

WILD WEST CHRONICLES

NEW SCENARIOS & NEW SQUADS



MASSIMO TORRIANI – VALENTINO DEL CASTELLO - Copyright 2014

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GUNFIGHT AT THE OK CORRAL

The scenery you'll need:

See map. If you want a gunfight that is less faithful to the historical events then replace some buildings with woods, and imagine that you're simulating a gunfight in a woody region (maybe Canada, etc).

Table size: 90cm x 90cm

Set-up

Prepare the battlefield with a village in the middle as shown on the map. Add other elements of scenery (fences, barrels etc) to make more varied terrain and to give the Squads some cover. After placing all the scenery both players roll 2d6 and add their leader's VT to see who wins the *Initiative*.

Background description:

It's time to settle some old scores! Only one Squad will be left standing at sun-down

Duration: The scenario lasts until one of the two Squads is completely eliminated (all men are *out of action* or the Squad *Routs*).

Deployment

See map.

Special rules

None.

Victory Conditions

Primary Objective for both: Eliminate the entire enemy Squad. This objective is worth 50 Experience Points.

Secondary Objective for both: Put the enemy Squad leader *out of action*. This objective is worth 10 Experience Points (as well as his value divided by 10).



Colt 45

GUNFIGHT AT THE OK CORRAL: MAP



EARPS

Consisting of:

Wyatt Earp, Virgil Earp, Morgan Earp, Doc Holliday

Breakpoint: - (they must all be put *Out of Action*)

Squad Variants:

☛ The *Squad* can buy up to 2 *Wait Actions* (see special rules) for +40 points each.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Wyatt Earp	5	Revolver, Knife	gunslinger, leader, lucky, marksman (pistol), move & fire (pistol), veteran	120
Virgil Earp	4	Revolver, Knife	gunslinger, marksman (pistol), veteran	70
Morgan Earp	4	Revolver, Knife	agile, gunslinger, marksman (pistol)	65
Doc Holliday	5	Shotgun, Revolver, Knife	doc, gunslinger, marksman (rifle), marksman (pistol), move & fire (pistol), veteran	160

UNIT VARIANTS:

- ☛ Wyatt Earp can add Binoculars to his equipment for +20 points.
- ☛ Wyatt Earp can replace his Revolver with a Colt Buntline Special Revolver for +5 points: in this case Wyatt Earp can't use a second Revolver or the *quick fire* characteristic.
- ☛ Wyatt Earp, Virgil Earp and Morgan Earp can add a Shotgun to their equipment for +40 points each.
- ☛ Wyatt Earp, Virgil Earp and Morgan Earp can add a Breech-loading rifle to their equipment for +10 points each.
- ☛ Virgil Earp and Morgan Earp can buy the *move & fire (pistol)* characteristic for +15 points each.
- ☛ All members of the *Squad* can add a second Revolver to their equipment for +10 points each.
- ☛ All members of the *Squad* can replace their Revolvers with Heavy Revolvers for +5 points each.
- ☛ All members of the *Squad* can buy the *mounted* characteristic for +15 points each.
- ☛ All members of the *Squad*, if *mounted*, can buy the *expert rider* characteristic for +10 points each.
- ☛ All members of the *Squad* can buy the *eagle eye* characteristic for +5 points each.

SPECIAL RULES:

Wait Actions: when the player is building his Squad, he can buy *Wait Actions*. In this case the player will use a dice to keep count of them. During the *Action Sequence*, he can turn the dice over to the next lowest number and pass, forcing the opponent to play again. At the end of the turn the *Wait Actions* are renewed and can be used again next turn.

