

Legends of

THE OLD WEST

FRONTIER

BLOOD ON THE PLAINS



WARHAMMER
HISTORICAL



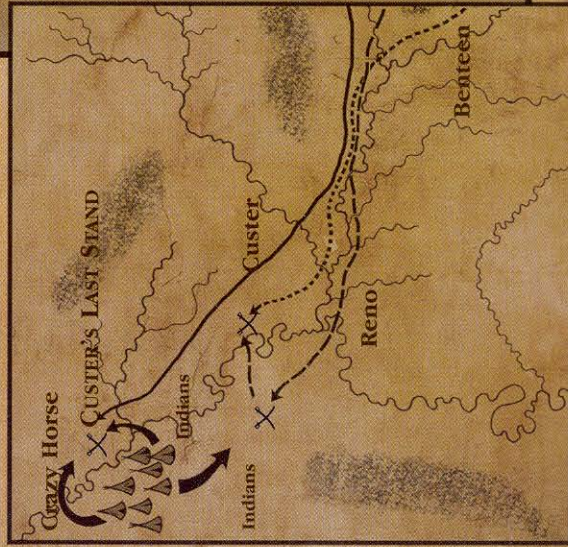
Key

X Important battles

• Military forts

INDIAN TRIBES

BATTLE OF LITTLE BIG HORN



THE PLAINS WAR 1860-1890

Legends of

THE OLD WEST

FRONTIER

— BLOOD ON THE PLAINS —

Legends of
THE OLD WEST

FRONTIER

— BLOOD ON THE PLAINS —

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Miniatures Supplied by

Foundry, Old Glory, Dixons, Artizan Designs,
Conquest Miniatures and West Wind

Special Thanks to

Graham Davey, Ray Dranfield,
Mark Havener, Mick Cudworth and Adam Troke

Produced by *Warhammer Historical Wargames*

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

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Foreword

'Since the release of *Legends of the Old West*, things have changed around here quite a bit! It's been very interesting watching Posses of cowboys and law-dogs springing up all around me, seeing campaigns being played at Games Workshop's Warhammer World hall, and monitoring feedback – both good and bad – on various forums across the internet. There have been articles published in distinguished wargaming magazines, and even several new miniature lines sculpted on the back of the new Old West revival in the wargaming community.

'In this volume I've tried to introduce some of the archetypal elements of the West that many people presumed missing from the first book. Here we have the main protagonists of the Plains Wars, along with rules allowing you to fight larger actions, rather than just skirmish-level games.

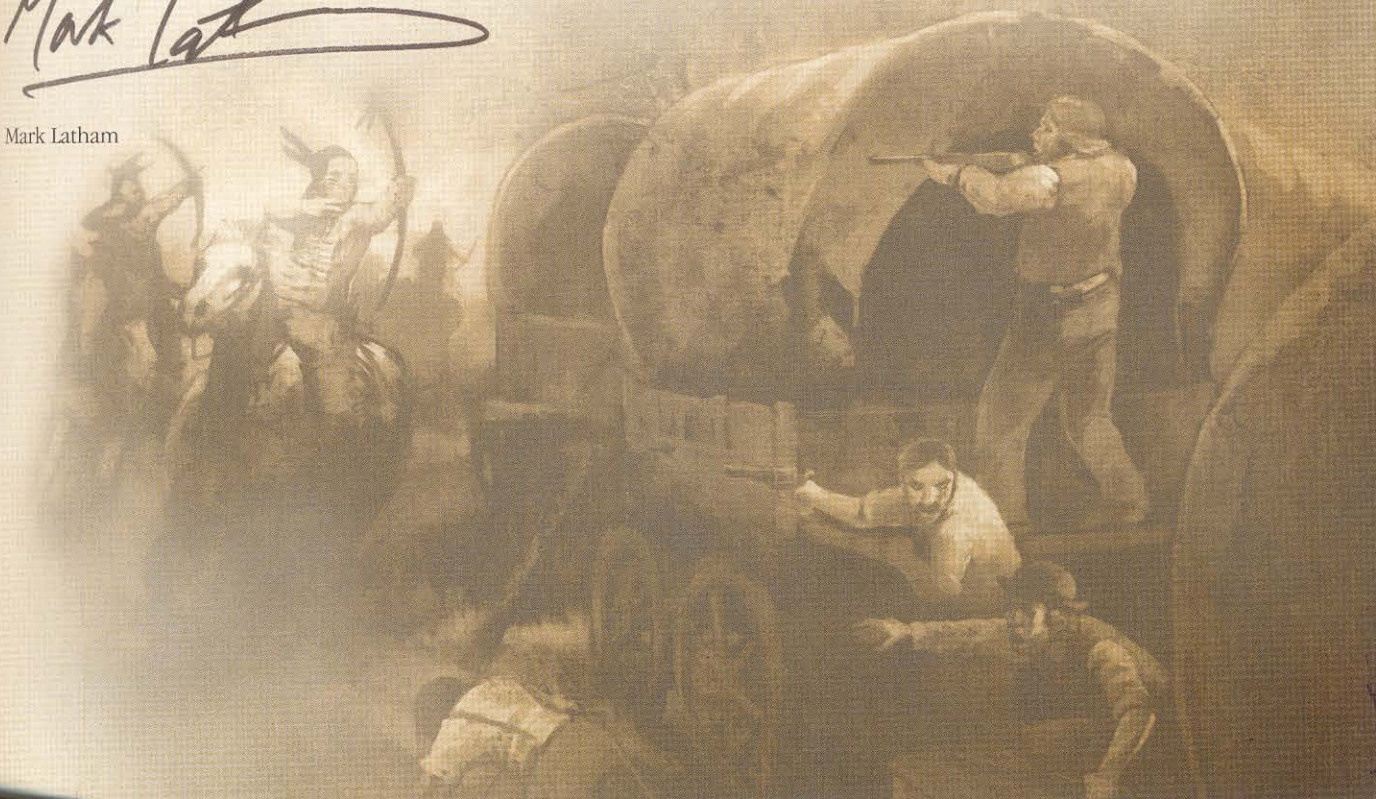
'Of course, I've probably missed out some intricate details, but I've had to make some hard decisions to ensure that all the new Posses are compatible with the ones from the main rulebook. Remember that these rules are intended to be fast and furious, and if I struggled to represent everyone's favourite piece of history with a special rule, then some of these new Heroes and Henchmen would be rather like Superman compared to the old bunch! Remember that these rules are not "set in stone" – if there's something that particularly vexes you, or a situation arises that isn't explicitly covered by the rules, then sit down with your opponent and come up with a house rule or two. The pioneer spirit of the West should always prevail over excessive rules lawyering (or at least that's what John Wayne would have said).

'As I said in the last book, these rules are my own personal exercise on how to write an Old West wargame. I'm touched that so many people have found the time to contact me with comments, never mind to go out and purchase the rules! And, of course, it warms me to the core to see a thriving forum on the internet (address at the back). I hope newcomers and old friends alike will enjoy what they find here, and appreciate what I've tried to do.'

Regards,



Mark Latham



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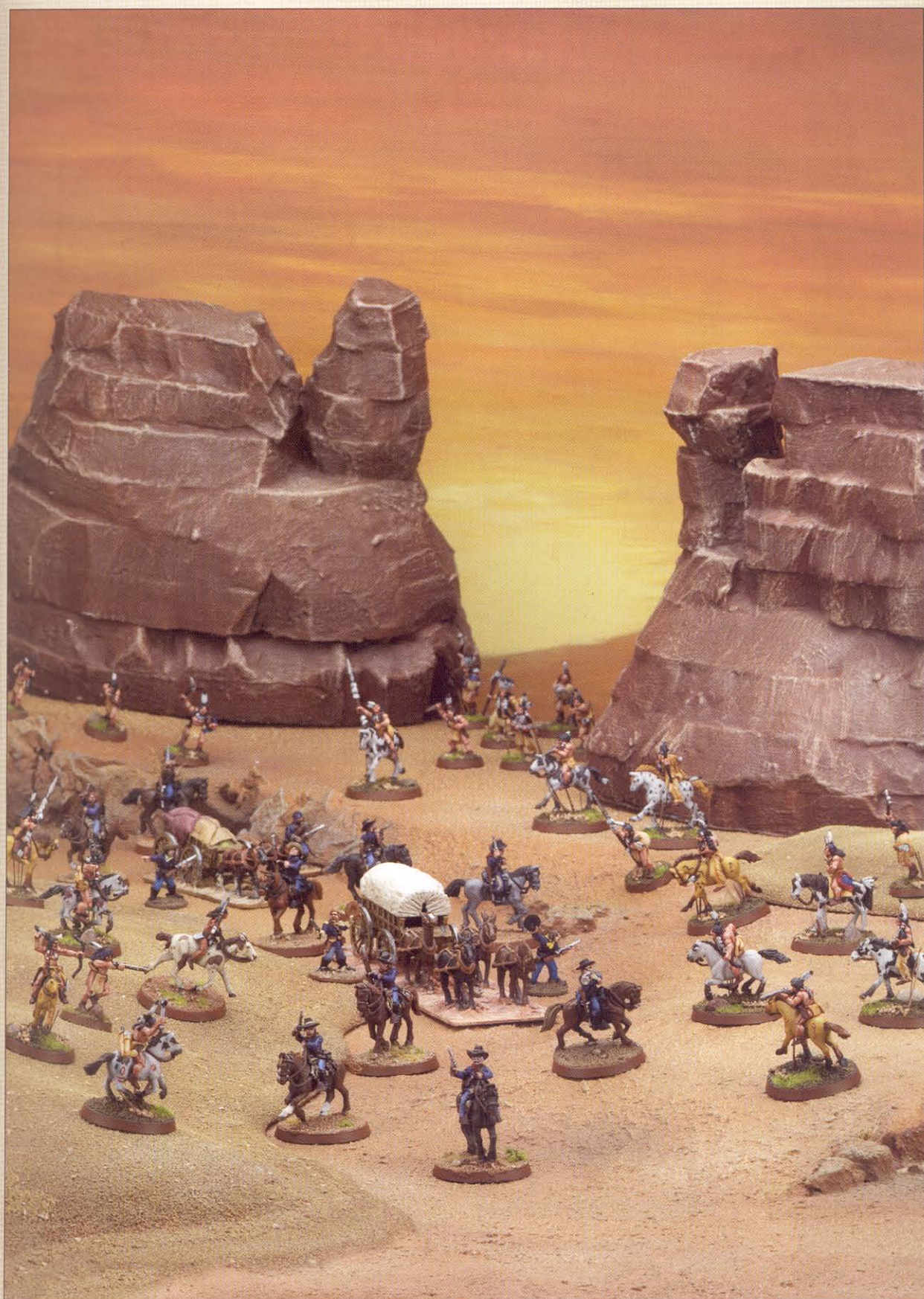
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FRONTIER RULES

Presented here is a set of new rules to expand your games of Legends of the Old West. Although many of these rules apply to new items of equipment, they are collected here for convenience.



The Posses and Hired Guns available to players are substantially expanded with the lists found later in this book. In addition, the new choices have several special rules, which will have a wider effect on your games. For example, the US Cavalry

employ massed cavalry charges, which allow them to operate more effectively when on horseback, and both sides use some kind of standard (banners and totems), while the US Army also employs buglers to bestow advantages in battle.



US Cavalryman



Native American



Texas Ranger



Standards

Standards were carried into battle to bolster morale and identify detachments amidst the confusion of battle. Here, we present rules for standards that were used by the US Army and Native Americans.

Guidons

US Cavalry standards, banners and flags – usually referred to as guidons – were valued almost as highly during the Indian Wars as they were at the turn of the nineteenth century, and shame was brought on any regiment that lost them in battle – especially if the flag in question was the US flag, ‘Old Glory’!

Equipping Guidons

At the additional cost shown in their entry in the Posse lists, some fighters can be given guidons. A Posse cannot contain more guidons than it has Heroes, and never more than one United States flag (see the Income and Trading section). A model that is equipped with a guidon is called a ‘standard bearer’, and can ride a horse or mule, but cannot use any weapons that require two hands to use. Such weapons must remain holstered for as long as he carries the guidon.

Guidons in Battle

Any friendly models involved in a fight within 3” of a guidon bearer will benefit from its proximity. Only a single friendly model needs to be in range for the entire fight to be effected.

The guidon allows the player to re-roll one dice in the combat when determining who wins the fight. As always, the second roll stands and cannot be re-rolled

again for any reason. Fame points can be used to modify the final result in the usual manner. Note that the effects of guidons do not apply to rolls on the Wound chart.

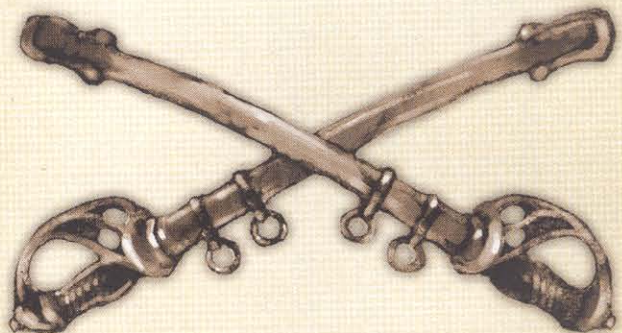
If both sides in a fight are affected by guidons, the player with the drop can choose whether they wish to re-roll a dice before or after their opponent. For example, Player One has the drop, and the highest score in the fight on his side is a 4, compared to his opponent’s 3. He opts not to re-roll straight away. Player Two chooses to re-roll her 3, scoring a 5, forcing Player One to reconsider and take that re-roll after all.



The US Cavalryman's re-roll forces the Buffalo Soldier player to re-roll their dice, too, or risk losing the fight.



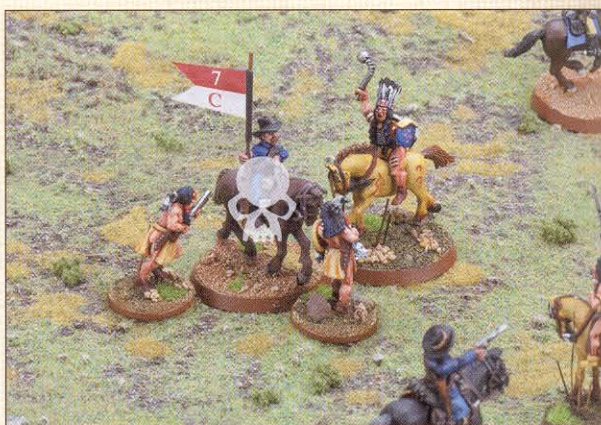
The presence of the Guidon allows the Lieutenant to re-roll one of his combat dice.



Losing the Colours

If a fighter carrying a guidon is taken out of action, mark the place where they stood. This is the position of the fallen standard on the battlefield. Any model may move into contact with the guidon and pick it up. If the model is a friendly fighter, they then become a standard bearer for as long as it is in their possession, and are subject to all of the aforementioned rules. If an enemy picks up the guidon, then they suffer all the penalties stated in the *Equipping Guidons* section, but none of the other special rules apply.

If a guidon is not in the owning player's possession at the end of a game, then there is a chance that it has been permanently lost. Roll a D6 immediately after the game has finished for each lost standard and consult the Lost Standards table. If an enemy model was carrying the guidon at the end of the game, deduct 1 from the dice score.



With no friends nearby to pick up the guidon, the Cavalryman's death means that the colours will fall into enemy hands.

Totems

Instead of guidons, Native Americans use totemic staffs (often mistaken by the white man for coup-sticks, which are quite different), of a similar design to their lances. Although the principle of the totem is the same as a guidon, the psyche of the Native American and the 'medicine' of the staff make its effects different.

Equipping Totems

At the additional cost shown in their entry in the Posse lists, some fighters can be given totemic staffs. A Posse cannot contain more staffs than it has Heroes. Additionally, if a Native American fighter picks up a US guidon during a game, then it also counts as a totemic staff for the duration of the scenario, unless it is recaptured. A model that is equipped with a staff can ride a horse or mule, but cannot use any weapons. Any weapons that the model has remain holstered as long as he carries the totem. Models carrying a totemic staff count as being armed with a hand weapon in the 'Fightin' phase.

Totems in Battle

All Native Americans within 3" of a model with a totemic staff count their Pluck value as 7, unless it is normally higher than this for any reason. This increased value applies to all Pluck-based tests a model is required to take, as long as they remain in range of the staff.

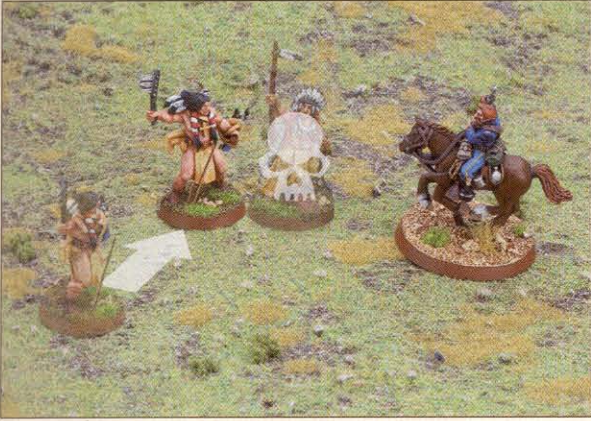
Losing Totems

Just as with guidons, if a fighter carrying a totem is taken out of action, mark the place where they stood. Any model may move into contact with the staff and pick it up. If the model is a friendly fighter, they then become a totem bearer for as long as it is in their possession, and are subject to all of the aforementioned rules. If an enemy picks up the totemic staff, then they



count as being equipped with a hand weapon, but none of the totemic effects apply to them or their Posse.

If a totemic staff is not in the owning player's possession at the end of a game, then there is a chance that it has been permanently lost. Roll a D6 immediately after the game has finished for each lost totem and consult the Lost Standards table. If an enemy model was carrying the totem at the end of the game, deduct 1 from the dice score.



The Brave races to pick up the totemic staff from his slain comrade.

LOST STANDARD TABLE

Dice Result

- | | |
|-----|---|
| 1 | Captured – The opposing Posse has captured the standard. Strike it from your records. In addition, the opposing Posse gains an extra \$D3 income at the end of the game. |
| 2-3 | Lost – Strike the standard from your roster sheet. |
| 4-5 | Recovered – The standard has been located and remains on the roster sheet. |
| 6 | Found! – The standard has been located. In addition, the original standard bearer automatically makes a full recovery, with no need to roll on the Injury table for him. |

Musicians

If any sound can steel the hearts and minds of outnumbered men, or push a flagging cavalryman to greater feats, it is the sound of a US Cavalry bugle sounding the charge. Here, we look at how to use these potent tools in games of Frontier.

Bugles

At the additional cost shown in their entry in the Posse lists, some fighters may carry bugles. Only one bugle may ever be carried in a single Posse. Unlike standards, carrying a bugle does not hinder the bugler in any way. A fighter may never carry both a standard and a bugle.

Bugles in Battle

A bugle may be sounded once per game, at the start of the player's Movin' phase, and has the following effects:

- The bugler may call a Yee Haw! this turn, even if he is not a Hero, exactly as if he had just spent a Fame point to do so. Only mounted, friendly models may benefit from this effect. If the bugler is a Hero, then he does not need to expend any Fame to make this happen.

- Every friendly model in the bugler's Posse adds one point to their Pluck. This effect lasts until the start of the player's next Movin' phase (so, for example, if a Head for the Hills test is required in the following turn, the modified Pluck value will be used).

As bugles are not as large and unwieldy as standards, they are not lost if the bugler is taken out of action. If this happens before the bugle has been used, then it is wasted for that game, but will be usable again in the next game as long as the bugler survives.



Cavalry

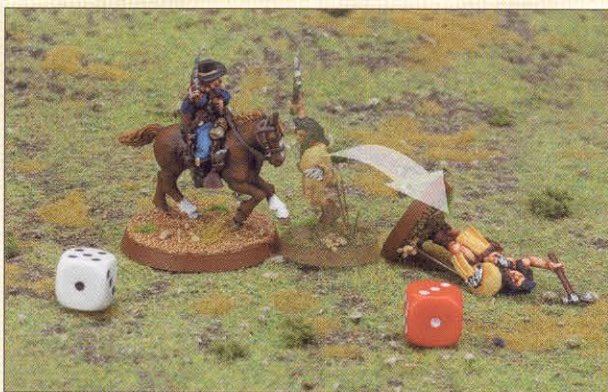
While horses were invaluable assets in the Old west, few were trained in the kind of mounted warfare strategies that were effective in earlier military campaigns. The US Cavalry, however, were well versed in the devastating art of the cavalry charge. Presented here are the rules for using experienced cavalymen in your games.

Mounted Fighters

As well as the additional rules described below, Cavalry follow all the normal rules for Mounted Fighters, as detailed in *Legends of the Old West*.

Cavalry Charge!

The sheer weight and impetus of a cavalry charge is almost impossible to stop. A well-timed charge by an entire unit of cavalymen can sweep aside all but the most well-organised and resilient foes. Whenever a mounted fighter with the Cavalry special rule wins a fight on the turn that it charges, then all his unmounted opponents are knocked to the ground – place them on their sides to indicate this. A fighter that is knocked to the ground in this way must still back off 1" from the cavalryman as normal if he loses the fight. The model is treated as though it were on the ground as described in *Legends of the Old West*, and so counts as being trapped.



Losing the fight, the Native American is knocked to the ground by the cavalry charge.

The cavalryman in the centre has friends on both sides, and rolls an extra attack due to the formation charge.



NB. A trapped model that is knocked to the ground by a cavalry charge only takes double strikes – you do not ‘double the double strikes’ for being trapped and lying down.

Formation Charge

Any cavalryman will tell you that it is far better to charge en masse than piecemeal. To represent the devastating effect of a mass charge, all cavalymen gain an extra attack when they charge, as long as there are at least two other friendly, mounted cavalry models within 1". So, a cavalryman with 1 Attack would roll two dice in a fight, while a cavalryman with 2 Attacks would roll three dice, and so on. This bonus is received regardless of the number of models a cavalryman is fighting, as long as none of them also have the Cavalry special rule. The extra attack bonus even applies when the cavalryman is subsequently charged by more enemies in the same turn.

Difficult Terrain

The Cavalry and Formation Charge rules do not apply when a cavalry model is in difficult terrain, or is fighting an enemy who is on the other side of a barrier.

OPTIONAL RULES

Competitive Play

Most scenarios use small Poses and special rules to recreate a typical skirmish or event from the tumultuous Old West. Sometimes, however, you might like to simply challenge your opponent using larger forces that you have chosen yourselves. This is often referred to as 'competitive gaming'. A competitive game gives you the freedom to create a force that is uniquely your own, including any of the figures from your collection. Previously, we suggested selecting a regular-sized Posse for one-off games. However, here we look at exceeding those limits and choosing forces to represent a portion of a larger army.

Competitive games use the usual Posse selection method, with a number of special extra restrictions. These extra rules make the game as much about choosing your force as about how it is used on the battlefield, because the models you pick to include in your army will determine your tactics.

