

Walt Makinen

Walt Makinen is the eldest of the Makinen Brothers and also the brains of their outlaw activities. He will stay on the Makinen Farm (Table B) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Tavernier Ranch and the Grand Finale.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Tough - The first Wound inflicted on this Character in the game always counts as Shock.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Colt Peacemaker .45 Revolver	12"	24"	6	
Winchester 1873 rifle	30"	54"	15	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Knife				(no skill)

Richard Makinen

Richard Makinen is the second eldest of the Makinen Brothers. He is famous for his skill with rifles and knives. He too will stay on the Makinen Farm (Table B) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Tavernier Ranch and the Grand Finale.

Gunslinger -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 2 Bonanza Tokens. Bonanza Dice = Current Action Dice -2

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level III, 4 FM Points. Skill Level 4

Deadeye - May always convert one Action Dice to an Aim Dice.

Marksman - If the shooter is stationary for the full activation and takes a single aimed shot, the first Aim Dice allocated counts adds +2 to hit. No other shots, whether aimed or unaimed, may be taken during this activation.

Knife Fighter - May use a knife or Bowie knife in combat.

Weapon	Eff Rng	Max Rng	Ammo	Notes
S&W .44 Russian Revolver	12"	24"	6	Break Open – Play two Reload Dice to load three rounds the weapon.
Sharps Big 50 rifle	48"	96"	1	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Buffalo Rifle - The first Wound inflicted on a Character or Henchman group in an activation counts as a Critical Wound. Add +1 to the Critical Hit roll. Slow Reload - Takes two Reload Dice to reload a single round.
Knife	6"	6"		Short Range - This weapon has a maximum range equal to its Effective Range.

Matt Makinen

Matt Makinen is infamous for having killed six “men” plus an innumerable number of Native Americans, Yankees and other racial minorities.

Gunslinger -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 2 Bonanza Tokens. Bonanza Dice = Current Action Dice -2

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6” a “Follow Me!” order. This allows the Group to move with that player during the current activation.

Level III, 4 FM Points. Skill Level 4

Deadeye - May always convert one Action Dice to an Aim Dice.

Quick Draw - Firer may always change one Action Dice to a Shoot Dice.

Weapon	Eff Rng	Max Rng	Ammo	Notes
S&W .44 Russian Revolver	12”	24”	6	Break Open – Play two Reload Dice to load three rounds the weapon.
Winchester 1873 Carbine	24”	48”	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12” away.
Knife				(no skill)

Justin Makinen

Justin Makinen is a twisted teenager.

Greenhorn -

Purchases equipment from General Store only

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

Must Dodge into cover which is located away from shooter

Level I, 1 FM Point. Skill Level 6

Nimble - The Character may roll 3D6 rather than the normal 2D6 and select the two dice they use when climbing or jumping.

Brawler - For every 6 rolled when Brawlin', the Character may roll another dice counting another hit for each additional Success rolled.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington Army .44 Revolver	12"	24"	6	Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Winchester 1866 carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.
Knife				(no skill)

Bubba Carlsberg

Carlsberg is a Civil War veteran still fighting the war in his mind. The Makinen brothers picked him up during some criminal caper.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Swordsman - May use a sword in combat.

Born in the Saddle - May always change one Action Dice to a Move Dice when mounted. May add +1 to an *In Control Test* when mounted. May Dodge on a 5+ when mounted.

Weapon	Eff Rng	Max Rng	Ammo	Notes
LeMat Combination Revolver	12"	24"	1 Grape Shot 8 bullets	Lightweight – The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Grape Shot – This weapon has a shotgun barrel. This may be fired by playing one Shoot Dice. The Effective Range is 6" and +2 is added when rolling to hit within that range. Add +1 to the Critical Damage roll. Rare – Only a Gunslinger or Legend may purchase this weapon.
Winchester 1866 carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.
Sword				Hits on a 3, 4, 5 or 6 when Brawlin'. A result of "Two Shock" on the Brawlin' Table becomes a Wound. A Wound on the Brawlin' Table becomes a Critical Wound.