RANGED WEAPONS TABLE

Type	Range				Rate of fire	Characteristics
	Close 20 cm	Normal 21-40 cm	Long 41-60 cm	Extreme 61-80 cm		
Colt Buntline Special Revolver	+2d6	-	NE	NE	1	melee weapon

COWBOYS

Consisting in:

Frank McLaury, Tom McLaury, Billy Clanton, Ike Clanton, Billy Claiborne

Breakpoint: 2

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.
- ⊛ The *Squad* can add a Stranger for +75 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Frank McLaury	4	2 Revolvers, Knife, Lasso	cut-throat, gunslinger, leader, move & fire (pistol), veteran	100
Tom McLaury	3	2 Revolvers, Knife	cut-throat, gunslinger	55
Billy Clanton	3	Revolver, Knife	gunslinger, move & fire (pistol)	55
Ike Clanton	3	Knife	gunslinger, veteran	40
Billy Claiborne	3	Revolver, Knife	cut-throat, gunslinger	45

UNIT VARIANTS:

- ⊛ Frank McLaury can add Binoculars to his equipment for +20 points.
- ⊛ All members of the *Squad* can buy the *marksman (pistol)* characteristic for +10 points each.
- ⊛ All members of the *Squad* can buy the *move & fire (pistols)* characteristic for +15 points each.
- ⊛ Billy Clanton and Billy Claiborne can add a second Revolver to their equipment for +10 points each.
- ⊛ Ike Clanton can add a Revolver to their equipment for +10 points.
- ⊛ All members of the *Squad* can replace their Revolvers with Heavy Revolvers for +5 points each.
- ⊛ All members of the *Squad* can add a Repeater carbine to their equipment for +15 points each.
- ⊛ All members of the *Squad* can add a Breech-loading rifle to their equipment for +10 points each.
- ⊛ All members of the *Squad* can buy the *mounted* characteristic for +15 points each.
- ⊛ All members of the *Squad*, if *mounted*, can buy the *expert rider* characteristic for +10 points each.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Stranger	3	Repeater carbine, Revolver, Knife	gunslinger, stealthy	75



GUNFIGHT AT DOWN

The scenery you'll need:

3/8 buildings.

Table size: 90cm x 90cm

Set-up

Prepare the table by putting a town in the middle of the table. Other scenery (fences, barrels, etc.) can be placed after building the town. Once all the scenery is in place and you've chosen the two Deployment Areas (see *Deployment*), roll 2d6 and add your leader's TV to choose the side you'll deploy on.

Background description:

One of your Squad has been challenged to a duel by a member of a rival Squad. But it won't be that easy to gun him down! Neither Squad are ready to lose their man without a fight.

Duration: 10 turns.

Deployment

The two Squads deploy no further than 20cm from the edges of the main road (North and South sides if the road runs North-South, otherwise East and West). One member of each Squad is the *dueller* and must be placed on the road exactly 15cm from his Squad's Deployment Area and therefore exactly 20cm from the other *dueller*. Each Squad can decide which man to put on the road amongst those with the *gunslinger* characteristic. If the Squad doesn't have men with this characteristic then choose any other man. You are not allowed to choose *infiltrators* or *stealthy* men as *duellers*. If the chosen model is *mounted* he must be deployed without his horse (you can't use it in this scenario). In any case use normal deployment rules.

Special rules

The *duellers* can only use pistols or revolvers on the first turn and if they don't have these weapons then they can't use *Fire* or *Move & Fire* Actions. The *duellers* can be used normally from the second turn onwards.

Victory Conditions

Primary Objective for both: Kill over half of the enemy Squad (using the points values of each model). This objective is worth 50 Experience Points.

Secondary Objective for both: Put the enemy's *dueller* out of action. This objective is worth 10 Experience Points (as well as his points value divided by 10).

PINKERTONS

Consisting of:

1 Pinkerton Special Agent, 0-10 Pinkerton Agents, 0-1 Infiltrated Pinkerton Agent, 0-4 Informants, 0-1 Doctor

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Pinkerton Special Agent	5	Revolver	agile, gunslinger, leader, move & fire (pistol), veteran	95
Pinkerton Agent	4	Revolver	gunslinger, move & fire (pistol), veteran	75
Infiltrated Pinkerton Agent	4	Revolver	gunslinger, infiltrator, move & fire (pistol), veteran	90
Informant	2	Revolver	agile, local knowledge (buildings)	30
Doctor	3	Knife	doc, veteran	45

UNIT VARIANTS:

- ⊛ The Pinkerton Special Agent can add Binoculars to his equipment for +20 points.
- ⊛ The Pinkerton Special Agent can buy the *marksman (pistol)* characteristic for +10 points.
- ⊛ The Pinkerton Special Agent can add a second Revolver to his equipment for +10 points.
- ⊛ The Pinkerton Special Agent can replace his Revolver with Heavy Revolver for +5 points.
- ⊛ The Pinkerton Special Agent can replace his Revolver with a “Double-action” Revolver for +10 points.
- ⊛ The Pinkerton Special Agent can add a Breech-loading rifle to his equipment for +10 points.
- ⊛ The Pinkerton Special Agent can add a Repeater carbine to his equipment for +15 points.
- ⊛ The Pinkerton Special Agent can add a Shotgun or a Sawn-off shotgun to his equipment for +40 points.
- ⊛ Each Pinkerton Agent (including the Infiltrator) can add a second Revolver to his equipment for +10 points each.
- ⊛ Each Pinkerton Agent (including the Infiltrator) can replace their Revolver with a Heavy Revolver for +5 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can replace their Revolver with a “Double-action” Revolver for +10 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can add a Breech-loading rifle to their equipment for +10 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can add a Repeater carbine to their equipment for +15 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Up to two Pinkerton Agents (including the Infiltrator) can add a Shotgun to their equipment for +40 points each.
- ⊛ An Informant can add a Breech-loading rifle to his equipment for +10 points.



Shotgun

7th CAVALRY

Consisting in:

0-1 Lieutenant, 1 Sergeant, 0-1 Scout, 0-1 Indian scout, 4-12 Troopers, 0-1 Group of Troopers with Gatling gun

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Lieutenant	5	Heavy Revolver, Saber	gunslinger, leader, marksman (pistol), seasoned fighter, veteran	100
Sergeant	4	Carbine, Heavy Revolver, Saber	leader, marksman (pistol), seasoned fighter, veteran	90
Scout	3	Breech-loading rifle, Knife	eagle-eye, infiltrator, local knowledge (woods), seasoned fighter	60
Indian scout	3	Breech-loading rifle, Tomahawk, Knife	eagle-eye, local knowledge (broken ground, woods), seasoned fighter, stealthy	85
Trooper	3	Carbine, Heavy Revolver, Saber	seasoned fighter	50
Group of Troopers with Gatling gun (2)	3	Carbine, Heavy Revolver, Saber, Gatling gun (only the <i>gunner</i>)	seasoned fighters	200

UNIT VARIANTS:

- ✦ The Lieutenant can add Binoculars to his equipment for +20 points.
- ✦ The Lieutenant can replace his Heavy Revolver with a Revolver for -5 points.
- ✦ The Sergeant and all Troopers can replace their Carbines with Repeater Carbines for +10 points each.
- ✦ The Sergeant and up to two Troopers can buy the *marksman (carbine)* characteristic for +10 points each.
- ✦ The Lieutenant, the Sergeant and all Troopers can buy the *mounted* characteristic for +15 points each.
- ✦ The Lieutenant, the Sergeant and all Troopers, if *mounted*, can buy the *expert rider* characteristic for +10 points each.
- ✦ The Scout can add the *mounted* characteristic at no extra cost (but he loses the *infiltrator* characteristic).
- ✦ The Indian scout can replace his Breech-loading rifle with a Bow at no extra cost.
- ✦ The Indian scout can add the *mounted*, *expert rider* and *indian tactics* characteristics at no extra cost (but loses the *stealthy* characteristic).
- ✦ Each Trooper can buy the *veteran* characteristic for +10 points each.
- ✦ Up to two Troopers can add Lassos to their equipment for +5 points each.
- ✦ A Trooper can buy the *doc* characteristic for +15 points.



US ARMY FORT DETACHMENT

Consisting in:

0-1 Mounted Lieutenant, 1 Sergeant, 0-1 Trapper, 0-1 Indian scout, 0-12 Troopers, 0-1 Group of Troopers with Gatling gun

Squad Variants:

⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Mounted Lieutenant	5	Heavy Revolver, Saber	leader, gunslinger, marksman (pistol), mounted	100
Sergeant	4	Heavy Revolver, Saber	leader, gunslinger, marksman (pistol), veteran	85
Trapper	3	Breech-loading rifle, Knife	eagle-eye, infiltrator, local knowledge (woods)	55
Indian scout	3	Breech-loading rifle, Tomahawk, Knife	eagle-eye, local knowledge (broken ground, woods), stealthy	80
Trooper	3	Breech-loading rifle with Bayonet		35
Group of Troopers with Gatling gun (2)	3	Heavy Revolver, Gatling gun (only the <i>gunner</i>)		170