Combining Posse Lists

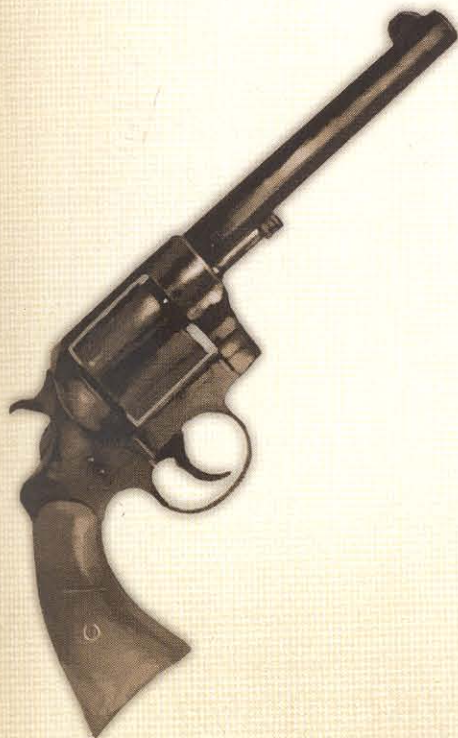
It is possible to create a force containing models from different Posse lists if you wish. In this way you could create a US Cavalry force that includes a contingent of Texas Rangers, or a Native American war party containing warriors from several different tribes. Poses that can be allied in this way for competitive games have this information stated on their Posse list.

Creating a Competitive Force

In competitive play, choosing an effective force within the set restrictions is part of the challenge. Both players create their armies using the following rules:

- Players have a number of dollars (\$), determined by the scenario they are playing, with which to choose their force.
- Each player's force must include a single War Leader, chosen from those listed on page 16. These replace the regular Posse leaders, who lose their Leader special rule and have their restrictions changed to 0-1. The usual restrictions on other Heroes only apply to the first \$200 worth of models. For every full, additional \$100 of your force, you may select an extra Hero, of the type from the list (but never an extra leader).
- *Legends of the Old West* may only be included once in a player's force. The same Legend may not appear in both armies – make sure that you agree with your opponent before the game which Legends, if any, will be present. They must be able to be hired by one of the Poses included in your force. The number of Legends you may include depends on the size of the game you are playing. See the Force Selection table for details. Note that *Hired Guns* are similarly limited.
- Some Henchmen have restrictions on how many you can take in a Posse. Where this is the case, these Henchmen cannot make up more than a quarter (25%) of the number of models in your force.

This section looks at a different way to play games of Legends of the Old West, allowing you to more accurately re-create the war on the plains. These rules are entirely optional, but do add a more epic scale to your battles.



FORCE SELECTION TABLE

Size of game	Number of Legends	Number of Hired Guns
\$0–\$499	1	2
\$500–\$999	2	3
\$1000–\$1499	3	4
Each additional \$500	+1	+1

Competitive Play Scenarios

A competitive game focuses on pitting one army against another and, as such, works well in scenarios with a minimum of special rules or victory conditions. Scenarios suitable for competitive play are denoted as such in their description. In addition, a generic competitive scenario, 'Blood on the Plains', is presented at the end of this section.

Making Themed Forces

Even in a competitive game, it is still preferable to use a realistically themed army, such as Plains Indians or Seventh Cavalry, rather than mixing fighters from different Posse lists. Themed forces are visually appealing, and they also offer a solid mix of troops to play with.

Playing Competitive Scenarios

Although the standard rules of play work perfectly well in larger-scale games, some rules need adjusting or clarifying to make them more suitable. Those rules are discussed here.

Head for the Hills

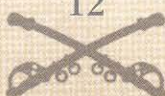
The following rules replace the standard Head for the Hills rules when playing a competitive game:

If, at the beginning of a turn, half or more of the models on your side (or a third, if playing Native Americans) have been taken out of action, then your force is said to be Broken. From then on, every remaining fighter must test every turn before moving in the Move phase. Make the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so, unless already engaged in a fight. Models already fighting when it is their turn to move do not test. If the test is passed, the fighter can be moved normally or not at all as the player wishes. If the test is failed, the fighter will lose his nerve, turn tail and flee. The model is immediately removed from the game just as if it had been taken out of action.

NB. Such models count as casualties for the purpose of victory conditions but, if you are playing as part of a campaign, you do not have to roll to see if they survived the battle or not – they automatically make a full recovery.

WINNIN' THE WEST

When building a force, you might be tempted to spend most of your dollars on powerful characters such as General Custer, Crazy Horse or Wild Bill Hickock. While these Legends are indeed potent additions to any force, they always carry a high recruitment cost. This means that if you take too many of these characters you will have few points left to buy other, cheaper models and will create a force that will almost always be outnumbered by its opponents.



Cool your Heels!

The following rule applies only to Head for the Hills tests that are taken in competitive games. This is often the point where battles will be won or lost and where only Heroes can force ordinary fighters to stand fast. Fighters do not have to test their Pluck for their force being Broken if there is a visible Hero within 6" who has already tested his Pluck and passed. To benefit from this rule, players must test and move their Heroes before testing ordinary fighters.



Custer's steadying influence keeps his men in check in the face of insurmountable odds.

Competitive Play and Campaigns

Although competitive games are particularly suited to one-off battles and tournament-style play, they can also be incorporated into your campaigns with a little planning and thought. This will probably involve two or more players combining their Posses on each side. As long as the combined \$ value of the Posses is close to the limits imposed by the scenario, then the game should work fine. This is often referred to as 'co-operative play'.

Some of the scenarios presented in this book (pages 45-55) can be adapted into competitive games. Where this appropriate it is noted in the scenario rules. When playing a co-operative game in a campaign, you will need to take into account the following points:

- Players may agree to recruit extra Posse members or hired guns for that game only, just to make up the \$ value of the whole side. Remember that, if this is done, these fighters are temporary additions only. They are not paid for using either Posse's stash, and they do not remain with the Posses after the competitive game is over.

- Remember that the Posse leaders may not use their Leader special rule. Each side must instead select a single War Leader of an appropriate type, selected from those on page 16. The player who's Posse has the lowest Infamy rating on the side controls the leader.

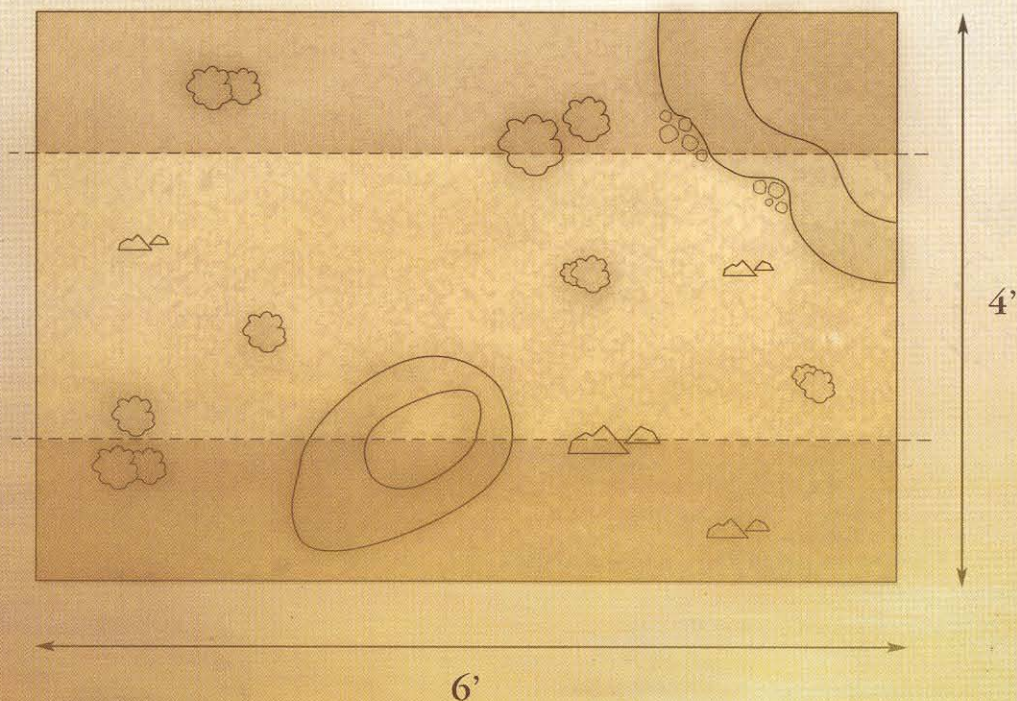
- Although players control their own Posse during the game, all the allied Posses count as a single, large Posse for the purposes of victory conditions and calculating when they must Head for the Hills.

- Finally, the usual methods of gaining Experience Points are not used. Instead, during co-operative games, fighters only earn Experience for fulfilling the criteria listed in the 'Campaign Experience' section of the relevant scenarios.



BLOOD ON THE PLAINS

This scenario has been specially designed for competitive and tournament play, conferring no distinct advantages to either side. Here, two forces face off against each other in a standalone battle and test of generalship.



Participants:

Both sides have \$500 to spend on their forces. This scenario is designed with US Cavalry and Native Americans in mind, but any two competitive forces from this book may be used.

The Gaming Area:

The game is played on a 6' by 4' board, representing a stretch of the Great Plains. A variety of sandy hills, cacti and rock formations will greatly enhance the look of the board. The simplest method of placing terrain is for one player to set up the gaming area, while the other player gets to choose on which side of the board they deploy their force.

Starting Positions:

Both players divide up their forces into two halves, with an equal number of models in each if possible. They both then roll a D6. The player with the highest score must choose whether to start deploying their forces first or second.

The first player chooses one half of their force and deploys it onto the table so that each model is within 12" of one of the long table edges.

The other player deploys the first half of his force within 12" of the opposite table edge.

After that, the first player places the rest of their force in the same area as before. Finally, the second player places the remainder of their force in their deployment area.

The Drop

Each player rolls a dice or cuts a standard deck of playing cards. The player with the highest score gets the drop in the first turn.

Winning the Game

The aim of this game is to demolish the opponent's force. Victory is achieved once one of the following conditions is met:

- A player scores a *major victory* if, at the end of the current turn, his opponent has only a third (33%, rounding up) of their starting number of models left in play, while he himself has at least one Hero remaining.
- A player scores a *minor victory* if, at the end of the current turn, his opponent has only a third (33%, rounding up) of their starting number of models left in play, but has no Heroes remaining.
- The game is a *draw* if both players' forces are reduced to a third (33%, rounding up) of their starting strength at the end of the same turn.

Campaign Experience

If playing this scenario co-operatively as part of a campaign, then fighters from all Poses may earn Experience Points thus:

Survival: Each Hero or Henchman who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Kills: A fighter who takes the opposing side's leader out of action gains 1 Experience Point.

Loot

The winning Posse(s) gain an extra \$2D6 income each.



WAR LEADERS

When playing a competitive game as opposed to a regular skirmish scenario, you must select an appropriate War Leader for your force, as described here. This Hero must be the force commander, which means that your regular leader loses his 'Leader' ability.

US ARMY MAJOR

(1) \$50 to recruit



Competitive forces that use US Cavalry or one of their variants must be led by a US Army Major. A Major is often a veteran of many campaigns, including the Civil War. Such a hardened leader of men directs his forces with an assuredness that commands the respect of any foe.

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

Equipment:

May be armed and equipped with any items from the Heroes section of the US Cavalry equipment list.

Options:

May have the 'Cavalry' special rule for an additional \$5. If this option is taken, the Major must also purchase a horse.

Special Rules:

Leader: The Major's Pluck value may be used for Pluck Tests taken on behalf of any friendly model within 6". If a Head for the Hills test is called for, the Major's Pluck must be tested even if his Pluck value is not the highest in the Posse.

Swordsman: This is exactly the same as the skill of the same name, as found on page 90 of *Legends of the Old West*.

NATIVE AMERICAN WAR CHIEF

(1) \$48 to recruit



Competitive forces that use Plains Indians or one of their variants must be led by Native American War Chief. Among Indian culture, Chiefs are great warriors who have counted much coup and achieved great deeds. Regardless of age, a War Chief is a fierce warrior, respected by his followers and feared by his foes.

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

Equipment:

May be armed and equipped with any items from the Heroes section of the Plains Indians equipment list.

Options:

May take a war bonnet for an additional \$12.

Special Rules:

Leader: The War Chief's Pluck value may be used for Pluck Tests taken on behalf of any friendly model within 6". If a Head for the Hills test is called for, the War-Chief's Pluck must be tested even if his Pluck value is not the highest in the Posse.

Born in the Saddle: This is exactly the same as the skill of the same name from page 90 of *Legends of the Old West*.



THE WEAPONS LOCKER



Longarms

See Legends of the Old West, page 38, for details of the standard Longarm rules.

Cavalry Carbine

Carbines were light, short-barrelled, breech-loading rifles and were standard issue in the US Cavalry, due to the ease with which they could be used from horseback. Before 1870, the Sharps .50 was the carbine of choice, but this was later replaced by the Springfield model.

Rifle: A model with the rifleman skill may re-roll misses when using a carbine.

However, as a specialist rifle, the carbine may not be improved by the addition of a scope, in a similar way to the buffalo gun.



On the hotly-contested territory of the Great Plains, hordes of Native Americans took to the field with bow and lance, while the military responded with well-trained cavalry, gatling guns and western battle-tactics.



Military Weapons

The US Army used many weapons of war in its various campaigns. This category covers the large weapons of war, notably the fearsome Indian-killer, the Gatling gun.

Special Military Weapon Rules

● **Weapon Team:** Military Weapons require a team of two fighters on foot to man them. These models are taken from the Posse at the start of the game and are recorded as being the gunners. At least one of the two nominated models must be in base contact with the gun in order to fire it and, as such, the weapon itself must be represented by an appropriate model. Military weapons can only be moved when both crew members are in base contact with them, and only at a rate of 3". They can be turned to face in any direction, but this counts as movement. A military weapon may not fire in the same turn that it is moved. If both members of the weapon team are taken out of action, then the weapon is rendered useless for the rest of the game. Unlike other items of equipment, Military weapons are not automatically lost if both nominated crew members are killed after a campaign game. Instead, roll a D6 at the end of the game:

The Military weapon is lost on the score of a 1 or 2, otherwise it is fine.

● **Field of Fire:** Due to their cumbersome nature, military weapons may only fire at targets that lie to their front, within a 45° arc. A template is provided on page 76 for convenience.

● **Destroying the Weapon:** Military weapons can be shot at normally (although it is possible that the weapon team will be in the way), and have a Grit value of 6 and 3 Wounds. If reduced to 0 Wounds, the weapon is useless for the rest of the game, but may be repaired in time for the next game if playing a campaign. The weapon itself has no zone of control, and if an opposing fighter spends an entire turn in contact with it without doing anything else (such as shooting, fighting or using equipment), then it is automatically dismantled and is useless for the rest of the game.



Gatling Gun

In service as early as 1863, the Gatling gun was a fearsome weapon. However, before the Model 1875 was developed, it was also a terribly unreliable one! These rules represent the most common and reliable type, the Gatling model 1875, capable of spitting out eight hundred .45 calibre rounds per minute!

Machine Gun: The Gatling gun affects all fighters within a strafing area. Choose your target and place the Military Weapon template (page 76) with the target in the centre. All models under or partially touched by the template are potential targets. Even if some of the models under the template are friendly, you may still target the area.

To fire the gun, you must first determine how many shots are fired. To do this, roll a D6; the result is the initial number of shots fired. You can now decide whether to stop or roll another dice. The result of the second dice is added to the first and their total will be the number of shots fired. You may now stop or continue firing, repeating the same process as many times as you like. However, if you roll a double (that is,



if any of the dice duplicate one of the numbers already rolled), then the gun jams. You may still fire all of the shots rolled so far, including the doubles. The jam will take effect from the start of the next turn but, because a Gatling gun jam is so complex, it will take D3 turns to clear rather than just one.

Once you have worked out the number of shots, roll that many dice to see how many actually hit. The best Shootin' value of the weapon team is used, but the gun will never hit on anything better than a 4+. The 'Trick Shooter', 'Trigger Happy' and 'Deadeye Shot' skills may never be used in conjunction with the Gatling gun. Objects and models in the way are rolled for as usual on an individual basis. Before allocating hits, take all the dice that scored a hit and put them to one side. The first dice must be allocated to the initial target.

Then, the opposing player chooses one of the models, friend or foe, under the template to take the second hit. Players take it in turns to allocate hits in this way. No model may be allocated more than one hit until every other model under the template has taken one. Finally, roll to wound each affected model as normal.

Terrifying: Despite its gross inaccuracy, the psychological damage of being shot at by a Gatling gun was priceless. Any model under a Gatling gun template must take a Dive for Cover test when the gun has finished firing, whether they were hit or not!

Forceful: The large-calibre rounds of a Gatling gun smash through cover, in the same way as a 12-gauge blast (see *Legends of the Old West*, page 40).

SHOOTIN' WEAPON SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
Cavalry Carbine	20"	4	half	Longarm; Slow reload
Gatling Gun	24"	4	special	Military Weapon; Machine Gun; Terrifying; Forceful



Fightin' Weapons

During the Plains Wars, at battles such as the Little Big Horn, there occurred some of the most fierce hand-to-hand fighting ever seen on the Plains, as lance and tomahawk clattered against bayonet and rifle-butt.

Bayonets

A bayonet is a long blade, attached to a Longarm to turn it into a deadly close-quarters weapon.

Bayonets may only be attached to rifles, muskets and carbines, allowing them to be used as hand weapons in a fight rather than improvised weapons.

Bow-Lance

Carried by several noted Native American 'societies', the bow-lance combined all the attributes of the lance with the Indian longbow (Legends of the Old West, page 41).

The bow-lance may not be thrown, as the addition of a bow-string and the curve of the shaft make it too unbalanced.

Indian Lance

An Indian lance was essentially a spear, approximately six feet long, carried as both a badge of honour and as a weapon by many Native American tribesmen. They were rarely thrown, but were instead used to thrust at the enemy with an underarm strike – a tactic particularly deadly from horseback

Lances may be thrown in the same way as a Thrown weapon, but otherwise count as hand weapons. Additionally, if the bearer of the lance is mounted, then the lance lends such impetus to his attack that it adds 1 point to his Strength in any turn that he charges into a fight.



FIGHTIN' WEAPONS SUMMARY CHART

Weapon	Dice Modifiers		Notes
	Winnin' the fight	Rollin' to Wound	
Bayonet	-	-	Must be attached to specified Longarm
Lance (while on foot)	-	-	Thrown weapon
Lance (while mounted)	-	-	Thrown weapon; +1 Strength when charging
Bow-lance	-	-	As normal lance; may not be thrown; Primitive Shootin' weapon



GATHERIN' THE POSSE



The Texas Rangers patrol their borders, in search of bandits and hostile Indians.

As in *Legends of the Old West*, the lists that follow are used to recruit and equip your Posse. If playing a campaign, you have \$200 to spend on fighters in the Posse, and you must recruit at least three fighters, which must include a leader.

Parent and Variant Lists

One of the new features presented in *Frontier: Blood on the Plains* is the concept of Parent Posse lists and Variant lists. In this section, the Parent lists are the US Cavalry and Plains Indians. These lists then have several Variant lists, which enable you to create similar Posses but with very distinct special features. The US Cavalry has the Variant lists for Buffalo Soldiers and Infantry, while the Plains Indians have Variant lists for Northern Indian tribes and Native American Desert tribes. When selecting a Posse from the Variant lists,

you will be referred to parts of the Parent list, which you must use to supplement your choices. For example, in the US Infantry list, you are still expected to choose a Lieutenant from the Cavalry list as your leader, in which case he represents an Infantry officer, but otherwise uses the same characteristic profile.

NB. The Texas Rangers are a normal, standalone Posse, using all the rules from *Legends of the Old West*.



Presented here are several new Posses to expand your games of Legends of the Old West.

Players can fight against these Posses with those from the main rulebook, simply by using the Scenario tables on page 45 of this volume.



US CAVALRY

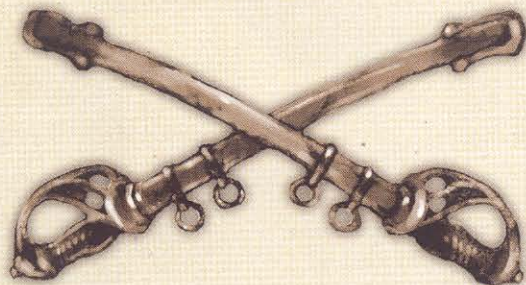
The US Cavalry were the military strength on the plains of the west, and became the most effective tool the US government had against the 'Indian problem'. Whether stationed at secluded forts or attacking en masse in calculated actions, the US Cavalry were hated and feared by their enemies.

Choice of Fighters

A Cavalry Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may not exceed 12. The number of each type of fighter that you may have is displayed on their profile – the exceptions are Troopers, of which you may recruit any number.

Preferred Skills

The skill tables preferred by US Cavalry are Shootin', Movin' and Brawlin'.



Special Rules

Cavalry: All US Cavalry Posse members are subject to the 'Cavalry' special rules, as detailed on page 10.

Horse Soldiers: Every model in a US Cavalry Posse begins a campaign with a horse. This is included in their starting \$ value.

Quartermaster: US Cavalry Posses are funded by the military, and are provided with standard issue equipment. When trading for new or replacement equipment, US Cavalry Posses always pay the lower cost on their equipment list, rather than the price listed in the Tradin' Post section (page 58). In addition, these items always count as Common. However, items not listed on their equipment list cost an additional \$D3 each due to the Army's stance on non-regulation weaponry. This penalty does not apply to items that can only be used by US military Posses, such as the United States flag.

Allies: In competitive games, up to a quarter of your \$ allowance may be spent on models from the US Infantry, Buffalo Soldiers or Texas Rangers lists.

Heroes

LIEUTENANT (1) \$42 to recruit



Lieutenants were often young, brave and trusted officers, placed in charge of a small unit or detachment and sent to the plains to prove their mettle. They cut a dashing figure, and are brave, determined fighters who inspire loyalty in their men.

Special Rules:

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

Starting Experience:

The Lieutenant begins with 8 Experience points.

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





SERGEANTS

(0-2) \$30 to recruit

Trusted veterans of many a battle, Sergeants are the backbone of the US Cavalry. It is they who the men look up to when spirits are low, and they to whom the officers turn to maintain order in the ranks. Sergeants are staunch and dependable in the face of danger.

Special Rules:

Loyal: Sergeants are unswervingly faithful to their commanding officer. As long as their leader is on the board, all Sergeants automatically pass any Pluck test they are required to take, except Dive for Cover tests. If the leader is killed or leaves the board, then the Sergeants revert to the regular rules for Pluck.

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

Henchmen



RAW RECRUITS

(0-5) \$16 to recruit

Raw recruits were often little more than boys, drafted in during the Indian Wars to bolster units that had suffered heavy casualties. Although often taken under the wing of more experienced soldiers, raw recruits were sometimes viewed as cannon-fodder.

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

Special Rules:

Disposable: Raw recruits are not expected to hold in the face of insurmountable odds. If a Raw Recruit is shot within 3" of a friendly model, then that model does not have to take a Dive for Cover test unless it, too, is a Raw Recruit.

HEROES EQUIPMENT

Cavalry Sabre	\$1
Heavy Pistol	\$10
Carbine	\$14



TROOPERS

\$25 to recruit

The mainstay of the US Cavalry is its mounted soldiery. A common man or petty officer, trained with military discipline, becomes a deadly weapon, focused by his commanding officer on the field of honour.

