

WILD WEST CHRONICLES

FAQ & ERRATA

This document contains an Errata for the Rulebook and the answers to some of the most frequently asked questions (FAQ) we've received regarding **WILD WEST Chronicles**. Some of the Errata have already been corrected in later print-runs but they have been kept on this list here just in case.

ERRATA MANUALE

Pag. 45 - Scenario 2: Ambush

The example in the *Primary Objective* for the Defenders is wrong: for 6-unit Squads at least 3 units must escape, while for 7-unit Squads at least 4 must escape.

Pag. 48 - Mexican Desperados

The Renegade is already a *cut-throat* so ignore the variant.

Pag. 54 - Lawmen

The Renegade is already a *cut-throat* so ignore the variant.

FAQ

When can I use the *legendary characteristic*?

The *Legendary characteristic* can be used ONCE per turn and only if the *Legendary model* is involved in the *Priority Roll*.

A model declares an Action but before it can be executed the model is *engaged in melee*. Can the model change the declaration or is the Action considered lost?

A model that is *engaged in melee* can only perform an *Assault Action*. If the model had declared another Action then it **MUST** change it into an *Assault* to attack the enemy they are *engaged in melee* with. If the model can put his opponent *out of action* he can then move freely as per the *melee* rules.

➤ Massimo's Desperado declares he'll *Move & Fire* with his Revolver at Giorgio's Deputy Sheriff. The Deputy Sheriff has already performed an Action so Giorgio tries to anticipate the Desperado's Action by *Assaulting* him with a Scout. The Scout wins the *Priority Roll* and he *Assaults* the Desperado. Both roll *melee* dice: the Scout gets a 10 and the Desperado gets 9. Neither manages to wound the other and they remain *engaged*. Now it's the Desperado's turn to act but he can't *Move & Fire* since the Deputy Sheriff is *engaged*. The Action becomes an *Assault* and the Desperado can *melee* with the Scout. If he manages to put him *out of action* he can move 15cm in any direction.

Example of Priority

➤ A Bandit armed with a pistol (A) behind a building says he will go round the corner to fire at a Sheriff (B). The Sheriff declares that he will interrupt the Bandit's movement and try to fire first. Another Bandit (C), armed with a rifle, says he'll fire at the same Sheriff from the window of the building opposite. The *Priority Rolls* are as follows: 11 for the Sheriff; 8 for the Bandit with the Rifle and 5 for the Bandit with the pistol. Despite the fact that the Sheriff got the highest priority, he'll have to wait for the pistol-wielding Bandit to act before he can fire: and this can only happen after the Bandit with the rifle has fired. So in this case the actions are resolved as follows: the Bandit with the rifle fires first and, if his shot has no effect then the Sheriff will wait for the Bandit with the pistol to walk around the corner and fire at him. So while the Sheriff (B) is waiting for Bandit (A) to show, Bandit (C) aims and fires at the Sheriff...

