



**Bandito Esposito**

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

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

Notes:

A. Reload Qtest NA with TWO Pistols

B. Pistol Packin' ROF (3) No Mod Penalty



**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



**Quigly Out West**

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

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

C. Stealthy Old Timer - Front Def +2



**Marsall Dilbert**

Points		Melee factor	1 + 4
Year	All	Def F/SR/T	1/1/0
Type	P	Movement	8/16
Qtest Pass	3+	See Note	B

Weapon	Modifier	ROF	Range	Note
Double Barreled Shotgun	5	(2)	6"	A
S&W Mod 3 Pistol	2	(2)	8"	

Notes:

A. Slow Reload - Pass Qtest or Reload

B. Quick Draw - Make Ready OR Fire as as 2nd Action w/o Qtest



**Tonto's Son**

Points		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/B

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

B. Fearless - Ignore Run Away Results



**Cowboy Bob**

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

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

Notes:

A. Dead Shot +2 Mod any Weapon