S	F	St	G	A	W	P
4+	3	3	3	1	1	3

HENCHMEN EQUIPMENT

Cavalry Sabre	\$2
Heavy Pistol	\$11
Carbine	\$15
Guidon*	\$15
Bugle*	\$18

*1 per starting Posse



BUFFALO SOLDIERS

The 9th and 10th Cavalry regiments were the only Cavalry companies to comprise almost entirely of black soldiers (the exception being the commissioned officers, who were usually white). Despite suffering discrimination at every turn, the 'Buffalo Soldiers' were eventually counted among the most distinguished and honoured companies of the Indian Wars.

Choice of Fighters

A Buffalo Soldiers Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 12. The number of each type of fighter you may have is displayed on their profile – the exceptions are Troopers, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Buffalo Soldiers are Shootin', Movin' and Brawlin'.

Special Rules

Cavalry: With the exception of the Scouts, all Buffalo Soldiers are subject to the 'Cavalry' special rules, as detailed on page 10.

Horse Soldiers: Every model in a Buffalo Soldiers Posse begins a campaign with a horse. This is included in their starting \$ value.

Quartermaster: This is exactly the same as the US Cavalry rule on page 22.

Allies: In competitive games, up to a quarter of your \$ allowance may be spent on models from the US Infantry, US Cavalry or Texas Rangers lists.

Heroes

The choice of Heroes available to Buffalo Soldier Posses is identical to those from the US Cavalry list, on pages 22-23.

Henchmen

Buffalo Soldier Posses may include Troopers, chosen from the US Cavalry list, on pages 22-23. In addition, they may choose 0-2 Scouts, as described below:

SCOUTS (0-2) \$26 to recruit



The Buffalo Soldiers were not only distinguished fighters, but were also responsible for exploring and mapping large regions of the harsh plains. Their scouts quickly became skilled trackers and hunters, allowing the Buffalo Soldiers to become largely self-sufficient

S	F	St	G	A	W	P
4+	3	3	3	1	1	4

Special Rules:

Stealthy: This is identical to the skill of the same name, found on page 90 of *Legends of the Old West*.

Foot Soldier: Although Scouts may ride a horse, they spend much of their time on foot, foraging and tracking. As such they do not benefit from the Cavalry special rules. In addition, you may choose to start a campaign with dismounted Scouts, in which case they cost \$14 each instead of \$26.

Buffalo Soldiers Equipment:

Buffalo Soldiers use the US Cavalry Equipment lists.



US INFANTRY

The men of the Regular Army were a mix of green recruits drafted into the Indian Wars, and veterans of the Civil War. The infantry regiments were not as dominant on the plains as the US Cavalry, but were a stalwart faction of the Army, ready to answer the call to action from wherever it may come.

Choice of Fighters

An Infantry Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 15. The number of each type of fighter you may have is displayed on their profile – the exceptions are Troopers, of which you may recruit any number.

Allies: In competitive games, up to a quarter of your \$ allowance may be spent on models from the US Infantry, US Cavalry or Texas Rangers lists.

Preferred Skills

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

Special Rules

Quartermaster: This is exactly the same as the US Cavalry rule on page 22.

Foot soldiers: Infantrymen do not have the Cavalry special rule, even when mounted.



Heroes

The choice of Heroes available to US Infantry Posses is identical to those from the US Cavalry list, on pages 22-23. As they do not automatically receive a mount, Lieutenants cost \$28, while Sergeants cost \$19.

Henchmen

The choice of Henchmen available to US Infantry Posses is identical to those from the US Cavalry list, on pages 22-23. As infantrymen do not automatically receive a mount, Troopers cost \$11, while Raw Recruits cost \$6.

HEROES EQUIPMENT

Cavalry Sabre	\$3
Heavy Pistol	\$11
Carbine*	\$15
Rifle	\$13
Bayonet	\$2
Horse	\$16

* Mounted models only

HENCHMEN EQUIPMENT

Rifle	\$12
Bayonet	\$2
Guidon**	\$14
Gatling Gun**	\$40

** 1 per starting Posse



TEXAS RANGERS

The famous Texas Rangers were formed in the 1820s to provide an informal military force to protect the people of Texas from bandits, the Mexican army and Indians. After the civil war, the Rangers were organised into companies and became peace officers – the Texas equivalent of US Marshals.

Choice of Fighters

A Texas Rangers Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 15. The number of each type of fighter you may have is displayed on their profile – the exceptions are Rangers, of which you may recruit any number, but must include at least one.



Preferred Skills

The skill tables preferred by Texas Rangers are Brawlin', Shootin', and Savvy.

Special Rules

Lone Riders: Because they were fewer in number than the US soldiers, in a Competitive scenario, no more than \$250 of the force may comprise Texas Rangers, although this restriction does not apply to co-operative campaign games. Additionally, Texas Rangers may only be included in a competitive force that is led by a US Army General.

NB. Players wishing to use Poses from the *Legends of the Old West* book in co-operative competitive games should apply these same restrictions.

Peace Officers: For the purposes of recruiting Hired Guns and Legends, Texas Rangers count as Lawmen.

Resolute: Texas Rangers are renowned for their grit and determination in the face of danger. All models chosen from the Texas Rangers Posse list, with the exception of Volunteers, may re-roll failed Dive for Cover and Fearsome Reputation tests. The result of this re-roll must be accepted.

Heroes

RANGER CAPTAIN (1) \$30 to recruit



Texas Ranger Captains are often seasoned veterans of military service or peacekeeping duties. Some are renowned for their tactical knowledge, while others are valued as men of action. Whichever, they are all stern, courageous individuals, unsbakeable in their conviction and feared by their enemies.

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

Special Rules:

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

Starting Experience

The Ranger Captain begins with 8 Experience Points.

DEPUTY RANGERS (0-2) \$19 to recruit



Drawn from those Rangers who show the most promise and leadership skills, the Deputies (or Sergeants) are even more fearsome and capable fighters than their Ranger brethren, who have ended the lives of many a stone-cold killer in their career.

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



Henchmen

RANGERS (1+) \$13 to recruit



Although often given the military rank of Private, Rangers are perceived more as hard-bitten lawdogs, akin to the US Marshals. Rangers are the mainstay of the company – every man a confident fighter, a hardened killer and committed to the cause of upholding justice in the Lone Star State.

S	F	St	G	A	W	P
4+	3	3	4	1	1	3

VOLUNTEERS (0-5) \$6 to recruit



There are times when the adage 'One riot, one Ranger' simply cannot ring true. In those times of need, Texas Rangers often call upon trusted Texan civilians to bulk out the Posse – reliable men willing to take up arms to protect their proud State.

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

HEROES EQUIPMENT

Hand Weapon	\$1
Cavalry Sabre	\$3
Sixgun	\$5
Heavy Pistol	\$11
Repeating Rifle	\$15
Horse	\$13

HENCHMEN EQUIPMENT

Hand Weapon	\$2
Sixgun	\$5
Heavy Pistol	\$11
Shotgun	\$13
Repeating Rifle	\$15
Rifle	\$14
Horse	\$14



NATIVE AMERICANS

The indigenous peoples of North America were a proud and free race, whose development had flourished for thousands of years, unhindered by the white man's idea of 'progress'. When their land became steadily eroded by pioneers, industrial leaders and the US Military, conflict became inevitable.

The Posse Lists

As described on page 21, the Plains Indians Posse list is the 'Parent list', while those that follow are 'Variant lists'. However, all of them use the following set of special rules. All Native Americans (including the Indian Scout from *Legends of the Old West*) are subject to these Special Rules.

Special Rules

Heathen

Native Americans believe in the power of Wakantanka (the Sioux word), or Great Spirit. As such, they are completely unaffected by the ramblings of the Preacher.

Scalps

Although the popularity and frequency of scalping opponents varied from tribe to tribe (the Apache, for example, loathed excessive contact with the dead), almost all practiced it at some point during the Plains Wars. If a Native American Posse captures an enemy Hero due to a roll on the Serious Injury table (*Legends of the Old West*, pages 86-87), then they may choose to scalp the enemy. If they choose to do this, then a Hero from your own Posse (your choice) gains 1 extra Experience Point, while the enemy model is killed.

Life is Precious

Native American leaders will not risk their warriors' lives unnecessarily – an admirable trait, often mistaken for cowardice by white men. Native American Posses must begin taking Head for the Hills tests when they lose a third of their models (33%) instead of half.

Counting Coup

Native Americans may never gain the 'Swordsman' skill. If they roll a 4 on the Brawlin' Skills table, then they gain the 'Counting Coup' skill. Coup-counters place more importance on acts of bravery and daring than on combat, increasing his status within his tribe and warrior society. There are three main methods of counting coup: Coup-sticks, Scalping and Raiding, and each Native American Posse list details up to two of these that its Heroes may use. For every Coup that is successfully counted, the Hero earns 1 extra Experience Point at the end of the game.



Coup-sticks: A coup-stick is a short, decorated staff, used by most Native American tribes. They do not need to be represented on the model, but all coup-counters are assumed to carry one. If this Hero wins a fight against an enemy Hero (not henchman or Hired Gun), he may choose to 'pull' his blow and leave the enemy unharmed. If several strikes are dealt in the same phase, all of them must be ignored in order to count the coup, including strikes made by other friendly models in a multiple fight. Only 1 Experience Point may be earned per fight, regardless of how many strikes find their mark.



The Sioux Coup-counter and Brave win the fight. However, in order for the coup to be successful, neither Sioux may strike.

Scalping: If the Coup-counter takes an enemy out of action in the Fightin' phase, then he may choose to scalp him. Do not remove the enemy model until the scalping is resolved – lay it on its side instead. The Coup-counter must spend one whole turn (until the start of his next Fightin' phase) in contact with the enemy fighter to scalp him. He must dismount in order to do this. If he is forced to move in any way (by being charged, knocked down, or by failing a Dive for Cover test, for example), then the scalping is interrupted and the chance is lost. Remove the victim as a casualty. If the scalped fighter is a Hero, then any Full Recovery results he rolls on the Serious Injury table count as a Deep Wound instead.

Raiding: Stealing horses and mules from an enemy was often seen as a great feat for a Native American warrior. A Hero with this skill can capture an enemy loose mount by moving into contact with it. As long as they remain in touch, the mount can be led around the gaming area, moving at the speed of the slowest model. The coup is successful if the horse is led off any table edge (the Hero remains on the board). Up to two horses at a time may be led in this fashion. The Coup-counter gains 1 Experience Point for every Horse, Appaloosa or Mule stolen in this way.

Cardsharp

Native Americans may never gain the 'Cardsharp' skill. If they roll a 5 on the Savvy Skills table, then they gain the 'Trick Rider' skill instead instead, or the 'Hit and Run' skill if they are a member of a Desert Tribes Posse.

Trick Rider: When mounted, a Hero with this skill can slip behind the cover of his horse, presenting less of a target to the enemy. At the start of his Movin' phase, the Hero may declare that he is hiding behind his horse. Enemies cannot target him this turn, but can shoot at his horse as though it were a lone target. The rider may not shoot while he is attempting this manoeuvre, as he is too busy hanging onto his horse's neck. In addition, the Hero's horse is so well trained that its Pluck value is increased by 1 point, making it less likely to wander off if its rider is unseated.

Hit and Run: During the Movin' phase, this Hero may move within the control zone of an enemy (or within 1" of an already engaged model) without charging. Fight an immediate combat between the two opponents, disregarding any other models in the 'fight'. If the Hero wins, he does not push back his opponent, but may roll a single dice to wound as normal before continuing his remaining move. If he loses, he must stop in base contact with the enemy. The enemy fighter may not roll to wound the Hero, but they are considered to be engaged in combat, and must fight as normal in the Fightin' phase. If the Hero ends his move in base contact with a second opponent, then he is considered to have charged. He does not get his Hit and Run attack against that opponent. The Hit and Run ability may only be used against one opponent per turn. A Hero who uses this rule may not shoot in the Shootin' phase.



The Hero uses his hit and run attack to kill the soldier in combat with his fellow Sioux, then run on to engage a second foe.



PLAINS TRIBES

SHIUX, CHEYENNE, KIOWA AND ARAPAHO

East of the Rocky Mountains on the central plains, the Native American tribes roamed free. Sharing common traits, such as use of the horse and tipi, and the organization of warrior societies, it was the Plains tribes who offered the most fierce resistance to United States expansionists.

Choice of Fighters

A Plains Tribe Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 16. The number of each type of fighter you may have is displayed on their profile – the exceptions are Braves, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Plains Indians are Movin', Brawlin' and Savvy'.

Special Rules

Expert Riders: With the exception of Dog Soldiers, all Plains Indians automatically have the 'Born in the Saddle' skill, as described on page 90 of *Legends of the Old West*.

Counting Coup: Plains Indians count coup either by scalping or using a coup-stick.

Allies: In competitive games, up to a quarter of your \$ allowance may be spent on models from the Northern Tribes list.

Heroes

WICASA (Shirt-Wearer) (1) \$26 to recruit



Those experienced warriors who display the most courage, daring and tactical skill often become Shirt-Wearers. They have the privilege of wearing a medicine shirt into battle as a symbol of their past victories, and claim the honour of leading their own war parties and raiding forces.

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

Special Rules:

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

Starting Experience:

The Shirt-Wearer begins with 8 Experience Points.

YOUNGBLOODS (0-3) \$13 to recruit



When a Native American youth comes of age, he must ask the Great Spirit for guidance on his path in life. Those who choose the way of the warrior are eager to prove themselves worthy in the eyes of their elders, and take their place in one of the many societies reserved for the best Braves.

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	2	0	1

Henchmen

HOTAMITANEO (Dog Soldiers)

(0-3) \$14 to recruit



Many Plains tribes counted these fanatical, fearless warriors amongst their number. The Sioux called them 'Tall Ones', while the Kiowa refer to them as 'Koitsenko' or 'Ten Bravest'. These braves would charge into the thick of the enemy, heedless of danger, and stake themselves to the ground by means of the long sashes that they wore. Once there, they would refuse to move until they had seen off their foes or been killed.

S	F	St	G	A	W	P
6+	4	3	3	1	1	6



Special Rules:

To the Death: Once per game at the start of his own Movin' phase, a Dog Soldier may declare that he is staking himself to the ground by his sash. The Dog Soldier may not move while this rule is in effect, even to back off in a fight – his opponent must back off instead.

While staked in this way, the Dog Soldier ignores to Dive for Cover tests. All shootin' attacks that target him must re-roll successful wounds, to represent the enhanced toughness and reserves of his frenzied state.

In addition, all enemy models within 3" of the Dog Soldier at the start of the Fightin' phase are attacked by the frenzied warrior, even if he is already engaged. The Dog Soldier makes a single attack against each enemy within range. If he is not in base contact with a given target, then all the usual rules for backing off and being trapped are ignored. An opponent attacked while not in base contact with the Dog Soldier may defend himself as normal, but may not roll to wound. If, at the start of any subsequent Movin' phase, there are no enemy models within 6" of the Dog Soldier, then he may move from his position and reverts back to the normal rules for the rest of the game.

The Dog Soldier – rolling red dice – defeats and kills two soldier within range. The third survives, and no models are pushed back.

BRAVES \$7 to recruit

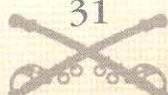


The Braves are the proven fighters of the Indian nations, having been on the path of the warrior since adolescence. Braves constantly strive to outdo each other in battle by proving their bravery and taking more plunder than their compatriots.

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

Special Rules:

Society Warrior: Most Plains Tribes Braves belonged to one of a myriad of 'akicitas' – or warrior societies. Society Warriors are often noted for their skill in battle, and for an extra \$2, a Brave may join such a society. Society Warriors may increase their Fightin' characteristic to 4, and increase their Shootin' value to 4+. This upgrade must be chosen during Posse selection.



Plains Tribes' Equipment Lists

HEROES EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$4
Rifle	\$14
Repeating Rifle	\$16
Totemic Staff	\$18
Medicine Shield	\$6
Appaloosa	\$13

HENCHMEN EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$4
Rifle	\$15
Musket	\$6
Bow-lance*	\$7
Medicine Shield	\$7
Appaloosa	\$13

*Dog Soldiers and Society Warriors only



NORTHERN TRIBES

CROW, BLACKFOOT, GROS VENTRE AND NEZ PERCÉ

North of the Great Plains, Native Americans developed a different way of life. Although no less fearsome during war, these mountain and woodland tribes were less dependent on buffalo and horses, but more insular and tenacious. Internecine war often raged between these tribes, yet they were quick to unite against outsiders.

Choice of Fighters

A Northern Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 16. The number of each type of fighter you may have is displayed on their profile – the exceptions are Braves, of which you may recruit any number.

Preferred Skills

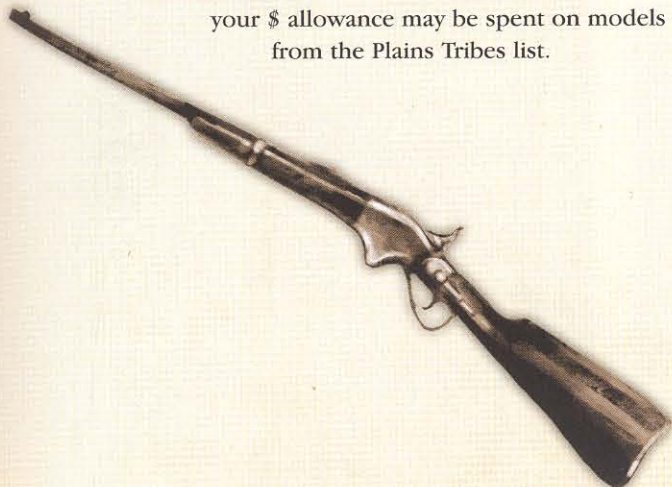
The skill tables preferred by Northern Indian Posses are Movin', Brawlin' and Savvy'.

Special Rules

Counting Coup: Northern Tribes Indians count coup by scalping or using coup-sticks.

Isolation: The relative seclusion of the Northern Tribes meant that firearms were rare and incredibly difficult to maintain. When using a firearm (not Primitive Shootin' Weapons), if a 1 is rolled on the dice to hit, then the weapon will jam on a further roll of a 1 or 2, rather than just a 1.

Allies: In competitive games, up to a quarter of your \$ allowance may be spent on models from the Plains Tribes list.



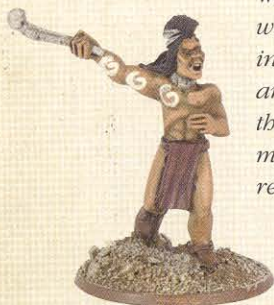
Heroes

The choice of Heroes available to Northern Tribes Posses is identical to that from the Plains Tribes list, on page 30.

Henchmen

Northern Tribes Posses may include any number of Braves, as described in the Plains Indians list on pages 30-31. In addition to Braves, Northern Tribes Posses may also include 0-2 Contrary Warriors, detailed below.

CONTRARY WARRIORS (0-2) \$16 to recruit



While the Dog Soldiers were the most feared Society warriors on the Plains, the Northern tribes took inspiration from the religious ideals of 'contrariness', and societies such as the Blackfoot Sun Dancers and the Crow 'Crazy Dogs Wishing to Die' produced mighty warriors indeed. In daily life they display recklessness, and say and do everything in opposition to the normal order of things. On the battlefield they seem possessed of great power, actively seeking death and fearless in its pursuit.

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

Special Rules:

A Good Day to Die: Contrary Warriors actively seek their own deaths in glorious battle. Because of this, if they are unengaged at the start of their move, but there is an enemy model within range of a charge, they must move to engage the enemy fighter. The warrior must negotiate barriers and obstacles as normal when making this charge.

Frenzied: Contrary Warriors may never gain the 'Kid Done Good' advance. If they do, roll again until you get a different result.

Northern Tribes Equipment Lists

HEROES EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$4
Rifle	\$14
Musket	\$5
Totemic Staff	\$18
Medicine Shield	\$6
Appaloosa	\$14

HENCHMEN EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$4
Rifle **	\$15
Musket **	\$5
Bow-lance *	\$7
Medicine Shield	\$7
Appaloosa	\$14

* Society Warriors and Contrary Warriors only

** May not be chosen by Contrary Warriors



DESERT TRIBES

APACHE, COMANCHE AND NAVAJO

The desert tribes – often derogatorily nicknamed 'Diggers' by whites – were tough warriors who specialised in guerrilla tactics. A hardy race, they ranged from the flamboyant horsemen of the Comanche to the almost westernised marksmen of the Apache.

Choice of Fighters

A Desert Tribes Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may not exceed 14. The number of each type of fighter you may have is displayed on their profile – the exceptions are Braves, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Desert Tribes Indians are Shootin', Movin' and Brawlin'.

Special Rules

Guerillas: Desert Tribes do not incorporate Society Warriors in the same way as other tribes, instead utilizing Guerillas (see page 36). In scenarios where the Brave is allowed to deploy on the board (not in those scenarios where they arrive later in the game), then any Guerillas in the Posse may make a full, free move before the game begins. This move follows all of the normal Movin' rules, and represents the stealthy tactics of the Desert Tribes.

Counting Coup: Apache and Navajo can only count coup by raiding. If you have specifically chosen a themed Comanche Posse, then you may count coup by scalping and by using coup-sticks.

Designer's Note

The Comanche are considered by many to be the original plains-dwelling Native Americans, but they actually had more in common with the Apache than with their plains cousins the Sioux. Historical purists who collect a Comanche Posse may wish to incorporate the rules for the 'Trick Rider' skill from page 29, instead of the 'Hit and Run' skill more suited to the Apache and Navajo. This would more accurately reflect the fabled horsemanship of the Comanche.



Heroes

The choice of Heroes available to Desert Tribes Posses is identical to that from the Plains Tribes list, on page 30.

Henchmen

Desert Tribes Posses may include any number of Braves, as described in the Plains Tribes list on pages 30-31. Desert Tribes Braves may not become 'society members', but may pay the same extra cost to become 'Guerillas', described on the previous page. Desert Tribes Posses may also include 0-1 Di Yin Shaman, detailed below.

DI YIN (Shaman) (0-1) \$18 to recruit

Despite their willingness to embrace new ways of fighting and new ideas, the Desert Tribes were a deeply spiritual people. The Apache in particular had many Shamans, or Di Yin, who were often dedicated to one medicine path. A Di Yin would be chosen for war, raiding, marriage and coming of age, among other things.



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

All the Apache within 3" of the shaman are harder to hit, so, long as they keep to the cover.

Special Rules:

Dance of Concealment: The Desert Tribes put great stock in their Shamans, who they believe protect them from evil spirits while on the warpath and hide them from their enemies. Any model within 3" of the Di Yin – including the Di Yin himself – count as having the Stealthy skill. Any model within range who already has this ability will only be spotted on the roll of a 5 or 6.