Sheep Farmers

Each sheep farm has two groups of three henchmen. In a battle on their home table, both groups will join the Makinen brothers. In any other battle, only one group will be available. Keep track of how many henchmen are still alive on each farm.

Sheep Farm 1, Henchman Group A strength: 3

Sheep Farm 1, Henchman Group B strength: 3

Sheep Farm 2, Henchman Group C strength: 3

Sheep Farm 2, Henchman Group D strength: 3

Henchmen -

Cannot purchase equipment

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

May only Dodge while in cover, successful on 5 or 6.

Each Shock moves one Action Die into Shock Pool. One Wound removes one Action Die permanently. A Critical Hit removes two Action Dice and adds a Pinned Token. For each two Action Dice removed, remove one figure.

May only aim, if a friendly Character is within 6" and in line of sight of the Henchman Group in order to direct their fire.

May only play one Shoot Dice for each figure in the group. One dice is rolled for each Shoot Dice a Henchmen Group uses.

Where a Henchman group fires multiple shots at a target, these shots are spread across the target Character and other Characters or Henchmen within 2" of the target unless they are aiming with a Character directing their fire.

If multiple shots are fired, the group is out of ammunition if more 1's than 6's are rolled. If out of ammunition, the Henchmen group will have to allocate two Reload Dice to reload.

May only use 1 Aces High die, unless a character is within LoS and 6".

A character may use Aces High die to recover one Shock or remove a Pinned Token from group.

Adds +1 to the side's Ride or Die Rating if within 6".

Level I, 1 FM Point. Skill Level 6

Weapon	Eff Rng	Max Rng	Ammo	Notes
Various Weapons	12"	24"	Unlimited	Do not benefit from the +1 shooting benefit from being within 4"

Jacques Tavernier

Jacques is a wealthy rancher in his early fifties. He is ruthless, ambitious and cruel. He will stay on the Tavernier Ranch (Table J) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Makinen farm and the Grand Finale.

Greenhorn -

Purchases equipment from General Store only

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

Must Dodge into cover which is located away from shooter

Level I, 1 FM Point. Skill Level 6.

Equipment	Eff Rng	Max Rng	Ammo	Notes
Remington Navy .36 Revolver	12"	24"	6	Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Winchester 1866 carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.
Thoroughbred horse				The player rolls one additional D6 when moving and chooses which dice to use for movement distance. A failed In Control Test may always be rerolled once. A Character may aim from a stationary Thoroughbred by playing just one Aim Dice. The horse will never wander away and does not need to be secured.

Julie Tavernier

Julie Tavernier is the beautiful 18-year-old daughter of Jacques. While Jacques is alive, she is the perfect, lovely and obedient daughter who helps him run the ranch. Should Jacques be incapacitated, however, she will instantaneously turn into a ruthless, committed and ambitious woman who will let nothing stand between her and wealth.

She too will stay on the Ranch for most of the campaign and will otherwise only participate in any game on that table. In addition, on a result of 5-6 on a d6, she will be in the Los Nachos Bank if the Makinen Gang tries to rob it in daylight.

If NOT leading the family: Greenhorn -

Purchases equipment from General Store only

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

Must Dodge into cover which is located away from shooter

Level I, 1 FM Point. Skill Level 6.

If leading the family: Gunslinger -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 2 Bonanza Tokens. Bonanza Dice = Current Action Dice -2

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level III, 4 FM Points. Skill Level 4

Marksman - If the shooter is stationary for the full activation and takes a single aimed shot, the first Aim Dice allocated counts adds +2 to hit. No other shots, whether aimed or unaimed, may be taken during this activation.