UNIT VARIANTS:

- ⊛ The Mounted lieutenant can add Binoculars to his equipment for +20 points.
- ⊛ The Mounted lieutenant can replace his Heavy Revolver with a Revolver for -5 points.
- ⊛ The Mounted lieutenant can buy the *veteran* characteristic for +10 points.
- ⊛ The Trapper can replace his Breech-loading rifle with a Buffalo rifle for +30 points.
- ⊛ The Indian scout can replace his Breech-loading rifle with a Bow at no extra cost.
- ⊛ The Indian scout can add the *mounted*, *expert rider* and *indian tactics* characteristics at no extra cost (but loses the *stealthy* characteristic).
- ⊛ Each Trooper can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Each Trooper can buy the *veteran* characteristic for +10 points each.
- ⊛ Up to two Troopers can add Lassos to their equipment for +5 points each.
- ⊛ A Trooper can buy the *doc* characteristic for +15 points.



Gatling Gun

APACHES

Consisting of:

1 Apache Chief, 0-10 Apache Brave, 0-1 Di Yin; 0-3 Groups of young Apache braves

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Apache Chief	5	Breech-loading rifle, War Axe, Throwing knife	agile, camouflage, eagle-eye, leader, local knowledge (broken ground), marksman (rifle), veteran	125
Apache Brave	4	Bow, Tomahawk, Knife	agile, camouflage, eagle-eye, local knowledge (broken ground)	70
Di Yin	3	Tomahawk, Throwing knife, Knife	camouflage, doc, eagle-eye, local knowledge (broken ground), sacred fury, veteran	75
Group of young Apache braves (3)	2	Spear, Tomahawk, Knife	camouflage, local knowledge (broken ground)	120

UNIT VARIANTS:

- ⊛ The Apache Chief can replace his Breech-loading rifle with a Repeater carbine for +5 points.
- ⊛ The Apache Chief can replace his War Axe with a Saber for -20 points.
- ⊛ The Apache Chief and each Apache brave can add the *mounted*, *expert rider* and *Indian tactics* characteristics for +30 points each.
- ⊛ The Apache Chief and each Apache Brave can buy the *cut-throat* characteristic for +5 points each.
- ⊛ The Apache Chief and up to two Apache Braves can add an Heavy Revolver to their equipment for +15 points each.
- ⊛ Up to two Apache Braves can replace their Bows with a Spear at no extra cost.
- ⊛ Each Apache Brave can buy the *marksman (bow)* characteristic for +10 points each.
- ⊛ Each Apache Brave can replace their Knife with a Saber for +5 points each.
- ⊛ Each Apache Brave can buy the *veteran* characteristic for +10 points each.
- ⊛ Each Apache Brave can buy the *marksman (tomahawk)* characteristic for +10 points each.
- ⊛ Each Apache Brave can buy the *move & fire (bow)* characteristic for +15 points each.
- ⊛ Up to six Apache Braves can replace their Bow with a Breech-loading rifle at no extra cost.
- ⊛ Up to six Apache Braves can replace their Bow with a Repeater carbine for +5 points each.
- ⊛ Up to six Apache Braves can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Up to four Apache Braves can add a Revolver to their equipment for +10 points each.
- ⊛ Up to four Apache Braves can buy the *gunslinger* characteristic for +10 points each.
- ⊛ Up to four Apache Braves can buy the *infiltrator* characteristic for +15 points each.
- ⊛ Up to two Apache Braves can buy the *stealthy* characteristic for +30 points each.
- ⊛ All models in the Groups of young Apache Braves can replace their spears with bows at no extra cost.

SPECIFIC CHARACTERISTICS:

Sacred Fury: If a Squad *leader* is put *out of action* and there is a model with this characteristic in the Squad then all models in the Squad who were in *line of sight* of the *leader* become *fanatics* until the end of the turn.