HEROES EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$5
Sixgun	\$6
Rifle	\$13
Repeating Rifle	\$15
Medicine Shield *	\$6
Totemic staff *	\$18
Appaloosa	\$14

* Comanche Posses only

HENCHMEN EQUIPMENT

Hand Weapon	\$1
Tomahawk	\$2
Longbow	\$5
Indian Lance	\$5
Rifle	\$14
Repeating Rifle	\$16
Musket	\$6
Appaloosa	\$14



The Old West Chronicle

WEDNESDAY JUNE 25, 1876

FRONTIER: BLOOD ON THE PLAINS TAKES YOUR GAMES OUT OF THE SANCTUARY OF THE BOOMTOWNS, AND INTO THE HEART OF THE BADLANDS AND INDIAN TERRITORY. HERE, WE TAKE A LOOK AT THE REAL STORIES BEHIND THE SCENARIOS AND CHARACTERS PRESENTED IN THIS BOOK – TALES OF HEROISM AND COWARDICE, TALES OF SAVAGERY AND NOBILITY – TALES THAT IRREVOCABLY SHAPED THE OLD WEST.

CONFLICT IN INDIAN COUNTRY

Between 1843 and 1849, white settlers began to move en masse into the hazardous plains, trying to claim land for themselves and make a new start. At first, these settlers and pioneers were ignored by the plains-dwelling Indians, but this soon changed as the fur companies made and broke deals with the tribes, setting one against the other – even actively seeking the aid of some tribes against rival trappers. Conflict was inevitable and, despite their many cultural differences, every tribe eventually had enough of the erosion of their ancestral lands. None would bow willingly to the white man's insistence that the Indian should cease his way of life and live in a more 'civilised' manner. Few, however, knew of the past dealings of the Native American and the white man, which were typified by the brutal treatment of the Cherokee in 1838.

President Jackson had decreed that the Cherokee, Chickasaw, Choctaw, Creek and Seminole Indians should be made to leave their lands in favour of what he believed to be a generous stretch of land west of the Mississippi – the



'Indian Territory'. By the time this relocation had been implemented, white settlers had already moved into that very same area, and the Indians were rounded up and moved yet again. The army forced the Cherokee to march across Tennessee, Alabama, Kentucky and Arkansas in the midst of a bitter winter, at the loss of over four thousand lives. By 1848, these lands had, in turn, succumbed to the white man's ever-growing greed, as gold rush fever gripped the nation and boom towns sprang up all over Indian Territory. However, it was naive of the white men to believe that all Indians would be dispossessed of their birthright so easily. On the Great Plains the Sioux and Cheyenne were a major force – far more than just a handful of separatist tribes. The Comanche similarly ruled the southern fringes of the plains, while the Apache, whose skills at warfare and adaptability made them a frightening prospect even for the US Army, inhabited the south-western desert.



THE DAKOTA CONFLICT

The Native American 'situation' was like a volatile powder keg, and perhaps, in 1862, the match that was put to it came from an unlikely source. In Minnesota, not far from a remote Army outpost called Fort Ridgely, representatives of a small reservation of the Dakota people – woodland-dwelling cousins of the plains Sioux – had gathered to receive the annuities and food promised them by the government. These annuities were meant to pay the debts of the Dakota to the corrupt traders who had bled them dry over the years, and buy food from the storehouses to feed the people of the reservation. Most of the money found its way into the hands of those same traders and, on this occasion, had not arrived at all. The traders refused to hand over the vital supplies without the money up front. The Dakota representatives protested, forcing the traders to call in the Army. When an uprising loomed and the

soldiers found themselves heavily outnumbered by desperate people, the officer in charge ordered the Indian Agent, Thomas Galbraith, to hand over the food on credit to avoid disaster. Soon after this incident, Galbraith was asked to hand over the rest of the Dakota supplies, but again refused because the annuities had failed to materialise. Little Crow, the Dakota leader, appealed to the better nature of the traders to stop his people from starving to death. The traders, however, mocked and insulted Little Crow, forcing him to return to his people empty-handed. Frustration and hunger led to foraging. One Indian foraging party attacked a settler family on August 17th, killing three men and two women. After this terrible incident, the Dakota gathered at a council of war. Little Crow argued for restraint. He was a Christian and had complied with the white men thus far. He also knew the futility of fighting against a more numerous and relentless foe. However, the tribe insisted that they would be punished regardless of their actions, and that it was better to die in battle than of sickness, starvation or the firing squad. Little Crow relented and agreed to lead an attack on the Indian Agency to take the food they were promised.

"The white men are like locusts – they fly so thick the whole sky is like a snowstorm. We are only little herds of buffalo left scattered." – Little Crow

Thus began the Dakota Conflict, often called 'Little Crow's War'. On August 18th, a Dakota force attacked the Agency, killing the inhabitants and taking control. They then surprised a forty-strong relief party of troops from Fort Ridgely, killing nearly all of them.

Attacks on Fort Ridgely and New Ulm took place over the course of the next week, until settlements within a thirty-mile radius were being put to the torch. Stiff resistance from settlers and soldiers prevented a complete Dakota victory, but the inhabitants of New Ulm abandoned their homes and fled for safety. The Dakota fought in their traditional manner – killing the men and taking the women and children as prisoners. News of atrocities spread quickly, and settlers throughout the Minnesota River Valley fled their homes.

Before long, word reached St Paul, and General Henry Sibley led a force of 1400 soldiers to quell the uprising. Progress was painfully slow, and it wasn't until September 23rd that the two sides finally met, at Wood Lake. Little Crow had been injured, and left his braves under the command of Mankato (Little Wolf). A bungled ambush meant that the soldiers gained a massive advantage, and won the day. Little Crow fled to the Dakota Territory, unaware that Sibley was to fanatically hunt down the Dakotas involved in the uprising. Eventually, 425 Native Americans were rounded up and put into farcical military trials, and over 300 were sentenced to death. A clergyman appealed to President Lincoln on behalf of the Dakotas, and the President personally intervened, resulting in the number of executions being reduced to just 38. The surviving Dakotas were rounded up and marched to Fort Snelling, forbidden to return to their Minnesota lands. Their annual annuities were paid to the white people involved in the uprising as reparations to rebuild their homes. On July 3rd, 1864, two farmers shot Little Crow dead after spotting him picking raspberries in their field. They sold his scalp for hundreds of dollars, and his remains were publicly displayed at St Paul until 1871.

Little Crow's 'war' set the precedent for attitudes towards Native Americans for years to come. After the civil war, the 'Indian problem' was used as a way

of instilling both North and South with a sense of purpose and unity: to destroy the Indian and rule the country together, brothers in arms. A culture of fear and hatred grew in many frontier settlements, such as in Colorado, where settlers lived in the shadow of the Arapaho and Cheyenne.



THE SAND CREEK MASSACRE

In light of growing tensions between settlers and Native Americans in Colorado, Black Kettle of the Cheyenne led a group of Cheyenne and Arapaho leaders to a council at Denver. There, they met with Governor John Evans and former Methodist minister Colonel John Milton Chivington in peace talks. The Native Americans were instructed to surrender half of their weapons and await terms for their formal surrender. This they agreed to, and returned south to set up camp on Sand Creek. Some members of the tribes refused to surrender, and rode north to join the Sioux. The remainder – some 500 men, women and children – remained, under the promised protection of Fort Lyon.

Unknown to these peaceful Indians, John Chivington was already forming a military force of around 600 Colorado volunteers, with the express wish to wipe out what they perceived to be the 'Indian menace'. At dawn on November 29th, 1864, Chivington's men descended upon the camp. Some reports say that Black Kettle heard them approach, and stood outside holding aloft the United States flag, calling for his people to be not afraid. The soldiers and volunteers began to shoot, then charged into the village, embarking on a sickening orgy of violence and butchery against women, children and the elderly. Those who were able fled the camp, and about

"Few were left alive, for the soldiers had done their job thoroughly." – George Bent, *Southern Cheyenne*

half of all who survived were wounded. It is thought that over 150 unarmed and defenceless Cheyenne and Arapaho were shot, mutilated and scalped. Only nine soldiers were killed in return, some of those by friendly fire. Chivington returned to Denver as a hero. Although his actions were soundly condemned by several federal investigations, no one was brought to justice. Chivington undoubtedly did not consider it at the time, but his actions were to change the face of Indian-Anglo American relations. The surviving Cheyenne – Black Kettle among them – joined forces with the Sioux, the Arapaho and Northern Cheyenne Dog Soldiers. The Sioux were incensed, and Red Cloud – along with a young Sitting Bull – led the uprisings that turned the plains into a war zone.



BATTLE OF THE HUNDRED SLAIN

Makhpia-sha, or 'Red Cloud', is thought to be the most powerful chief in the history of the Oglala Teton Sioux. In 1865, the Sioux had signed a treaty that allowed the white man safe passage through their lands to the distant Fort Laramie. With the Sand Creek massacre still fresh in the minds of his warriors, Red Cloud denounced the treaty and began to drive the soldiers and settlers out of Sioux-controlled lands, convinced that they would drive away the last of the buffalo upon which his people depended for food and clothing. General H B Carrington led a column of troops through Red Cloud's territory and, when the war chief

learned that their purpose was to build more forts, he openly took up the warpath. Red Cloud's men – reportedly numbering over two thousand – cut off the newly built Fort Phil Kearny so that only the most heavily-guarded baggage trains could reach it. The Sioux harassed and slaughtered any soldiers caught in the open, and claimed 150 lives in the first five months of the fort's existence. On December 21st, 1866, Red Cloud attacked a 55-strong 'wood train', who were collecting the last load of lumber needed to complete the fort. General Carrington despatched Captain James Powell to rescue the detail, but Captain William Fetterman – a senior infantry officer – insisted on leading the mission. When he arrived at the ridge where the detail had been working, the only Sioux he could see were a handful of warriors. Among them were Big Nose and Crazy Horse, whose objective was to lure the soldiers away into an ambush. In spite of General Carrington's express

orders, Fetterman fell for the ruse and sounded the charge toward the small party of braves. As the soldiers raced over the brow the hill, they saw before them in excess of a thousand warriors – undoubtedly the largest war party any of them had ever laid eyes upon. In only ten minutes, every soldier lay dead. This was the worst defeat the US Army had ever suffered at the hands of the Native Americans, which would later become known as Red Cloud's war, or 'The Battle of the Hundred Slain'.

Red Cloud not only succeeded in a military victory, but also a political one. Realising that there were not enough resources to successfully combat the Sioux in that region, a peace treaty was prepared in 1868 at Fort Laramie for Red Cloud. The chief agreed to sign this treaty – affirming the borders of Sioux territory – only after military garrisons had been withdrawn. After this date, despite later warfare, Red Cloud kept to his word and never again fought in open warfare against the white man.



THE BATTLE OF THE WASHITA

The defeat at Fort Phil Kearny was too much to stomach for most white Americans, and no sooner had Red Cloud committed his signature to paper than the white men began to battle the Sioux with even greater vehemence. This was symbolised most aptly by the arrival on the plains of one George Armstrong Custer in 1867. Lt. Colonel Custer was a hero of the civil war, and cut a dashing figure that eastern newspapers loved to write about. He was a writer, wore his blonde hair long and didn't like to stick to regulation uniform. Custer was called to duty at the head of the 7th Cavalry on November 22nd 1868. General Philip Sheridan was aghast at the failure of the summer campaign, and had decided that the best way to defeat the Sioux and Cheyenne was to attack their winter camps, where they would be stationary and their horses weak.

Custer, along with around 800 troopers, headed southeast along the Washita River as part of a three-pronged attack upon a Cheyenne camp. The attack commenced before dawn on November 27th, with the sounding of bugles and the singing of the 7th Cavalry's marching song, 'Garryowen'. Within minutes, the fight was over. Among the Cheyenne killed in the attack were Black Kettle and his wife. Although Custer claimed his men killed over a hundred Indians, the actual figure was probably only a fifth of that. What Custer did not know, however, was that the camp was only the first in a series of winter settlements, stretching some ten miles down river. Custer, aware that hordes of Cheyenne and Kiowa warriors were bearing down on his position, rounded up the fifty or so prisoners and headed back to base, leaving behind his wounded men – Major Joel Elliott among them. Despite the

seemingly obvious flaws in Custer's battle plan, the battle of the Washita was seen as a victory by his superiors, and he received a hero's welcome back at Camp Supply. Years later, these tactical inadequacies would prove disastrous, as the events at Sand Creek, Fort Phil Kearny and the Washita would become entwined, along with the fates of the participants, most notably Crazy Horse, Sitting Bull and the soon-to-be General George Armstrong Custer.



THE APACHE

In the southwest, the resistance offered by Native Americans to the white 'invaders' was very different from that presented by the Sioux. Whereas the Sioux were great horsemen, skilled at skirmish warfare and had safety in vast numbers, the Apache – meaning simply 'Enemy' in many Native American tongues – of the south-western deserts were hardy and tenacious, adaptable and vicious. Since the time of the Conquistadors, the Apache (who called themselves 'Indeh', or 'The People') had defended their lands against Mexicans and white men alike. Throughout the 1850s, as more and more gold-rich sites were discovered in Apache territory, skirmishes between white pioneers and the Apache increased in frequency while, in Mexico, warbands of Apache continued to fight hard against the Mexican Army. It was in these battles that the medicine man, Geronimo, rose to power and fame.

*"The Apaches were
once a great nation
— they are now
but few."*

— Cochise

– *Cochise*

GERONIMO



Geronimo was born in 1849 as a member of the Bedonkohe Apache, but would later transcend such ties, becoming affiliated with the Nednhi and Chiricahua. Geronimo had been raised fighting the Spanish in the lands that would later become New Mexico, and had quickly gained a reputation for bravery and luck that many attributed to supernatural intervention.

The defining moment in Geronimo's life came in 1858. Most of his tribe had travelled to Old Mexico to trade. One afternoon, while returning from a successful day's trading, Geronimo and his men realised that their camp had been attacked by Spanish soldiers from another town. Geronimo found that his mother, his wife and his three young children had been killed in the raid. It is reputed that Geronimo swore to kill as many white men and Spanish alike to avenge their deaths. He embarked on a series of raids and all-out battles, ably assisted by other Apache divisions, which for a time included the Chiricahua led by Cochise.

Geronimo's warband terrorized Mexican settlements right up until 1876. The Apache believed that Geronimo was chosen by the Great Spirit for some higher purpose – that he was invulnerable and would lead them to one victory after another against their enemies.

In 1876, the Chiricahuas with whom Geronimo was living, were ordered to move onto a reservation by the US Army. Geronimo fled to Mexico, where he evaded troops for over a decade. There he solidified his already fearsome reputation, becoming the most infamous Apache who ever lived. Near the end of the campaign, over 5,000 US soldiers, 500 scouts (including many Apache) and several thousand Mexican soldiers tracked down Geronimo and forced him to surrender. Geronimo was not tamed, and he would escape several times more, before finally surrendering in 1886. He died in 1909, as a prisoner of war.



THE BASCOM AFFAIR

In 1861, another example of the US Army underestimating the American Indians led to a conflict that would create another legend of the Old West. Late in the previous year, an Apache warband had raided a ranch on the Sonoita River, Arizona. The Apache stole some cattle, and kidnapped a twelve-year-old Mexican boy, whose mother lived with the ranch owner, John Ward. Ward petitioned to Fort Buchanan, who put Lt. George Bascom of the 16th Infantry in charge of a 60-strong detachment of troopers to find the missing child. Bascom was certain that the perpetrators were to be found among the local Chiricahua Apache. On February 3rd, 1861, Bascom reached the Apache Pass stagecoach station, where he surrounded a camp of Apache and accused their leadership – headed by the famous warrior, Cochise – of abducting the child. Cochise, truthfully, denied all knowledge of the raid (the boy, Felix Tellez, would turn up much later as an Army scout in 1880, having been set

free by his captors). Bascom had made a terrible mistake, and had accused the wrong band of Apache, but he did not know that and refused to accept the word of Cochise. Bascom ordered his men to imprison the Apache representatives, but Cochise managed to escape with some of his fellows, leaving three Apache in the hands of the Army.

The following day, Cochise took four white prisoners to exchange for his men. The exchange did not take place. Instead, another detachment of troops arrived in support of Bascom, and commenced an assault upon Cochise's position. The Apache killed their hostages in retort, sparking Bascom to order the execution of the three prisoners, along with three others who had been captured by the supporting detachment along the way. These atrocities accelerated the conflict, making it clear that there would be no recompense. Cochise took to the

warpath and, aided by his uncle Mangas Coloradas, embarked on a war that terrorized Arizona. In 1862, a band of 3,000 volunteers from California marched into Apache Pass to put an end to the rebellion, but Cochise and about 200 of his men escaped, and continued to evade the authorities for ten years, raiding and fighting in a war of attrition throughout that time. Eventually, Cochise surrendered to General George Crook, but returned to his warring ways when he learned of plans to move his people, the Chiricahua, to a reservation in New Mexico. The government eventually granted the Chiricahua a reservation of their own, whereupon Cochise surrendered again, and remained with his people on the reservation until his death in 1874.



BLOOD ON THE PLAINS

Uprisings against the ever-expanding white territories were common across North America. Whether it was on the Great Plains, the southern deserts or the northern plateau. With so much bloodshed and atrocity, it is hard to pin down a defining moment in the war. But there was one such moment. An event that altered perceptions of the American-Indian conflict, and provided the Native Americans with their most decisive victory, would also spell doom for the indigenous peoples of the plains. That event was instigated by none other than George Armstrong Custer.

In 1875, led by great war-chiefs such as Crazy Horse, Gall and Sitting Bull, the plains Indians were preparing for one last year of the old life – a year in which they would fight soldiers and hunt the buffalo as their fathers had done before them. One of the many reasons for this mass uprising was the Black Hills expedition of the previous year. Custer had led his troops into the hills, which had long been promised by treaty to the Sioux, to establish whether the region was rich in gold. His report had been exaggerated, and prompted hundreds of miners and prospectors to flood into Sioux territory. When the Sioux refused to be bought out of their own lands, military action was recommended to force them onto reservations.

The Army began its campaign in winter – an unusual measure, but one that was deemed necessary to catch the Indians at camp. Generals George Crook and Alfred Terry were placed in charge of the campaign, but they had mixed fortunes, with the Sioux and Cheyenne proving elusive and hardened warriors. Crook suffered a major defeat, and Terry was forced to postpone action until the spring of 1876, taking over a thousand men to

Dakota to finally 'whip the Sioux into submission'. Two columns of soldiers – one led by Colonel Gibbon and the other by General Terry – met up north of the Bighorn Mountains. Terry had with him Custer and the 7th Cavalry. Between them, they became convinced that the Sioux were camped in the valley of the stream called the Little Big Horn. Terry ordered Gibbon and his infantry to march south along the Little Big Horn, while Custer was ordered to take a wide route around the valley to the north end, meeting with Gibbon on June 26th and ensuring that none of the hostiles could escape. Custer, with his experience at Indian fighting, was given full autonomy by Terry. What none of the military leaders knew, however, was that the Indian camp was far larger than they anticipated. Nearly 12,000 Native Americans were said to be camped in the Big Horn valley, mainly Sioux, but also some Cheyenne and Arapaho.



CUSTER'S LAST STAND



Custer deviated from the route ordered by General Terry, convinced that the Sioux might not be where he had first thought. On June 24th, Custer halted the 7th Cavalry and awaited word from his scouts.

"The Seventh can handle anything it meets." – George Armstrong Custer

The reports he received confirmed that the hostiles were indeed in the Little Big Horn valley. Custer ordered a forced night march to cross the divide between the Rosebud creek and the Big Horn valley. During this movement, Custer was spotted by Sioux scouts, and resolved that he could not wait for the following day to co-ordinate an attack with Gibbon. Custer decided that, to maintain an element of surprise, the 7th Cavalry would separate and carry out an early attack. Commands were assigned on the move, with Major Reno and Colonel Benteen being assigned three Troops each, and Custer himself taking charge of Troops C, E, F, I and L. Custer was to march into the Big Horn from a flanking position, with Reno leading the attack from the centre so that the Indians would be assaulted from two different directions. Benteen was ordered to cover the left flank, ensuring that no hostiles could escape. Benteen followed these orders under objection. The manoeuvre was to cover many miles in baking sun, during which time the Troops lost sight of each other on several occasions.

Major Reno was the first to see action, charging into the village with around 175 men under his command. He was just 400 yards from the village when he ordered a halt, realising the terrible mistake he had made. Before him lay over a thousand lodges, and those closest to him were Sitting Bull's Hunkpapa Sioux. Reno ordered his men to dismount and form a skirmish line as a horde of warriors from the Hunkpapa, Brule, Blackfoot and Two Kettle Sioux rushed to meet them. Reno ordered a retreat to into the nearby timber where he hastily fortified his position. Custer had heard



of the trouble Reno had encountered, and was already watching from a nearby ridge. He hastily wrote a message to Benteen, urging him to ride up in support. Custer decided against attacking the village unsupported, and continued north to find a better position and await reinforcements.

Unknown to Custer, Reno was to last only twenty minutes. By all accounts he was driven mad by the sight of impossible odds, and ordered a retreat. The Sioux picked off the fleeing soldiers at will. The remnants of Reno's command struggled to a nearby hilltop and awaited the arrival of Benteen. When Benteen finally joined Reno's shattered detachment, he ordered his own men to fortify the position and await the supply packs before seeking Custer, unaware that it was already too late.

Custer had led his men into the village at the Medicine Tail Coulee, probably to draw away some of the hostiles from Reno's position. Custer's troops were almost unopposed, and headed for what would later become known as Calhoun Hill, enjoying the best of the engagements along the way. Custer was soon joined by his youngest brother Boston – a civilian scout – who told him that he had seen Benteen en route, and that he and Reno would undoubtedly be able to press the attack soon. Custer took up position on Cemetery Ridge, with other troops led by Lt. James Calhoun in support on a nearby hilltop. There he planned to wait for Benteen, confident that he could still win the day. However, Benteen was not to arrive in time. The Indian resistance intensified, the war parties becoming ever more bold in the face of Custer's meagre opposition.

With Reno well beaten, large numbers of warriors were closing on Calhoun and Custer. Lone White Man finally succeeded in breaking Calhoun's defences and, in some of the most ferocious hand-to-hand fighting of the battle, Calhoun Hill was lost and the Indians pressed their advantage. Fortified by the arrival of Crazy Horse, the Native Americans overran the cavalymen, forcing those that remained to fall back to 'Custer Hill'. Taking cover behind their dead horses, they were cut down by rifle and arrow, before the final few made a desperate bid for freedom. These men were ridden down, and not a single member of Custer's command made it out of the valley.



WOUNDED KNEE

In 1889, after the majority of Indians in the west had been contained on reservations, the Native Americans became enthused by rumours that an Indian Messiah had risen to lead them from the dark times. This messiah was Wovoka, a Paiute who had received visions of the afterworld. There, he claimed, he had been taught the Ghost Dance, that would bring harmony between Indian and white man, and ultimately lead to the restoration of the Indians' ancestral lands.

By the spring of 1890, the Ghost Dance had spread throughout the plains tribes, and huge numbers of Indians took to the road, spreading their messages of love and harmony, yet causing panic amongst white settlers, who feared more uprisings. By the winter, thousands of believers had emigrated to the badlands. Finally, Sitting Bull requested permission to leave his reservation and join his fellow Sioux in the Ghost Dance. The



"I have made medicine of the white man's ammunition... his bullets cannot harm you."

