses, gangs, mobs, war parties and so on.

In addition to figures, players need to have coloured markers of some sort to indicate a figure’s status, D6s, and a card deck for activation of the different factions. Each faction has a commanding officer, and it is these that are activated by the cards. The author suggests ten or fewer figures per faction, and that there are five or fewer factions.

Commanders have ratings to allow for variable activation abilities as well as optional personality traits such as ‘charismatic’ and so on.

The turn sequence goes as follows: Activation – cards are drawn to activate the factions. Once activated, models can do any of the following: Move, Fight (melee), Scout, Shoot, Reload, Take Cover, Make Ready, or Rally. The system requires tests (called QTests) to carry out many actions, but some are considered to be ‘free’ actions.

The rules are comprehensively written; all of the actions are described

well, and many potential questions are answered in the notes accompanying each paragraph for each action. There are also special rules that cover certain types of figures, vehicles, crews, mounts, and so on – again, all of these are written in detail.

There are five scenarios provided, as well as a set of rules and guidelines to designing your own scenarios and even some advice about possible campaigns. Finally there are blank templates for factions as well as quick reference sheets.

Overall, these rules cover everything you could want for this period, but I would have liked more (or any) army lists to allow these to be used without needing immediate online access. When I did check the website, the army lists were listed as ‘coming soon’, so I couldn’t see what was actually on offer – so quite how the differences between a Comanche war band from 1836 and a Sioux war band of 1890 are displayed is beyond my knowledge.

These look good – and possibly will be so much more when the supplementary and support information is available on the website.

– Eoghan Kelly

Sample Data Card
Provides all the data you need to play without referring to the rules
Character’s Name
Weapons Data
Weapons Notes

 Gambler Greedy	Points		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. Tough Guy - Ignore First Wound				

Points (blank here)
Quality (Q) Test
Melee Value
Defense Factors
Movement
Character Notes