Fanatic: A model with this characteristic ignores *pinned* result. When he performs an action he must always *Run* in a straight line towards the closest enemy model in *line of sight*. If an enemy model is within 15cm then he must *Assault* him. When he *Assaults* he can *Re-roll* 1d6 in the *melee*. If there are no targets in *line of sight* he can perform a *Spotting Test*.

COMANCHES

Consisting of:

1 Comanche Chief, 0-10 Comanche Braves, 0-1 Comanche Scout, 0-1 Shaman; 0-3 Groups of young Comanche braves

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Comanche Chief	5	Breech-loading rifle, War Axe, Throwing knife	eagle-eye, expert rider, indian tactics, leader, marksman (rifle), mounted, veteran	140
Comanche Brave	4	Bow, Tomahawk, Knife	eagle-eye, expert rider, indian tactics, mounted	85
Comanche Scout	3	Breech-loading rifle, Tomahawk, knife	eagle-eye, local knowledge (broken ground, woods), stealthy	80
Shaman	3	Tomahawk, Knife	doc, eagle-eye, expert rider, indian tactics, local knowledge (broken ground), mounted, veteran	95
Group of young Comanche braves (3)	2	Spear, Tomahawk, Knife	camouflage, local knowledge (broken ground)	120

UNIT VARIANTS:

- ⊛ The Comanche Chief can replace his Breech-loading rifle with a Repeater carbine for +5 points.
- ⊛ The Comanche Chief can replace his War Axe with a Saber for -20 points.
- ⊛ The Comanche Chief and each Comanche Brave can buy the *cut-throat* characteristic for +5 points each.
- ⊛ The Comanche Chief and up to two Comanche Braves can add an Heavy Revolver to their equipment for +15 points each.
- ⊛ Up to two Comanche Braves can replace their Bows with a Spear at no extra cost.
- ⊛ Each Comanche Brave can buy the *marksman (bow)* characteristic for +10 points each.
- ⊛ Each Comanche Brave can replace their Knife with a Saber for +5 points each.
- ⊛ Each Comanche Brave can buy the *veteran* characteristic for +10 points each.
- ⊛ Each Comanche Brave can buy the *marksman (tomahawk)* characteristic for +10 points each.
- ⊛ Each Comanche Brave can buy the *move & fire (bow)* characteristic for +15 points each.
- ⊛ Up to six Comanche Braves can replace their Bow with a Breech-loading rifle at no extra cost.
- ⊛ Up to six Comanche Braves can replace their Bow with a Repeater carbine for +5 points each.
- ⊛ Up to six Comanche Braves can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Up to four Comanche Braves can add a Revolver to their equipment for +10 points each.
- ⊛ Up to four Comanche Braves can buy the *gunslinger* characteristic for +10 points each.
- ⊛ Up to two Comanche Braves can buy the *move & fire (pistol)* characteristic for +15 points each.
- ⊛ Up to four Comanche Braves can buy the *infiltrator* characteristic for +15 points each.
- ⊛ The Comanche Scout can add the *mounted*, *expert rider* and *indian tactics* characteristics at no extra cost (but loses the *stealthy* characteristic).
- ⊛ All models in the Groups of young Comanche Braves can replace their Spears with Bows at no extra cost.

COMANCHEROS

Consisting of:

1 Comanchero Leader, 0-6 Comancheros, 0-3 Renegade Indians, 0-1 Indian Scout, 0-3 Mexican Bandidos, 0-1 Doctor

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Comanchero Leader	5	Breech-loading rifle, Revolver, Knife	cut-throat, gunslinger, leader, marksman (rifle), veteran	100
Comanchero	4	Revolver, Knife	cut-throat, veteran	55
Renegade Indian	4	Breech-loading rifle, Tomahawk, Knife	agile, eagle-eye	60
Indian Scout	3	Breech-loading rifle, Tomahawk, knife	eagle-eye, local knowledge (broken ground, woods), stealthy	80
Mexican Bandido	3	Revolver, Knife	cut-throat, gunslinger	45
Doctor	3	Knife	doc, veteran	45

UNIT VARIANTS:

- ⊛ The Comanchero Leader can replace his Breech-loading rifle with a Repeater carbine for +5 points.
- ⊛ The Comanchero Leader can replace his Knife with a Saber for +5 points.
- ⊛ The Comanchero Leader and the Comancheros can buy the *mounted* characteristic for +15 points each.
- ⊛ The Comanchero Leader and the Comancheros, if *mounted*, can buy the *expert rider* characteristic for +10 points each.
- ⊛ Up to six Comancheros can buy the *gunslinger* characteristic for +10 points each.
- ⊛ Up to four Comancheros can buy the *move & fire (pistol)* characteristic for +15 points each.
- ⊛ Each Comanchero can add a second Revolver to their equipment for +10 points each.
- ⊛ Each Comanchero can add a Breech-loading rifle to their equipment for +10 points each.
- ⊛ Each Comanchero and each Renegade Indian can replace their Breech-loading rifles with a Repeater carbine for +5 points each.
- ⊛ Each Comanchero and each Renegade Indian can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Each Renegade Indian can buy the *veteran* characteristic for +10 points each.
- ⊛ Each Renegade Indian can add the *mounted*, *expert rider* and *indian tactics* characteristics for +30 points each.
- ⊛ Each Renegade Indian can buy the *camouflage* characteristic for +5 points each but only if they are not *mounted*.
- ⊛ Each Renegade Indian can buy the *marksman (tomahawk)* characteristic for +10 points each.
- ⊛ Up to two Renegade Indians can add a Revolver to their equipment for +10 points each.
- ⊛ The Indian Scout can add the *mounted*, *expert rider* and *indian tactics* characteristics at no extra cost (but loses the *stealthy* characteristic).
- ⊛ Each Mexican Bandido can add a second Revolver to their equipment for +10 points each.
- ⊛ Each Mexican Bandido can buy the *extra rounds* characteristic for +5 points each.

RESERVATION RENEGADES

Consisting of:

1 Renegade Chief, 0-12 Renegade Indians, 0-1 Medicine Man

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Renegade Chief	5	Breech-loading rifle, Knife	agile, cut-throat, leader, marksman (rifle), veteran	85
Renegade Indian	4	Breech-loading rifle, Tomahawk, Knife	agile, cut-throat, eagle-eye	65
Medicine man	3	Revolver, Knife	doc, cut-throat, eagle-eye, veteran	65

UNIT VARIANTS:

- ⊛ The Renegade Chief can replace his Breech-loading rifle with a Repeater carbine for +5 points.
- ⊛ The Renegade Chief can replace his Knife with a Saber for +5 points.
- ⊛ The Renegade Chief and each Renegade Indian can add the *mounted, expert rider* and *Indian tactics* characteristics for +30 points each.
- ⊛ The Renegade Chief and each Renegade Indian can buy the *camouflage* characteristic for +5 points each. (only if not *mounted*)
- ⊛ The Renegade Chief and up to two Renegade Indians can add an Heavy Revolver to their equipment for +15 points each.
- ⊛ Up to two Renegade Indians can replace their Tomahawks with a Spear at no extra cost.
- ⊛ Up to two Renegade Indians can replace their Breech-loading rifles with a Bow at no extra cost.
- ⊛ Each Renegade Indian can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Each Renegade Indian can replace their Knife with a Saber for +5 points each.
- ⊛ Each Renegade Indian can buy the *veteran* characteristic for +10 points each.
- ⊛ Each Renegade Indian can buy the *marksman (tomahawk)* characteristic for +10 points each.
- ⊛ Each Renegade Indian can buy the *marksman (spear)* characteristic for +10 points each.
- ⊛ Up to two Renegade Indians can buy the *move & fire (bow)* characteristic for +15 points each.
- ⊛ Each Renegade Indian can replace their Breech-loading rifles with a Repeater carbine for +5 points each.
- ⊛ Up to six Renegade Indians can add a Revolver to their equipment for +10 points each.
- ⊛ Up to six Renegade Indians can buy the *gunslinger* characteristic for +10 points each.
- ⊛ Up to four Renegade Indians can buy the *move & fire (pistol)* characteristic for +15 points each.
- ⊛ A Renegade Indian can buy the *infiltrator* characteristic for +15 points each.
- ⊛ A Renegade Indian can buy the *stealthy* characteristic for +30 points each.