— attributed to Yellow Bird

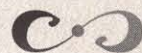
US Army was alerted to this potential rebellion, and dispatched over a hundred cavalymen and around fifty Indian policemen to ensure there was no trouble. The policemen were sent to Sitting Bull's cabin to arrest him and return him to his reservation, but blundered the arrest. Shooting broke out on all sides, and Sitting Bull was killed in the confusion.

Thousands of troops were dispatched to seek out the Indians deemed responsible for the disturbance, and put down the Ghost Dance cult. Word came that the new leader of the Ghost Dance was Big Foot, who had already heard of Sitting Bull's murder and was planning to break camp. Big Foot led his people toward the Standing Rock

reservation, joined en route by many of Sitting Bull's followers. Anxious that Big Foot's followers did not escape to the badlands, Major Whitside of the 7th Cavalry confronted him and ordered his surrender. The Indians were told to march to Wounded Knee Creek, to make camp and await further instruction. During the march, the soldiers did not notice anything amiss, but the Indians were unusually compliant. They wore brightly coloured Ghost Shirts, which they believed would protect them from the soldiers' weapons, and were certain that the moment of triumph for their people was near.

At Wounded Knee, the Indians set up shelter near to the Cavalry camp. As a

precaution, Whitside deployed four Hotchkiss guns on a nearby ridge, overlooking the Indian camp. In the morning, the soldiers began to disarm the Indians, but the chief Medicine Man, Yellow Bird, began to make speeches and incite his people to rise up. The soldiers panicked when the Indians drew concealed guns. As soon as the shooting began, the Hotchkiss guns opened fire. When the smoke cleared, over two hundred Indians and sixty soldiers lay dead or wounded. Those Indians that survived were disillusioned with the Ghost Dance, and cast off their sacred shirts. The Ghost Dance dream ended, and with it the last vestige of resistance against the inevitable tide of white expansion.



SCENARIOS

Campaign Scenarios

The Campaign Scenarios presented here are designed to be fully compatible with the ones in *Legends of the Old West*. It is up to you how you incorporate them into your campaigns. However, we recommend that, if you wish to play a campaign set entirely in the Plains War period, you use the Scenario tables below to generate which scenarios you play.

US ARMY TABLE

D6	Scenario
1	Avert the Massacre
2	Dawn Raid
3	Ambush
4	Wagon Train
5	Stagecoach*
6	Avert the Massacre

TEXAS RANGERS TABLE

D6	Scenario
1	Jailbreak*
2	Ambush
3	Stagecoach*
4	Dawn Raid
5	Wagon Train
6	Open Range*

Competitive Scenarios

Although some of the Campaign Scenarios have notes on how to adapt them for competitive play, there is another scenario at the end of this section designed specifically for larger games. This can either be incorporated into your campaigns in multi-player games as you see fit, or used to play one-off, large-scale games.

NATIVE AMERICAN TABLE

D6	Scenario
1	Ambush
2	Wagon Train
3	Dawn Raid
4	Avert the Massacre
5	Stagecoach*
6	Ambush

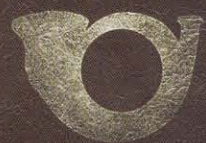
NB. Texas Rangers are always the defenders in a *Jailbreak*, *Stagecoach* or *Open Range* scenario, unless their opponents are Lawmen.

US Infantry Poses may always choose to play the *Dawn Raid* scenario instead of *Stagecoach*.

Native Americans are always the attackers in a *Stagecoach* scenario, even if their opponents are Outlaws.

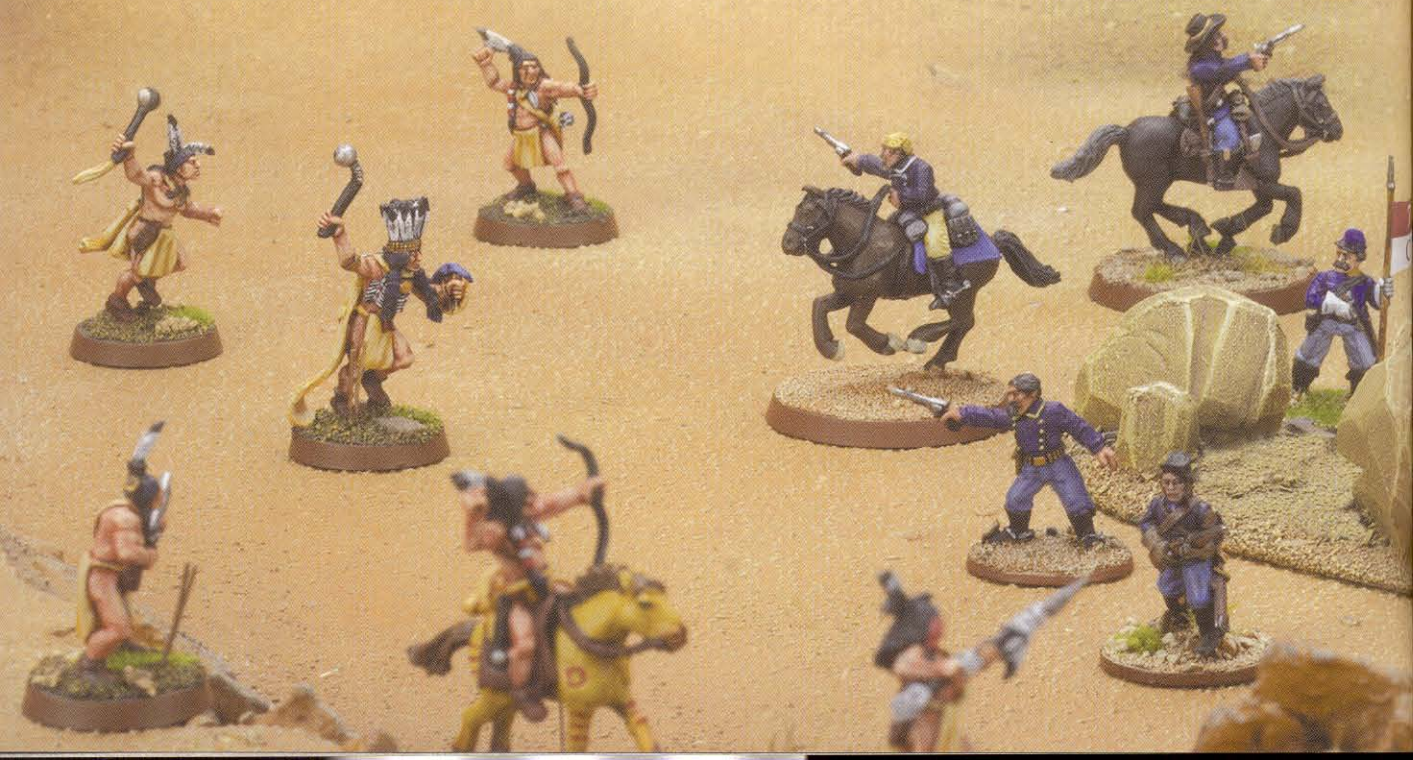
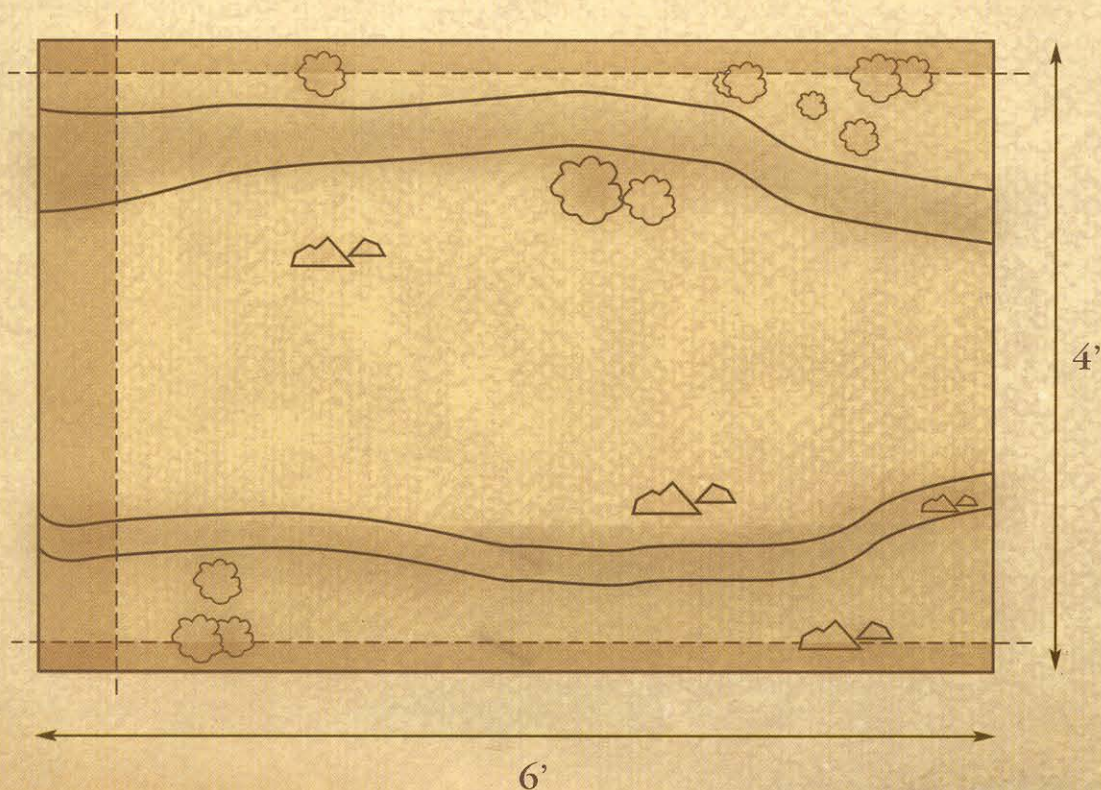
* Denotes that the scenario can be found in the *Legends of the Old West* scenario section.

There are two types of scenario presented in this supplement – campaign scenarios, which are compatible with the ones from Legends of the Old West, and competitive scenarios, which are played using the rules from page 11.



AMBUSH

The wild frontier was a dangerous place, where isolated forts and towns provided safe havens. Often, however, the only way to reach such sanctuary was through the wilderness – past bandits or Indian war parties, or worse...



The Gaming Area

The game is played on a 6' by 4' board, with hills, cliffs and high ground set up along both long edges, forming a valley between 18–30" wide, which leads across the board from short edge to short edge. A few clumps of foliage and rocks can be scattered around to provide cover.

Starting Positions

The defender begins by deploying his Posse within 6" of one of the short table edges, within the valley (he may not deploy his Posse on the hills). The attacker splits his Posse into two halves with a roughly equal number of models in each, and deploys them on opposite long board edges. Each model in the attacking Posse must be within 2" of its designated board edge, and no closer than 18" to an enemy model.

NB. If one of the participants is a Native American Posse, then they must be the attacker. Otherwise, the side with the highest Infamy rating is the attacker.

The Drop

The attackers get the drop in the first turn.

Winning the Game

If the defender manages to move half his starting number of models off the short table edge opposite his deployment area, then he is the winner. The attacker must kill more than half the defender's models in order to win. If either Posse forces the other to head for the hills, then the game ends and they win.

Experience

Survival: Each fighter who survives the game earns 1 Experience Point – this bonus applies even if he is taken out of action, so long as he lives to fight another day.

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Heroes earn 1 Experience Point for every enemy model they personally take out of action.

Loot

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

Competitive Play

With some adaptation, this scenario is ideal for competitive and multi-player games. It is recommended that both sides choose a force of around \$500, or simply combine two players' Posses. If the defending side has a greater number of models than the attackers, then the attackers receive an extra \$50 to spend on models for the purposes of this one game – after all, they are laying an ambush!

Campaign Experience

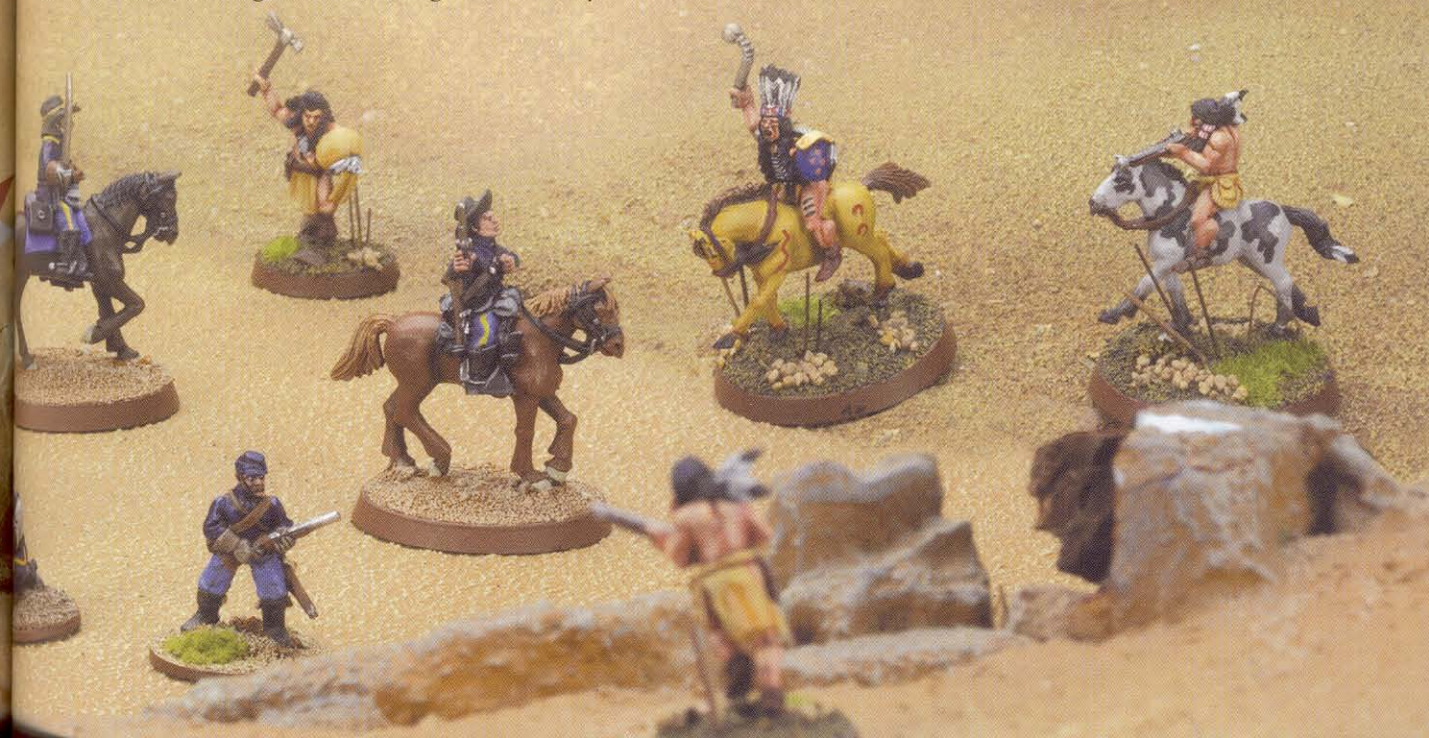
If playing this scenario co-operatively as part of a campaign, then fighters from all Posses may earn Experience Points thus:

Survival: Each Hero or Henchman who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Kills: A fighter who takes the opposing side's war leader out of action gains 1 Experience Point.

Loot

The winning Posse(s) gain an extra \$2D6 income.



WAGON TRAIN

As pioneers plotted the way west, they met fierce opposition from many sides – hostile natives, immoral outlaws and greedy landowners all stood in the way of new settlers, often with tragic consequences.

The Gaming Area

The game is played on a 4' by 4' board. Mark the centre point and arrange a circle of covered wagons, buckboards, carts and barricades within a 6" radius of it. Some hills and sparse pieces of terrain may be placed around the board.

Starting Positions

The attacker chooses one corner of the board, and sets up their entire Posse within 12" of it, with every model touching the table edge if possible. The defender's deployment is identical, on the exact opposite corner, but no defending models are placed. Instead, they arrive later in the game. Finally, place 12 Settlers within the circle of barricades.

NB. If one of the participants has a Native American Posse, then they must be the attacker. Otherwise, the side with the highest Infamy rating is the attacker.

The Drop

The attackers get the drop in the first turn.

Winning the Game

The attacker must kill all of the Innocent Bystanders in order to win. The defenders must prevent this from happening by wiping out the attackers or by making them Head for the Hills.

Experience

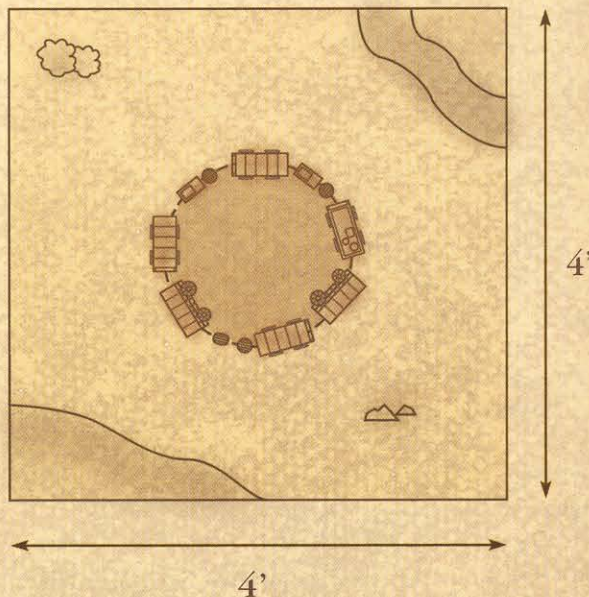
Survival: Each fighter who survives the game earns 1 Experience Point – this bonus applies even if he is taken out of action, so long as he lives to fight another day.

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Defending Heroes earn 1 Experience Point for every enemy model they personally take out of action. Attacking models gain 1 Experience Point for every Settler they kill.

Loot

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



Competitive Play

This scenario is ideal for competitive games. The attacker chooses a force of around \$400, while the defender requires \$250 worth of models. Either the defending player or a third player needs \$100 of henchmen, chosen from an appropriate list (Cowboys work especially well when the attackers are Native Americans).

Campaign Experience

If playing this scenario co-operatively as part of a campaign, then fighters from all Poses may earn Experience Points thus:

Survival: Each Hero or Henchman who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Kills: A fighter who takes the opposing side's leader out of action gains 1 Experience Point.

Loot

The winning Posse(s) gain an extra \$2D6 income.



Special Scenario Rules

● **Settlers:** The settlers use the same profile as Innocent Bystanders, and may not charge an enemy. In addition, they use the following rules:

- The Settlers are always controlled by the defender.
- They may not leave the central circle whatever happens.
- Half of them count as being armed with rifles, and have a Shootin' value of 6+. Represent which ones can shoot on the actual models.
- They never have to take Head for the Hills tests, nor do they count towards the number of models in the defender's Posse for these purposes.

Designer's Note

This is another scenario that may be suitable for multi-player games. An extra player can set up as the settlers, ignoring the Settlers rules. The victory conditions may have to be changed in this instance, so that the player in the middle isn't unfairly picked on. In a three-way game, the attacker should have an extra \$200 to spend on temporary models for his Posse or have an ally with a Posse from a similar list to his own, making it a four-player battle! Have a go, and experiment with the rules as you see fit.

● **"Here come the Cavalry!":** The defending Posse arrives at the beginning of one of their Movin' phases. The turn on which they arrive is determined by the Reinforcements table. As soon as the dice roll is successful, the defending player sets up all of his models in the designated area, and may immediately move them as normal. Models may not charge on the turn they arrive.

REINFORCEMENTS TABLE

Game turn	D6 score required for Reinforcements to arrive
1	6
2	5+
3	4+
4	3+
5	2+
6+	Auto



DAWN RAID

In a prolonged campaign out on the plains, finding supplies of weapons, ammunition, food and even clothing can mean the difference between life and death. Dawn raids were commonplace, with the objective being the enemy's precious supplies.

The Gaming Area

The game is played on a 4' by 4' board. In the middle of the board should be a trading post or campsite. This must extend out no further than a 6" radius from the centre point, representing the location of the enemy supplies. Within 6" of this post is a makeshift pen for horses or, if the objective is a campsite, some trees and logs that form improvised hitching posts. The rest of the gaming area can have appropriate wilderness terrain scattered around as desired. This game benefits from plenty of small pieces of terrain.

Starting Positions

The side with the highest Infamy rating is the defender, and must set up within the trading post or campsite. They begin the game asleep (see the special scenario rules), and as such the models are placed on their sides to begin with. If any members of the defending Posse have horses or mules, then the mounts begin the game tethered in the designated area. Select two of the defending Posse's Henchmen – these will be sentries, and will be placed on the board later.

The attacker chooses any table edge, and sets up his models along it, in contact with the edge of the board. Next, the attacker and defender each get to place one of the sentries. The sentries must be positioned within 6" of the objective building (or edge of the campsite area).

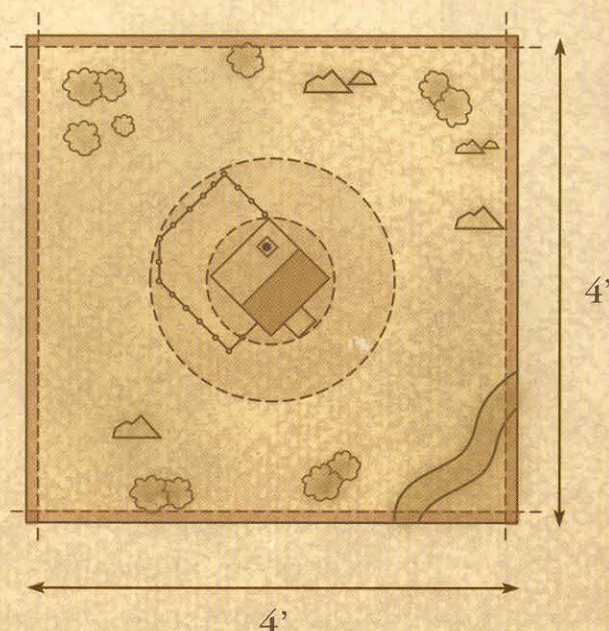
Finally, starting with the defending player, take it in turns to place six Supply counters within the objective area.

The Drop

The attackers get the drop in the first turn.

Winning the Game

The attacker must carry as many of the Supply counters as possible off the table edge opposite his deployment edge. If he gets all six counters off the board, then the game ends. The game will also end when one Posse has either failed its Head for the Hills test, or has been wiped out. Supply counters that are still within the gaming area when the game ends are in the possession of the defender. The side with the most counters wins.



Experience

Survival: Each fighter who survives the game earns 1 Experience Point – this bonus applies even if he is taken out of action, so long as he lives to fight another day.

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters earn 1 Experience Point for every enemy model they personally take out of action.

Escape: Each member of the attacking Posse who escapes with a Supply counter earns 1 Experience Point.

Loot

The attacking Posse gains \$D6 for each counter they take off the table. The defending Posse earns \$D3 for each counter in their possession at the end of the game.





Special Scenario Rules

● **Sentries:** All the models in the defending Posse, with the exception of the sentries, begin the game asleep. They may not move, shoot, or perform any actions whatsoever until they are woken. They automatically wake up if attacked, but begin the fight on the ground (as explained in *Legends of the Old West*, page 29).

Until the alarm is raised (see below), the sentries are moved by the player with the drop that turn. The alarm is raised if any firearm (not Primitive Shootin' Weapon) is discharged, a bugle is sounded, or an explosive is detonated within 24" of a defending model. It may also be raised if, at the end of any turn, there is an attacking model within clear line of sight of a sentry (with no intervening terrain or models). If this occurs during darkness (see the below), then the relevant sentry must pass a Spottin' test in order to raise the alarm (see *Legends of the Old West*, page 17, for details of Spottin' tests). Models that normally gain a bonus against Spottin' tests (such as the Di Yin) may use their abilities in this instance, even if they are not in cover. The alarm is automatically raised if a sentry or sleeping defender is attacked (in combat or by shooting) but not killed.

● **Daybreak:** The attacker launches his raid just before dawn. The first few turns are played in darkness, before the sun rises. During this dark period, no model may charge or shoot at an enemy without previously passing a spotting test.

DAYBREAK TABLE

Game Turn	D6 Score
2	6
3	5+
4	4+
5	3+
6+	2+

● **Carrying the Counters:** Fighters may pick up a loot bag by ending their movement in contact with it, as long as they are not also in contact with an enemy. Models carrying supply counters move at half their normal distance, and may not charge into combat. If they are taken out of action, the counter is dropped where they stood. The counter may then be picked up by another model. A counter may be carried by two models simultaneously, allowing it to be carried at their full movement rate (neither model may be mounted in order to attempt this). If one of them is forced to drop the counter, then the other may break away and continue at half pace.



AVERT THE MASSACRE

There was never a more grotesque sight during the Indian Wars than man's inhumanity to his fellow man. Whether it was military commanders eradicating entire populations of Native Americans, or revenge-hungry Braves killing white families in their homes, the stark beauty of the plains was marred forever by the savage conflict.

The Gaming Area

The game is played on a 4' by 4' board. Set up a hill in one corner. In the corner opposite the hill, place some tipis, homesteads or tents. A few pieces of wilderness scenery, such as trees and rocky outcrops, can be placed around the outer edges – no further than 12" from any table edge – leaving a clear area in the middle of the board.

Starting Positions

The attacker deploys his entire Posse in contact with one of the board edges that meets the hill. Any military weapons he has must be deployed on the hill itself.

The defender splits his Posse into two halves, with a roughly equal number of models in each. One half deploys within 12" of the corner opposite the hill. The other half is held in reserve, and arrives later. Place 12 Innocent Bystanders in the same area as the defenders on the board.

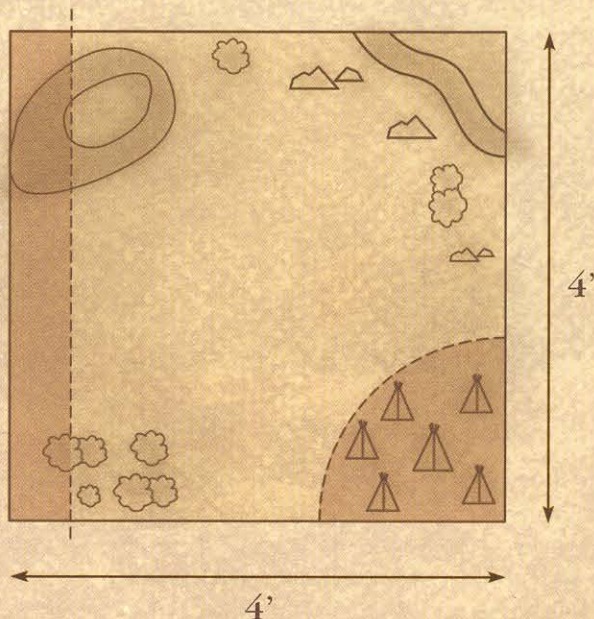
NB. If one of the participants is a Native American Posse, then they must be the defender. Otherwise, the side with the lowest Infamy rating is the defender.

The Drop

The attackers get the drop in the first turn.

Winning the Game

The attacker must kill all of the Innocent Bystanders or defeat the defending Posse in order to win. The defenders must prevent this from happening by wiping out the attackers or by making them head for the hills.



Experience

Survival: Each fighter who survives the game earns 1 Experience Point – this bonus applies even if he is taken out of action, so long as he lives to fight another day.

Leadership: The Leader of the victorious Posse gains 1 Experience Point.

Kills: Fighters earn 1 Experience Point for every enemy model they personally take out of action.

Loot

If the defending Posse wins, they may roll an extra 2D6 for income. If the attackers win, they receive \$D3 for every 3 civilians they kill.



Competitive Play

This scenario is ideal for competitive games. The attacker chooses a force of around \$400, while the defender requires \$300 worth of models.

Campaign Experience

If playing this scenario co-operatively as part of a campaign, then fighters from all Poses may earn Experience Points thus:

Survival: Each Hero or Henchman who survives the game gains 1 Experience Point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Kills: A fighter who takes the opposing side's leader out of action gains 1 Experience Point.

Loot

The winning Posse(s) gain an extra \$2D6 income.

Historical Note

Sand Creek Massacre, September 28th 1864

On September 28th, 1864, Colonel John Milton Chivington was present at a council of Indian leaders seeking peace, and saw them surrender half their weapons, promising to await the orders of the US government. As they camped peacefully at Sand Creek, the Colonel was gathering six hundred soldiers and volunteers to launch a surprise attack with the intention of wiping them out once and for all. When the attack came, Chivington's men were virtually unopposed, and set about butchering and scalping every man, woman and child in sight.

Historical Participants

This variation of the scenario gives players the chance to change this terrible event in history! The attacker takes the side of the US Cavalry, with Chivington being represented by a Major. The defending player must choose from the Plains Tribes list, and he may not use a War Chief, instead choosing one Wicasa as his overall leader. Simply use the competitive play rules, above, but decrease the defender's force to \$250. However, increase the number of Bystanders to 18 and give the defending player full control over their actions. They count as being armed only with their bare hands.

Special Scenario Rules

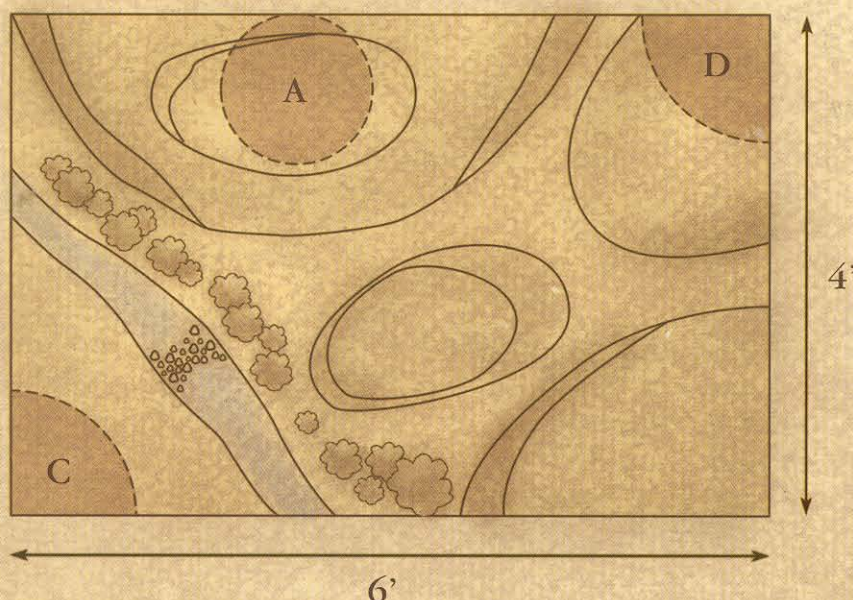
● **Innocent Bystanders:** The Bystanders follow the same rules as described on page 74 of *Legends of the Old West*, remembering that they never have to take Head for the Hills tests, nor do they count towards the number of models in the defender's Posse for these purposes. The attacker's models may charge and shoot the Bystanders in this scenario.

● **Reinforcements:** The defending models that were held in reserve enter play piecemeal during the game. At the beginning each of their Movin' phases, excluding the first, roll a D6 for each model still in reserve. On the score of a 4 or more, the model enters play. Place it in contact with the table edge opposite the attacker's deployment edge. The model may move and shoot as normal immediately, although it may not charge in the turn it enters play, as it would not have been able to see an opponent at the start of its move.



COMPETITIVE SCENARIO: LAST STAND

This scenario is slightly different from the others in this section, as it is intended to be played only as a competitive game, not as part of a campaign. You may play this scenario as a standalone fight, or as a historical re-enactment of Custer's fateful last stand at the Little Big Horn.



Participants

This battle is ideal for four players, but may easily be played by two. Each side has two distinct forces. The defender's first force (Force A) consists of \$300 of fighters, led by a War Leader. The second force (Force B) consists of \$450 of troops, which begin the game in reserve, as described later.

The attacking player's first force (Force C) is made up of \$600 of fighters, which must include the War Leader, while the second force consists of \$400 of troops (Force D).

The Gaming Area

The game is played on a 6' by 4' board, representing the area around the Little Bighorn River. Set up a river with one or two crossing points within 24" of one of the corners. That corner should remain free of terrain. On the other side of the river, position four large hills

as depicted on the map. These hills should create narrow valleys or 'coulees' through which miniatures can move. Finally, place some trees in the space between the hills and the river.

Starting Positions

The defending player places Force A on the hill touching the long board edge (see map, point A). The attacking player deploys Force C within 12" of the corner behind the river (point C), and Force D within 12" of the opposite corner (point D). Force B is held in reserve.

NB. If one of the participants is a US Cavalry, Infantry or Buffalo Soldiers Posse, then they must be the defender. Otherwise, players may dice off or cut a deck of cards, and whoever scores highest may choose whether to attack or defend.



The Drop

Each player rolls a dice or cuts a standard deck of playing cards. The player with the highest score gets the drop in the first turn.

Winning the Game

This game lasts for a maximum of 20 turns.

- A player scores a major victory if, at the end of turn 20, more than half the opponent's models are out of action or have fled, while he himself has his War Leader remaining.
- A player scores a minor victory if, at the end of turn 20, he has taken more than half of the opponent's models out of action or made them head for the hills, but his War Leader has been killed.
- The game is a draw if neither player has achieved their objectives by the end of turn 20.

Special Scenario Rules

- **"Here come the Cavalry!":** The defender's Force B arrives at the beginning of one of their Movin' phases. The turn on which they arrive is determined by the Reinforcements table. As soon as the dice roll is successful, the defending player sets up all of his models in contact with the table edge, no further than 12" from corner B, and may immediately move them as normal. Models may not charge on the turn they arrive.
- **Last Stand:** The defender's Force A is surrounded and cut off from their fellows. They realise that their situation is hopeless, and that they have no chance of escape. Retreating to the top of the hill, they prepare for the end. Models from Force A automatically pass any Head for the Hills tests they are required to take.

REINFORCEMENTS TABLE

Game turn	D6 score required for Reinforcements to arrive
1	6
2	5+
3	4+
4	3+
5	2+
6+	Auto

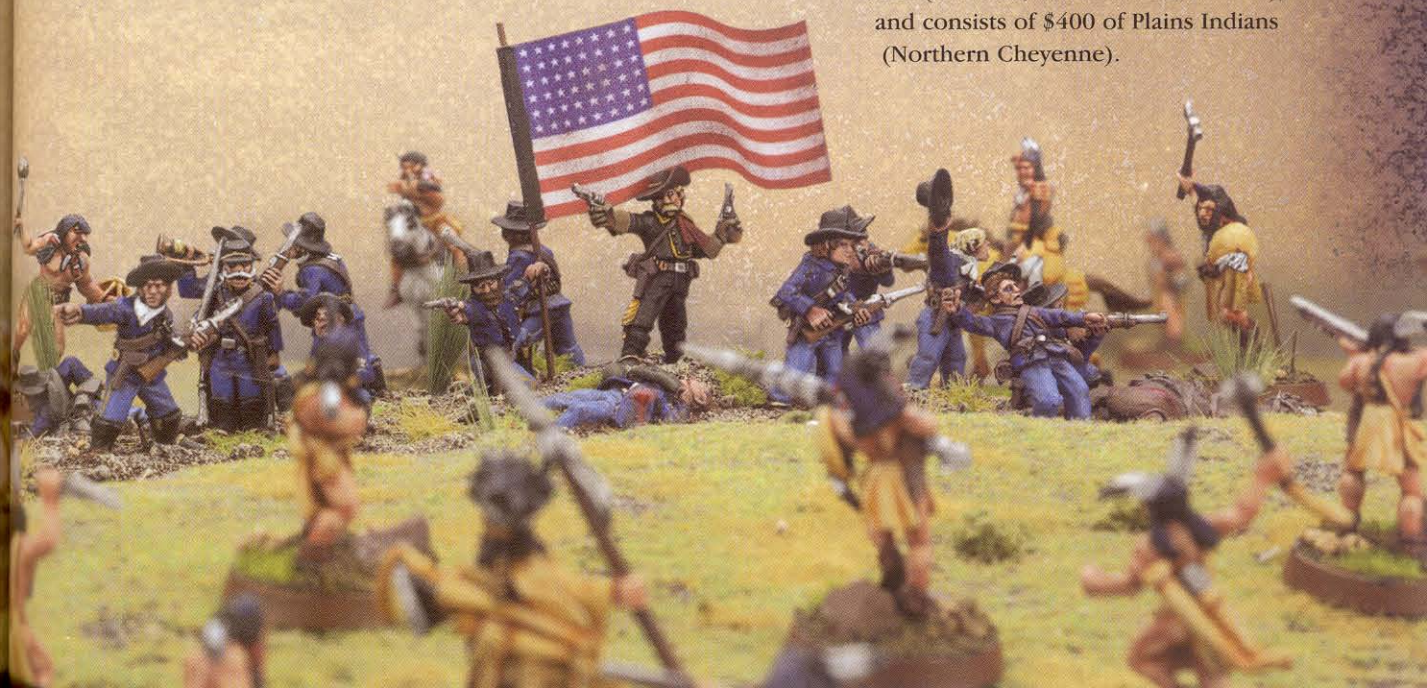
Historical Note

Little Big Horn, July 25th 1876

If you wish to play this battle as an historical re-fight of Custer's Last Stand, then all you need to do is adapt the forces. Force A is led by George Armstrong Custer and includes Tom Custer – it still contains a full \$300 of US Cavalry in addition to these Legends, and Custer acts as the War Leader. Additionally, no more than half the models in Force A may be mounted – reduce the cost of each unmounted cavalryman by \$10. Force B is led by Captain Benteen, and a full complement of \$450 of US Cavalry.

Force C is led by Crazy Horse instead of a War Leader, and comprises \$600 of Plains Indians (Oglala Sioux).

Finally, Force D is led by Lame White Man (a Wicasa, minus his Leader skill), and consists of \$400 of Plains Indians (Northern Cheyenne).



BATTLE REPORT

In this battle report, we look at how Mark Latham and Pete Borlace fared when re-creating the legendary battle at the Little Big Horn. Mark took control of the US Cavalry, led by George Armstrong Custer, while Pete commanded Crazy Horse's Native American alliance.

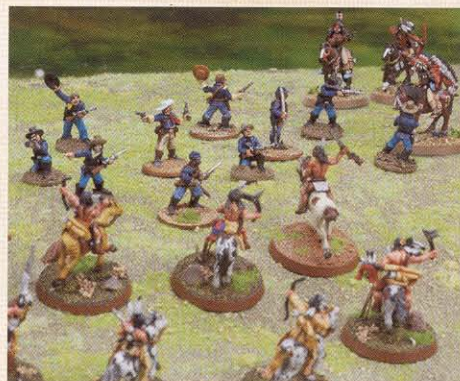
Opening Gambit

Mark had decided early on that there was no point taking the fight to the enemy. He had fewer men and too much ground to cover. As such, he did not choose any horses for Custer's force, instead taking as many Troopers as he could muster to try and counter Pete's numerical advantage. Pete, on the other hand, took mostly mounted Braves.



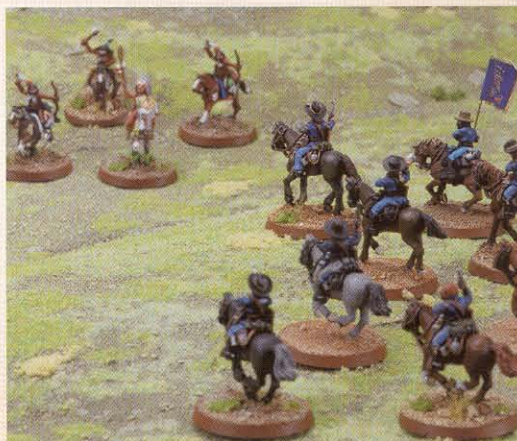
Battle is Joined

Unfortunately for Pete, Crazy Horse's force became bogged down at the ford of the Little Big Horn. However, Mark was not prepared for the sheer ferocity of the fighting on Custer Hill. Lame White Man cut down Custer's standard bearer, snatching the guidon and turning it into another totemic staff! By turn 5, most of the Sioux had joined the fight, and it all looked as though it could be over very quickly. Remarkably, Mark's two Sergeants managed to kill Lame White Man and reclaim the lost standard. Custer used his Fame points to call Yee Haws!, staying out of the way of Pete's best warriors, and positioning his soldiers between him and danger!



Benteen Arrives

On Turn 6, Benteen finally arrived. Mark breathed a sigh of relief as the cavalrymen rode onto the field. They all moved half pace and fired a devastating volley with their carbines, decimating the Cheyenne faction. In the following turn, the bugler sounded the charge, and Benteen's men headed straight for the Sioux. Meanwhile, only six men were left in Custer's command. Two Dog Soldiers had made short work of Tom Custer, and the General himself was forced to join the fight. They would need to hold out for at least another turn if Benteen was to reach them. Fearing the cavalry charge, Pete sent half a dozen horsemen to intercept Benteen, hoping to slow them down.



*“Ho-ka Hey! It is a good day to fight!
It is a good day to die! Strong hearts,
brave hearts to the front.*

*Weak hearts and cowards
to the rear!” - Crazy Horse*

The Last Ride

Mark saw Pete's delaying tactics, and immediately charged the new threat. Pete groaned when he realised what would happen – Benteen declared that it was 'Time for a Whuppin' and proceeded to cut down the Braves before him, before charging headlong into the stragglers of Crazy Horse's Sioux. The fighting became very messy from this point onwards, with casualties falling left and right. In turn 16, Custer finally fell, and Mark was worried that, without the General's Leader ability, Benteen's

force would turn tail and flee. However, both sides managed to stay in the fight, though only Mark had lost more than half his force. It was in the 19th turn that Mark snatched a draw from the jaws of defeat – Using his bugler to call a Yee Haw!, Mark managed to engage the wounded Crazy Horse with three models, trapping and killing him. Later that turn he also made the one kill that ensured Pete had also lost half of his force – both players conceded the draw, and the game was over.

Conclusion

Pete was very unlucky not to win this game, as he dominated the first half with superior numbers and uncommonly lucky dice rolling! However, luck invariably evens out, as proven when Benteen's cavalry wiped out Pete's intercepting horsemen, helping them join the main fight a turn earlier than they should have. Custer was characteristically elusive during the fighting,

not getting his hands dirty until at least turn 7! However, he eventually got his comeuppance, which Pete thought had sealed a victory for the Native Americans. When a lowly bugler earned Mark a draw, both players shook hands and surveyed the carnage. The Little Big Horn River was running red with the blood of the slain, Custer and Crazy Horse both among them.

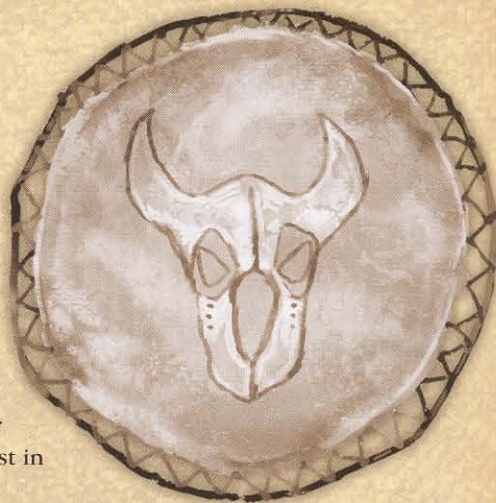


THE TRADIN' POST

Frontier trading posts and Army supply dumps formed vital safe havens on the war-torn plains. Every Posse needs respite from the plains war – time to recoup losses and stock up on weapons.

Using the Trading Post

All of the rules from the Income and Trading section of *Legends of the Old West* also apply in Frontier campaigns. Poses may spend their income on items from that rulebook, as well as those presented here. It is important to note that, in one-off competitive games, Heroes may purchase equipment from the trading lists. Players may agree to impose limitations on how many rare items may be purchased in this way (perhaps one item per Hero, or a percentage of the overall force cost in dollars), but this is entirely down to them.



PRICE CHART

Fightin' Weapons

Item	Cost (\$)	Rarity
Bayonet	2	Rare 6
Indian Lance*	5	Common
Bow-lance*	8	Rare 8

Shootin' Weapons

Item	Cost (\$)	Rarity
Cavalry Carbine	16	Rare 7

Military Weapons

Item	Cost (\$)	Rarity
Gatling Gun**	50	Rare 11

* These items may only be used effectively by Native American Poses, and have no effect if used by any other type of Posse.

Livery

Item	Cost (\$)	Rarity
Appaloosa	22	Rare 9***

Miscellaneous

Item	Cost (\$)	Rarity
Heavy Furs	6	Common
Medicine Pipe	10	Rare 7
Medicine Shield*	8	Rare 9
War Bonnet*	18	Rare 8
Trademark Item	10	Rare 7
Colt		
shoulderstock	8	Rare 6
Totemic Staff*	20	Rare 10
Bugle**	18	Rare 7
Guidon**	16	Rare 7
United States flag**	25	Rare 11

** These items may only be used effectively by US Cavalry, Regular Infantry and Buffalo Soldier Poses. They have no effect in the hands of any other Posse type.

*** Appaloosas are common for Native American Poses.



SPECIAL EQUIPMENT RULES

The rules for weapons, guidons, totemic staffs and bugles are covered elsewhere in this book. The other new items of miscellaneous equipment available to Posses are detailed here.

Appaloosa

The ponies and horses ridden by the Native Americans are renowned for their swiftness. 'Appaloosa' is used in this game as a general term for Indian ponies, which historically also included Pintos and Paints. All of these breeds follow the usual rules for Horses, and use the same profile, but their movement allowance is 12" rather than just 10".

Medicine Pipe

Pipe-smoking was an important part of many Native American ceremonies. The Calumet (often called a Medicine or Peace Pipe) was a sacred ritual tool, which was used to smoke a special blend of herbs, tobaccos and resins, dependent on the ceremony at hand. The Posse may choose to smoke the pipe before any scenario. If they do so, roll a D6 and consult the Medicine Pipe table, below.

MEDICINE PIPE TABLE

Dice Result

- | | |
|-----|---|
| 1 | <i>No Effect</i> – The Great Spirit has not answered your prayers on this occasion. |
| 2 | <i>Foresight</i> – The spirits foresee a time when the courage of your warriors may falter. You may re-roll the first failed Head for the Hills test of the game. |
| 3-5 | <i>Strong Heart</i> – The spirits lift the morale of the war party. You may ignore the first failed Head for the Hills test of the game. |
| 6 | <i>Visions of Victory</i> – The Great Spirit has assured the shamans of victory this day. You may ignore the first failed Head for the Hills test of the game. In addition, all Society Warriors (or Guerillas in the case of Desert Tribes Posses) add 1 point to their Pluck value. |

Heavy Furs

The thick beaver, bear and buffalo pelts popularised by mountain men were valued commodities for anyone spending a great deal of time in the wilderness. In the Fightin' phase, enemy models must deduct 1 from their dice scores to wound the wearer of the pelts. However, each time the Hero is taken out of action, roll a D6. On the roll of a 1, the pelts have been ruined and must be discarded.



Medicine Shield

Shields are highly prized possessions of Native American warriors, who believe them to be imbued with great defensive medicine. Layers of thick buffalo hide around a wooden frame were capable of deflecting low-velocity projectiles, but the real protection was said to come from the talismans, patterns and rituals used in its construction. Models equipped with shields add 1 point to their Grit value.



War Bonnet

The long, trailing feather bonnets characterised in paintings and dime novel covers were not, as white men supposed, the exclusive garb of Indian Chiefs. Any warrior or war leader of great enough fame and status could wear a feather bonnet, although most were satisfied by one or two eagle feathers to mark their greatest coups. Any Hero who wears a war bonnet increases the range of his Yee Haw! influence by D6" – roll each time a Yee Haw! is called. Additionally, if the wearer of the war bonnet is the Posse leader, then the range of his Leader ability becomes 12", rather than 6".

Trademark Item

Many great leaders were instantly recognisable by their trademark items or affectations, whether it is a particular hairstyle, penchant for large cigars, a pet or distinctive clothing. A Posse leader who has a trademark item is an inspiration to those around him. In addition to the usual Leader ability, those who benefit may roll three dice and choose the two highest. However, if the Leader with the item is taken out of action, the loss is felt even more keenly by the Posse. At the start of the next turn, the Posse must take a Head for the Hills test, even if they are not below half strength. This only applies at the start of the turn after the leader is removed from play, after which the normal rules apply.

Colt Shoulderstock

The shoulderstock was designed to attach to the butt of most large calibre pistols, steadying the aim of the firer and thereby increasing their effective range. The shoulderstock may be combined with a heavy pistol or LeMat revolver (on its pistol setting only). As long as

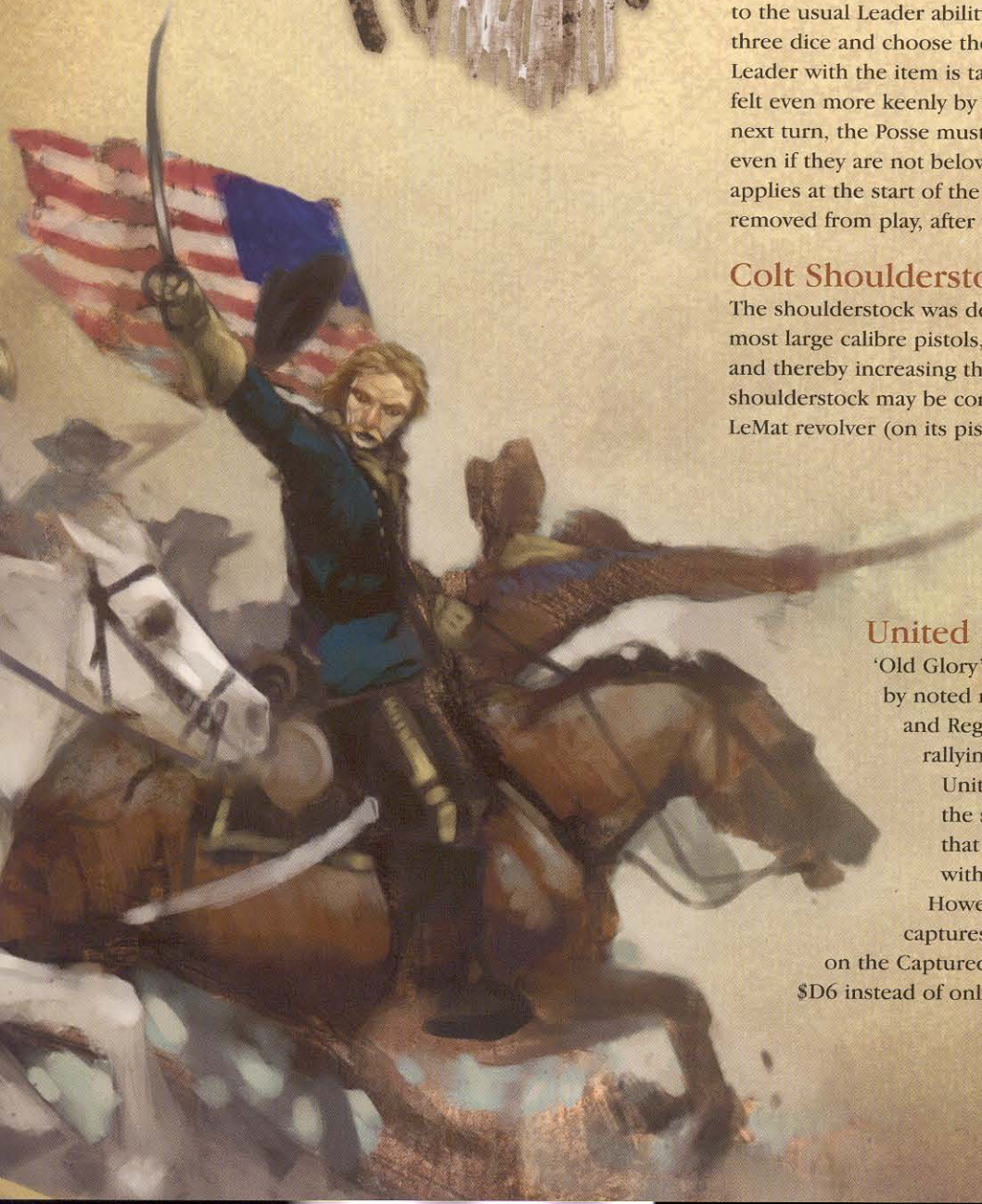
the firer does not move, he may add 6" to the range of the gun.

United States Flag

'Old Glory' was often carried into battle by noted regiments of the US Cavalry and Regular Infantry, forming a strong rallying point for the soldiers. The

United States Flag works in exactly the same way as a guidon, except that it affects friendly models within 6" instead of just 3".

However, if the opposing Posse captures the flag (i.e. if you roll a '1' on the Captured Standards table), they gain \$D6 instead of only \$D3.



HIRED GUNS

PONY EXPRESS RIDER

Recruitment Fee: \$20 Retainer: \$9

Before the telegraph became widespread, mail was carried overland by the Pony Express. These brave young riders formed a mail-delivery 'relay', changing horses regularly along a route spanning around 75 miles through hostile territory.



Equipment:

Sixgun and Horse

Options:

Rifle (+\$10)

Infamy:

The Pony Express Rider adds 9 points to the Posse's Infamy rating for as long as he accompanies them.

S	F	St	G	A	W	P	FA	FT
4+	3	3	3	1	2	4	0	2

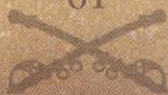
Special Rules:

Born in the Saddle: This ability is exactly the same as the skill of the same name.

The Mail Must Get Through:

In the Shootin' phase, so long as he is on horseback and not in contact with an enemy, the Pony Express Rider may choose to make an extra move instead of firing a shootin' weapon. The Rider may not use this move to charge an opponent. To determine how far he may move, roll a dice and move up to the score in inches, following all the usual Movin' rules.

Presented here are some new Hired Guns, who follow all the usual rules presented in Legends of the Old West. Except where specifically noted, these Hired Guns are fully compatible with Posses and scenarios presented previously.



MEDICINE MAN

Recruitment Fee: \$40 Retainer: \$15



Some Native American Medicine Men considered themselves to be true children of the Great Spirit: unrestricted by the shackles of tribe and nation, but free to roam wherever their skills were most needed. The Indian belief system hinged on the use of 'medicine', and those select few whose power was tried and tested were cherished above all others. Scholars believed it was the natives' belief in the

powers of the Medicine Men that accounted for their alleged potency, rather than any form of divine intervention.

S	F	St	G	A	W	P	FA	FT
6+	3	3	3	1	2	4	1	2

Shamanic Rituals:

The Medicine Man knows several ancient rituals, which can aid his people in times of need. At the start of each game, before any miniatures are deployed, the Native American player may choose one of the following rituals to perform:

● **Death Face:** The Medicine Man has foreseen his own demise, but knows that it is the price he must pay for victory. He has on his Death Face, which convinces the Braves around him that they are invincible – the Great Spirit will surely not need their lives when such a holy man is coming to the otherworld also! All friendly models within 3" of the Medicine Man must roll a dice whenever they suffer a wound. If a 6 is rolled, the wound is not lost. This is very similar to a Fortune roll – however, if the roll is failed, models with Fortune can still use it to try to save themselves as normal. If, at the end of the game, the Medicine Man has been taken out of action, then he may not roll to see if he survives – he is dead, and his services may not be retained.

● **Rain Dance:** Seeing the lie of the land, the Medicine Man has prayed for rain to thwart his enemies' plans. Heavy rain drenches the battlefield before the battle, with the following effects: All shootin' weapons have their maximum range reduced by D6" (roll each time one is fired). Thrown weapons are not affected. Water terrain such as rivers, ponds and lakes become impassable, and fords are crossed at a quarter of a model's normal movement, rather than half.

Equipment:

Medicine Pipe,
Hand Weapon

Options:

Totemic Staff (+\$14);
Medicine Shield (+\$5)

Infamy:

The Medicine Man adds 15 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Native American: The Medicine Man follows all the rules for Native Americans, which may be found on pages 28-29.

Child of Nature: The Medicine Man may never use any kind of firearm.

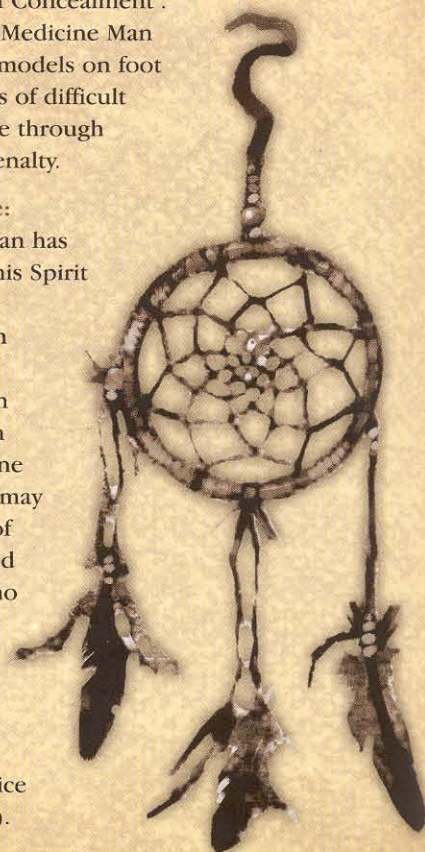
Keeper of the Faith: Only Native American Posses may hire a Medicine Man – he will never work for any other type of Posse.

● Walk With Shadow:

This is exactly the same as the Di Yin ability, 'Dance of Concealment'. In addition, the Medicine Man and all affected models on foot may ignore areas of difficult terrain and move through them without penalty.

● Spirit Guide:

The Medicine Man has consulted with his Spirit Guide, who has blessed him with visions of the coming battle. In each fight within 3" of the Medicine Man, the player may re-roll any one of the dice he rolled to determine who won the fight. You must accept the result of the re-roll (you can never re-roll a dice more than once).



BERDACHE (Women's Society Member)

Recruitment Fee: \$22 Retainer: \$10



Many Plains Indian tribes believed that a spirit (called *Hanwe* by the Sioux) appeared to boys during adolescence. The Spirit would offer the boy a choice between the warrior's bow and the woman's pack strap. If the boy hesitated to take the bow, he would become a Berdache, and had to dress and act like a woman from

that point forward. There was no social stigma involved – in fact, a Berdache was considered lucky to have around, almost like a mascot in battle.

S	F	St	G	A	W	P	FA	FT
6+	2	3	3	1	1	3	0	3

Equipment:
None

Infamy:

The Berdache adds 8 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Native American: The Berdache follows all the rules for Native Americans, which may be found on pages 28-29.

Faithful: Only Native American Posses may hire a Berdache – he will never work for any other type of Posse.

Talisman: The Berdache is seen as a lucky talisman by his brethren. Any friendly Hero who has 0 Fortune points at the start of the turn automatically adds 1 point to his store if he begins the turn within 3" of the Berdache. This does not affect the Berdache himself.



RENEGADE SOLDIER

Recruitment Fee: \$28 Retainer: \$13



Whether they turned away from honour during the civil war, or were simply bad from the start, renegades are soldiers or officers who were good at only one thing – killing. Now they serve as mercenaries, lining the pockets of outlaws by bringing shame and dishonour upon the uniform they still wear. They flee

the military at every turn, knowing that they will be given no mercy by loyal troops for their treacherous actions.

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

Equipment:
Heavy pistol,
cavalry sabre

Options:
Carbine (+\$16);
Horse (+\$10)

Infamy:

The Renegade adds 12 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Disgrace to the Uniform: The Renegade Soldier may not be hired by US Cavalry, Infantry or Buffalo Soldier Posses.

Life is Cheap: Renegades are murderous, cold-hearted mercenaries. Unlike other fighters, they may shoot at any target, even if there are friendly models in the way. Additionally, they may shoot indiscriminately into fights, as described on page 25 of *Legends of the Old West*.



THE LEGENDS

The heroes and villains of the Plains Wars were perhaps the most extreme examples of both valour and cruelty in the Old West. Here, they are presented as guns for hire in your games, following all the rules given in Legends of the Old West.

GEORGE ARMSTRONG CUSTER (1839-1876)

GENERAL, US CAVALRY

Recruitment Fee: \$72

Retainer: \$26

Before his death during what was seen as the greatest fiasco of the Plains Wars, General Custer had distinguished himself as a fearless, single-minded and aggressive military leader. His career was not without controversy, resulting in more than one court martial. However, he redeemed himself in 1868, during an engagement at Washita River, where his men put an end to the legendary Black Kettle of the Southern Cheyenne. No one could guess the tragedy that would result from his meteoric rise to fame...



S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	7	4	1



Equipment:

.45 Colt single action 'Army' revolver (heavy pistol),
Cavalry Sabre, Trademark Item

Infamy:

General Custer adds 25 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$10);
Springfield Cavalry Carbine (+\$15)

Special Rules:

Military Man: General Custer may only be hired by US Cavalry and their variants.

Cavalry: Custer is subject to the 'Cavalry' special rules, as described on page 10.

Skills: In addition to the above special rules, General Custer has the following skills (see *Legends of the Old West*, pages 90-91): Swordsman, Fury and Fearsome Reputation.





TOM CUSTER (1845–1876)

LIEUTENANT, US CAVALRY

Recruitment Fee: \$60 Retainer: \$20

Thomas Ward Custer was a good man and a brave soldier, earning a near-unprecedented brace of Medals of Honour during the Civil War. In 1865, George said of his younger brother "Tom should have been the General, and I the Lieutenant". At the Little Big Horn, his body was found mutilated beyond recognition, save for a tattoo. It is widely believed that he fought like a man possessed after witnessing the deaths of two brothers (one, Boston, was a civilian guide) and his brother-in-law Lt. James Calhoun.

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

Equipment:

.45 Colt single action 'Army' revolver (heavy pistol), Cavalry Sabre

Options:

Horse (+\$10); Springfield Cavalry Carbine (+\$15)

Special Rules:

Military Man: Tom Custer may only be hired by US Cavalry and their variants.

Cavalry: Custer is subject to the 'Cavalry' special rules, as described on page 10.

Infamy:

Tom Custer adds 18 points to the Posse's Infamy rating for as long as he accompanies them.

Skills: In addition to the above special rules, Tom Custer has the following skills (see *Legends of the Old West*, pages 90–91): Swordsman and True Grit.





FREDERICK BENTEEN (1834-1898)

CAPTAIN, US CAVALRY

Recruitment Fee: \$56 Retainer: \$18

Frederick Benteen was a veteran of the Civil War and served under George Armstrong Custer from 1866, though they famously clashed on several occasions. It was Benteen who came to the rescue of Marcus Reno during Custer's 'last stand', after Reno allegedly fell to pieces under fire. Benteen survived the Little Big Horn, and had a successful career until he retired in 1888.

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

Equipment:

.45 Colt single action
'Army' revolver (heavy pistol),
Cavalry Sabre

Infamy:

Frederick Benteen adds 16 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$10);
Springfield Cavalry Carbine (+\$15)

Special Rules:

Military Man: Captain Benteen may only be hired by US Cavalry and their variants.

Cavalry: Benteen is subject to the 'Cavalry' special rules, as described on page 10.

Skills: In addition to the above special rules, Captain Benteen has the Seasoned Veteran and Swordsman skills (see *Legends of the Old West*, pages 90-91).



LEANDER H McNELLY (1844–1877) TEXAS RANGER CAPTAIN

Recruitment Fee: \$65 Retainer: \$20

At the age of 16, Leander McNelly was already showing signs of consumption, which would eventually kill him, but that did not stop him joining the Texas Cavalry as a private a year later. By the end of the Civil War he had made Captain, and was charged with hunting down deserters and renegades. After the war he became a civilian, but was soon back in the military when the Texas State Police Agency was formed in 1870. In 1874 he was commissioned to head a 'special force' of Texas Rangers, striking deep into Mexican territory to retrieve stolen cattle and hunt down outlaws, as well as being instrumental in quelling the Sutton–Taylor feud. He retired in 1877, his tuberculosis too advanced, and died later that same year.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	3	7	2	2

Equipment:

Heavy pistol, rifle

Options:

Horse (+\$10)

Infamy:

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



Special Rules:

Military Man: McNelly may only be hired by Texas Rangers, Lawmen, US Cavalry and their variants.

Skills: In addition to the above special rule, McNelly has the following skills (see *Legends of the Old West*, pages 90-91): Fury, True Grit and Seasoned Veteran.



CRAZY HORSE (1849–1877)

TASHUNCA-UITCO (Sioux name)

Recruitment Fee: \$80 Retainer: \$24

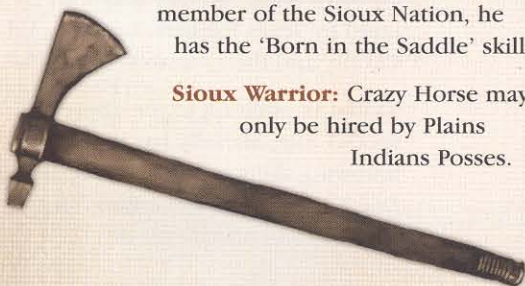
Crazy Horse was a legendary Sioux warrior and spiritual icon of his time, embodying the warrior spirit of his people like no other. He fought against the Crow as a boy, and led a war party by the age of twenty. He was a staunch traditionalist – refusing to be photographed or painted, for fear it would steal his soul. He began his intense rivalry with George Custer in 1873 when he ambushed a US surveying party in the Black Hills. Crazy Horse ended that rivalry by inflicting a crushing defeat on the General at the Little Big Horn. Soon after, he was captured, and was killed while under arrest by Native American guards.

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

Special Rules:

Native American: Crazy Horse is a Native American, and is subject to all the rules detailed on pages 28-29. In addition, as a member of the Sioux Nation, he has the 'Born in the Saddle' skill.

Sioux Warrior: Crazy Horse may only be hired by Plains Indians Posses.



Equipment:
Hand weapon

Options:
Appaloosa (+\$12);
Repeating rifle (+\$14)
or Indian Lance (\$4);
Medicine Shield (+\$6)

Infamy:
Crazy Horse adds 26 points to the Posse's Infamy rating for as long as he accompanies them.

Famous: Crazy Horse is a mysterious and infamous warrior, believed by his people to be possessed of great powers, and feared by the white man. He may expend one free point of Fame per turn. This point may be spent without reducing his Fame store. Any additional points of Fame spent during the turn will reduce his store as normal.

Skills: In addition to the above special rules, Crazy Horse has the following skills (see *Legends of the Old West*, pages 90–91): Fury, True Grit and Fearsome Reputation. He also has the 'Counting Coup' skill, as described on page 28.





GERONIMO (1849–1909)

GOYATHLAY (Apache name)

Recruitment Fee: \$70 Retainer: \$21

First and foremost a medicine man, Geronimo was the very embodiment of Apache values. After the murder of his wife and family, he vowed to kill as many white men as he could. In 1876, the US Army tried to move his people to a reservation. Geronimo rose up against them and became the most infamous and feared war leader in Apache history. He was finally tracked down and surrendered, but it took thousands of troops and the pleading of his own men to force him to turn himself in.

Equipment:

Hand weapon

Infamy:

Geronimo adds 24 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Appaloosa (+\$10);

Rifle (+\$12) or Repeating rifle (+\$14)

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

"I was born on the prairies where the wind blew free and there was nothing to break the light of the sun. I was born where there were no enclosures."

- Geronimo

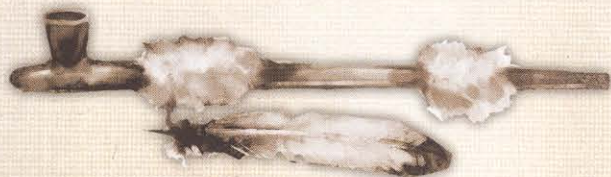
Special Rules:

Native American: Geronimo is a Native American, and is subject to all the rules detailed on pages 28-29.

Apache: Geronimo may only be hired by Desert Tribes Posses.

Shaman: Geronimo was first and foremost a spiritual leader of the Apache. He may use the Dance of Concealment, as described in the rules for the Di Yin Shaman on page 36.

Skills: In addition to the above special rules, Geronimo has the following skills (see *Legends of the Old West*, pages 90-91): Born in the Saddle and Seasoned Veteran.



OLD WEST GAMING

Legends of the Old West has built up quite a community since its initial release. Here, we take a look at some members of that community, and showcase some impressive Posses, dioramas and scenery.



MARK LATHAM'S APACHES

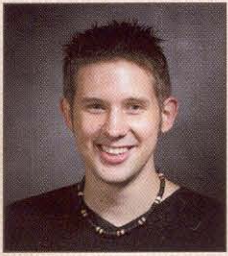
Ever since watching John Ford's classic cavalry westerns, Mark has been inspired by the proud warriors of the Apache. This Posse has a good mix of firearms and traditional weapons, centred around a well-armed leader and a shaman. Notice how the muted green, blue and red cloth areas are consistent throughout the Posse, giving them a coherent look on the tabletop.



ADAM TROKE'S TEXAS RANGERS

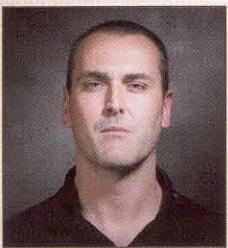
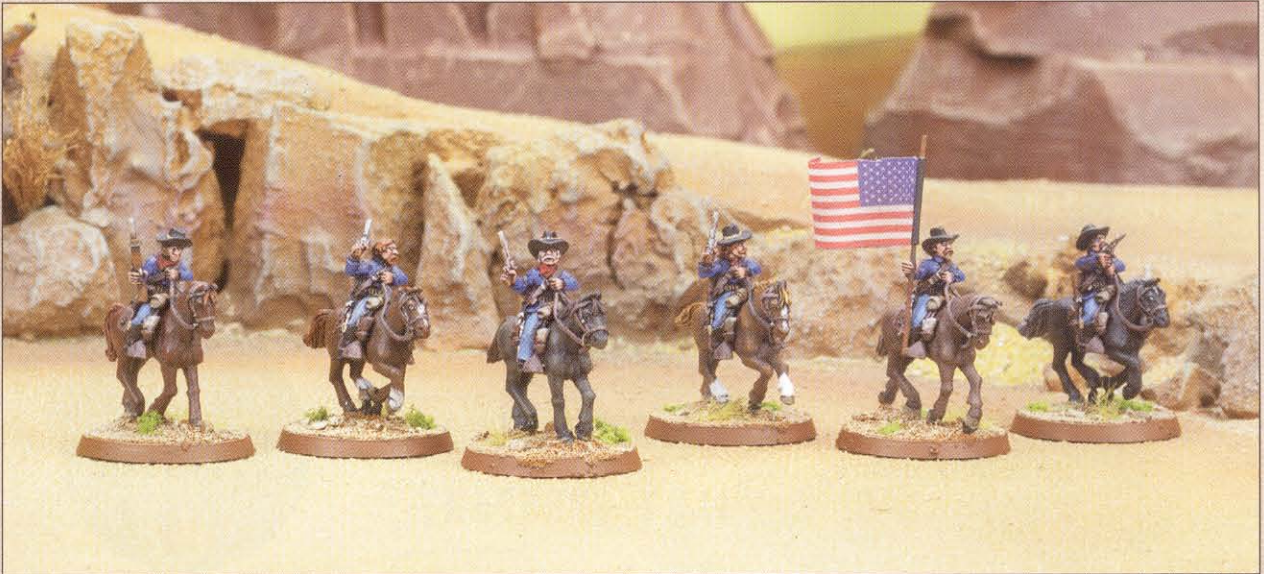
Adam used a variety of models from different ranges to create his rag-tag, Frontier Battalion Texas Rangers. Adam used a well-dressed model to represent Rex Buchanan, his Ranger Captain. Eli Creek, his most trusted deputy, wears a uniform from an earlier period, a sign of his proud Ranger heritage.





NICK BAYTON'S US CAVALRY

Nick's US Cavalry are an excellent example of how a neat painting style and attention to period detail can make a striking Posse on the tabletop. Note how the similar tones of the horses don't detract away from the uniforms, which are the focal points of the models.



STEVE MORGAN'S SIOUX

Steve's impressive Sioux Posse is actually part of an entire army, more of which can be seen on pages 56-57. The neat, clean colours and simple layered painting style look incredibly striking on the battlefield, perfectly reflecting the colourful and warlike Plains Indians. The scenic bases represent the traditional summer hunting grounds of the Sioux.



PAINTING

Here, we provide a few tips for getting started with your Frontier figures, using the main protagonists – US Cavalry and Native Americans – to illustrate the techniques used.

The bright blue trousers need to contrast quite strongly with the drab, dark blue jacket.



When painting the yellow markings, try painting them white first to provide a strong base to work over.



It's important to use reference material to represent horse markings accurately.

US CAVALRY SERGEANT



Cavalry models have a lot of packs, straps and various trappings. Vary the tones of browns and greys you use to distinguish between these areas.



Indian skin tones are often painted a reddish hue, but it's much better to start with neutral browns and add a slight red tone with a thin ink wash later.



APACHE WICASA



Medicine shields and costume trim really benefit from intricately painted details. Try to find reference that fits the tribe you're painting for extra historical accuracy.



Appaloosa horses come in all manner of colours. Stippling and splattering the paint over a light base colour can be very effective.

Reference Material

There are a plethora of websites, books and wargaming guides available that are invaluable reference points for painting. Many aspects of military uniform and Native American patterning are virtually impossible to get right without some accurate reference. A few of the sources we used are listed at the back of this book.



DIORAMAS

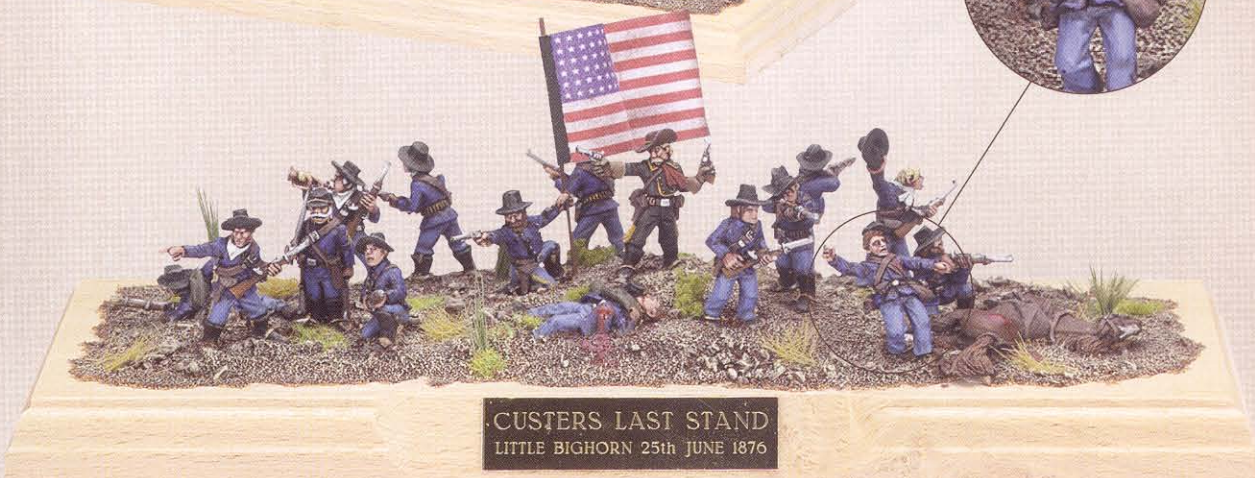
Here we take a look at some examples of stunning vignettes and dioramas by veteran hobbyists Adam O'Brien and Nick Bayton. These display pieces are purely inspirational rather than practical.



Adam's George Armstrong Custer model has been given special treatment. The scenic base is superbly finished by the addition of a Sioux arrow.



Adam's cavalryman diorama is a perfect example of how, simply by posing a couple of dynamic miniatures, an effective vignette can be made. This is inspired by historical accounts of Custer's Last Stand, in which the 7th Cavalry took cover behind their dead mounts in the face of overwhelming odds.



Nick's Little Big Horn diorama is an impressive piece. Note how the posing of every model is dynamic and purposeful. Nick and Adam both read conflicting accounts of Custer's battle dress on that fateful day, explaining the differing colour schemes. The only thing they could agree on was that Custer – ever the one for the 'dashing' statement – was not wearing regulation uniform!



SCENERY

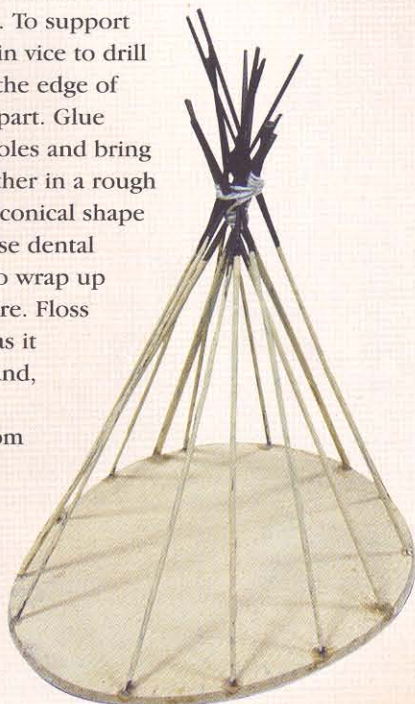
Making scenery for Frontier is quite a departure from the town setting of Legends of the Old West. The action takes place on the open plains, with far-flung settlements and homesteads the main focus. Here, we look at how to build a Native American tipi.

This model represents a simple tipi – one of the most common types of Native American dwellings. Once you are conversant with the techniques described here, it is quite a simple matter to elaborate on the design to create larger abodes. There are many reference books on the subject of Indian dwellings, as well as a plethora of websites that you can use as inspiration for building and painting your settlements.

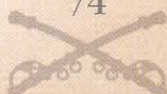
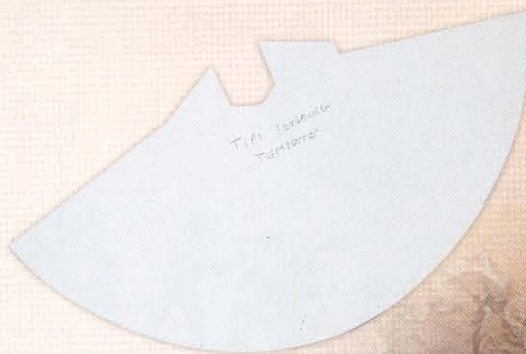
For this project, you will need a craft knife, a steel ruler, a pencil, some thick garden wire or brass rod, dental floss or thin string, some 5mm thick hardboard, a pin vice, some technical drawing canvas or thick cartridge paper, PVA glue, a pair of scissors, pins, wooden barbecue skewers and appropriate acrylic paints.



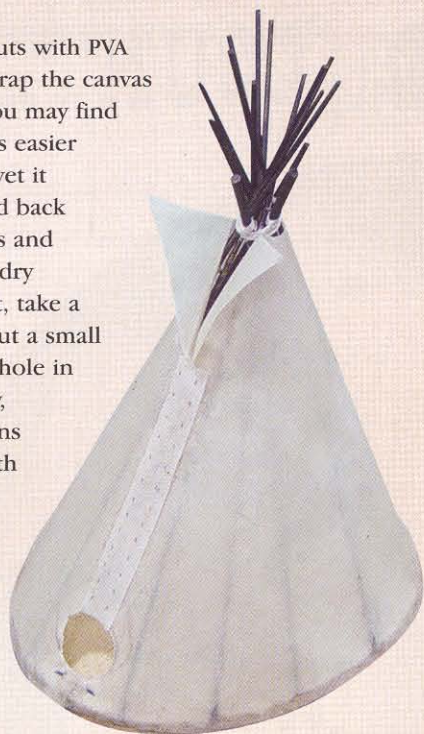
1. Begin by cutting out an egg-shaped piece of hardboard to form the base of the tipi. Ours measured approximately 4" at its longest point. Next, clip some lengths of wire or brass rod, each about 5–6" long. These will make the frame of the tipi. To support these struts, use a pin vice to drill small holes around the edge of the base, about 1" apart. Glue the struts into the holes and bring the other ends together in a rough bundle, making the conical shape of the tipi. Finally, use dental floss or thin string to wrap up the loose ends of wire. Floss is excellent for this as it naturally stays taut and, when painted, is indistinguishable from string.



2. Cut out a large semi-circle of technical drawing canvas or thick cartridge paper to wrap around the struts. The irregular shape shown is perfect for getting a realistic finished effect – practice until you achieve a shape and finish you are happy with.



3. Coat the struts with PVA glue and then wrap the canvas around them. You may find that the canvas is easier to apply if you wet it slightly first. Fold back the two top flaps and leave the tipi to dry thoroughly. Next, take a craft knife and cut a small round entrance hole in the front. Finally, cover up any joins in the canvas with a strip of canvas or paper.



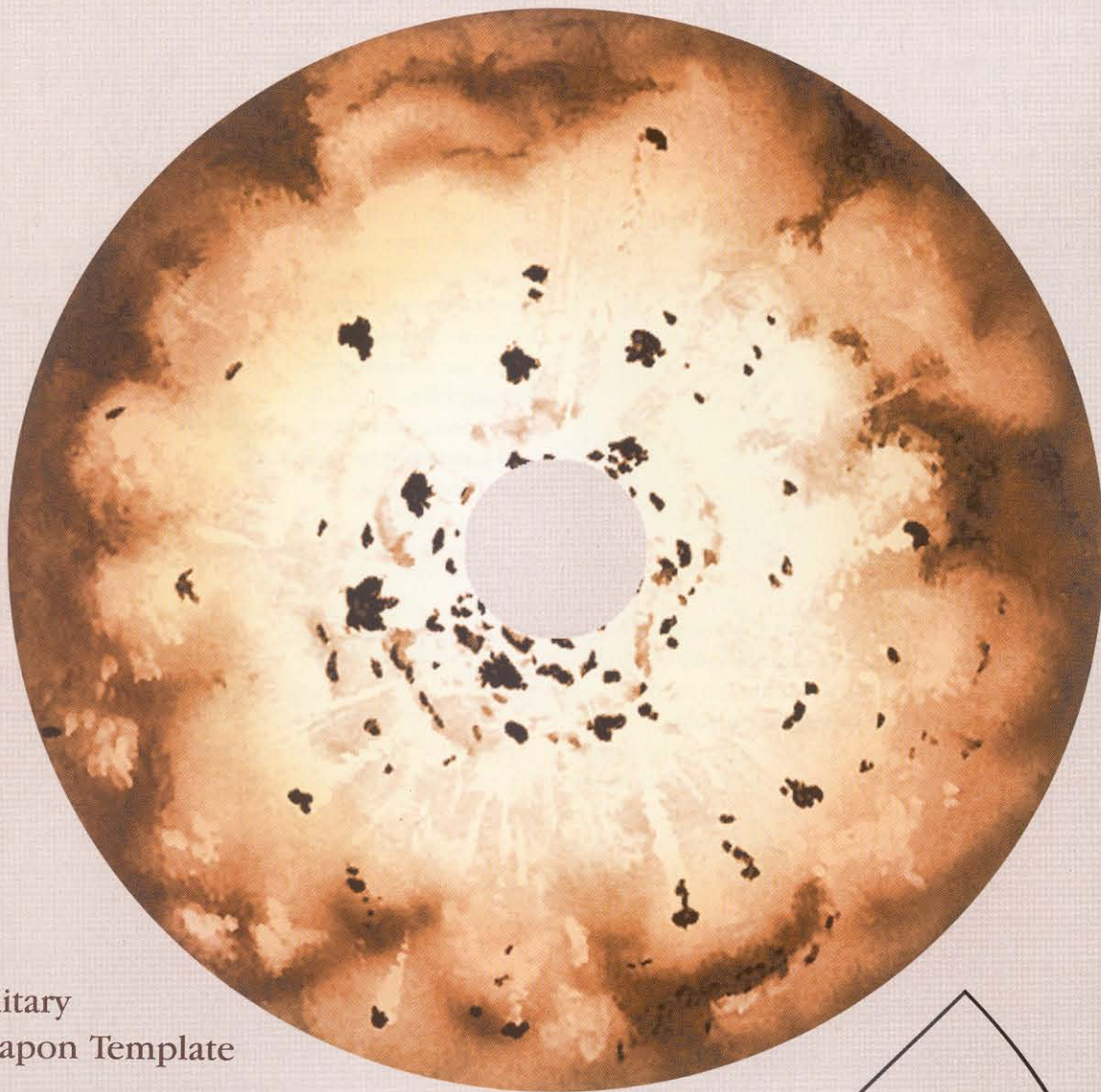
4. Glue a small flap of material over the entrance hole. Next, thread small off-cuts of pins or fine wire through the seam strip of material that you added in Step 2. Undercoat the model with black paint or spray.

5. When painting the tipi, try to achieve a natural hide effect by using pale browns and bone colours, applied roughly by dry-brushing or stippling the paint.

The decorative patterns were researched on the internet – these ones symbolise that this is from the Blackfoot tribe. When you are happy with the colour scheme, attach two long poles to the sides of the tipi, gluing them to the ends of the top flaps. We made ours out of barbecue skewers, but you can just as easily use brass rod or straight wire. Once these poles are added and painted, your tipi is complete.



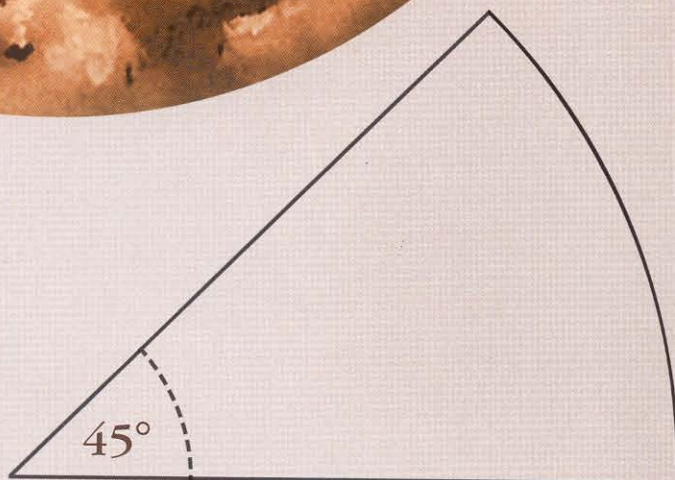
TEMPLATES & COUNTERS



Military
Weapon Template



Supply Counters



Field of Fire Template

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ERRATA

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

Starting a Game

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

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

Heroes

Pg 36: The last line of Fortune reads:

"...nothing can save him and he is dead".

It should say: "...nothing can save him and he is taken out of action".

Weapons Locker

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

Pg 40: Add the following line to the Sawed-off rules:

"If the shooter is allowed to fire into combat and chooses to do so, then all models involved in the fight are considered to be hit, not just the models covered by the template."

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

Gatherin' the Posse

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

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

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

The Old West Chronicle

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

Scenarios

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

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

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

Campaigns and Experience

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

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

Pg 89: The maximum profile mentioned should be:

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

Income and Trading

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

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

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

Hired Guns

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

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



FREQUENTLY ASKED QUESTIONS

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

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

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

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

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

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

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

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

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

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

A. Yes it does.

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

A. No – the experience represents his better status within the posse. You don't get to roll for advances until he improves further after a game or two.

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

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

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

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

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

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

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

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

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

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

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

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

A. The rules for Mountain Men Poses will be included in the forthcoming Alamo supplement.

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

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

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

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

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

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

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

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

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

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



Acknowledgements

Bibliography

The following material was indispensable while writing this book:

Ambrose, Stephen E., *Crazy Horse and Custer*, London: Pocket Books, 2003

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

Brown, Dee, *The American West*, New York: Touchstone, 1995

Brown, Dee, *Bury My Heart at Wounded Knee: An Indian History of the American West*, New York: Henry Holt, 2001

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

'The American-Indian Wars 1860-90', 'The Apaches', 'The American Plains Indians',

'The Tribes of the Sioux Nation', 'US Cavalry on the Plains 1850-90', and 'Little Big Horn 1876'.

For details contact Osprey Publishing Ltd, Midland House, West Way, Botley, Oxford, OX2 0PH, UK

or visit their website at: www.ospreypublishing.com

Websites

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

Eyewitness to History – The Old West: <http://www.eyewitnesstohistory.com/owfrm.htm>

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

The Seventh Cavalry: <http://www.us7thcavalry.com/>

From Revolution to Reconstruction: <http://odur.let.rug.nl/~usa/index.htm>

Indians.org: <http://www.indians.org/>

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

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

Miniatures and Scenery

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

Artizan Designs, 5 Springwells, Mardy, Abergavenny, Monmouthshire, NP7 6NW, UK – <http://www.artizandesigns.com>

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

Dixons, Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire, HD7 5QG, UK – <http://www.dixon-minis.com>

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – <http://www.wargamesfoundry.com>

Old Glory USA, Box 20, Calumet, PA 15621, USA – <http://www.oldgloryminiatures.com>

Old Glory UK, Institute House, New Kyo, Stanley. Co. Durham, DH9 7TJ, UK – <http://www.oldgloryuk.com>

West Wind Productions, PO Box 178, Oldham, OL2 7FP, UK – <http://www.westwindproductions.co.uk>

TM Terrain, 12 York Road, Loughborough, Leicestershire, LE11 3DA, UK – <http://www.tmtterrain.com/>

Frontier closing thoughts

As a child in the sixties and early seventies, I played many games of "Cowboys and Indians" with plastic toys. Hindsight is a wonderful thing and one of the considerations with history is that the victor often writes it, and it may take many years before we get an objective view. We know so much more today in the 21st Century. In writing *Frontier: Blood on the Plains*, it was important for Mark to pay respect to the peoples involved by avoiding use of some of the old stereotypes from this period, but where possible, not dilute the character of the contents.

I believe he has succeeded, so please enjoy this volume in the series, and honour the memories of all those who fell during a savage period in the history of the Legends of the Old West.

Kind regards

Rob Broom

Warhammer Historical Manager

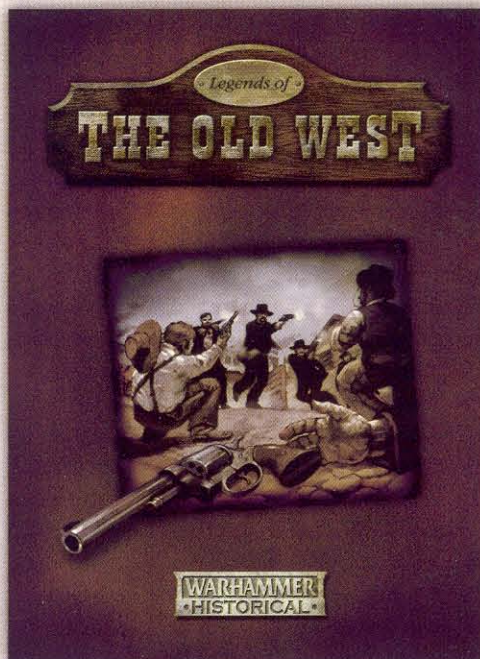


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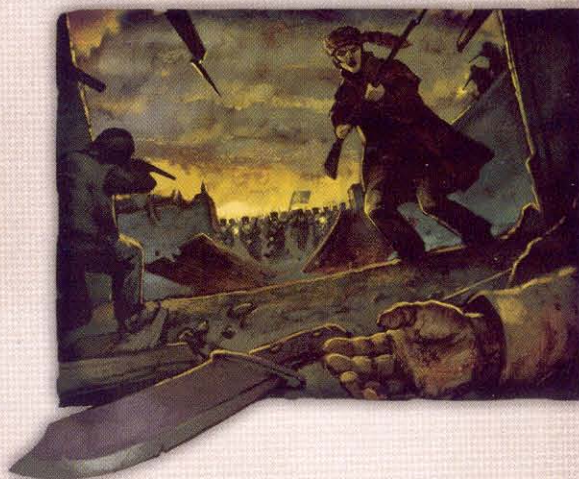
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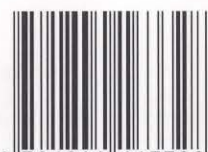


PRINTED IN THE U.K.

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ISBN 10 1-84416-332-6
ISBN 13 9-781844-163328



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