Equipment	Eff Rng	Max Rng	Ammo	Notes
Deringer	6"	6"	2	<p>Quick Draw - Firer may always change one Action Dice to a Shoot Dice.</p> <p>Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.</p> <p>Short Range This weapon has a maximum range equal to its Effective Range.</p>
Sharps Big 50 rifle	48"	96"	1	<p>Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.</p> <p>Buffalo Rifle - The first Wound inflicted on a Character or Henchman group in an activation counts as a Critical Wound. Add +1 to the Critical Hit roll.</p> <p>Slow Reload - Takes two Reload Dice to reload a single round.</p>

Joshua Claymore

Joshua Claymore is an infamous hired gun. Tall, slim, with sun-scorched skin and permanent squint, a moustache, dresses in black leather... you know the type. He has killed many people, but no one dares to testify against him. The personal bodyguard of the Tavernier Family, he stays with Jacques and Julie, going where they go.

Legend -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 3 Bonanza Tokens. Bonanza Dice = Current Action Dice -1

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level IV, 6 FM Points. Skill Level 3

Quick Draw - Firer may always change one Action Dice to a Shoot Dice.

Lightning Fast – Add +1 to the Dodge roll for the first test of each Turn. Add +1 to a Fast Draw Test.

Ambidextrous – May use two pistols (not Heavy or Cumbersome) at once. Both pistols may be fired using one Shoot Dice when shooting at the same target. These shots may not be aimed and are made with a -1 on the roll to hit. Just one Dodge roll is made.

Ice Cold - If the Character makes a successful Dodge, do not place a Pinned token. The Character will still move behind or back to Cover if possible but does not have to move out of sight.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Two Remington .44s with pearl-handled grips	12"	24"	6	Pearl-handled Grips - Re-roll one hand of shooting dice per game. Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Winchester 1873 carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Shotgun	9"	18"	2	Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range. Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot. Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.
Knife				(no skill)

Thoroughbred horse				The player rolls one additional D6 when moving and chooses which dice to use for movement distance. A failed In Control Test may always be rerolled once. A Character may aim from a stationary Thoroughbred by playing just one Aim Dice. The horse will never wander away and does not need to be secured.
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Max Briggins

Max Briggins is the foreman of the Ranch. A big, burly outdoorsman, he has been in plenty of scraps for Tavernier and his loyalty is unquestioned.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Tough - The first Wound inflicted on this Character in the game always counts as Shock.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington Army .44 Revolver	12"	24"	6	Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Winchester 1866 carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.

George Marrison

Marrison is a gifted guitarist, but do not let that fool you.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Born in the Saddle - May always change one Action Dice to a Move Dice when mounted. May add +1 to an *In Control Test* when mounted. May Dodge on a 5+ when mounted.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington Navy .36 Revolver	12"	24"	6	Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Shotgun	9"	18"	2	Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range. Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot. Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.

Cowboys

Cattle ranches 3 & 4 have two groups of three henchmen. In a battle on their home table, both groups will join the Tavernier men. In any other battle, only one group will be available.

The Tavernier Ranch has five groups of three henchmen. In a battle on their home table, all groups will join the Tavernier men. In any other battle, only two groups will be available.

Keep track of how many henchmen are still alive on each farm.

Tavernier Ranch, Henchman Group E strength: 3

Tavernier Ranch, Henchman Group F strength: 3

Tavernier Ranch, Henchman Group G strength: 3

Tavernier Ranch, Henchman Group H strength: 3

Tavernier Ranch, Henchman Group I strength: 3

Cattle Ranch 3, Henchman Group J strength: 3

Cattle Ranch 3, Henchman Group K strength: 3

Cattle Ranch 4, Henchman Group L strength: 3

Cattle Ranch 4, Henchman Group M strength: 3

Henchmen -

Cannot purchase equipment

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

May only Dodge while in cover, successful on 5 or 6.

Each Shock moves one Action Die into Shock Pool. One Wound removes one Action Die permanently. A Critical Hit removes two Action Dice and adds a Pinned Token. For each two Action Dice removed, remove one figure.

May only aim if a friendly Character is within 6" and in line of sight of the Henchman Group in order to direct their fire.

May only play one Shoot Dice for each figure in the group. One dice is rolled for each Shoot Dice a Henchmen Group uses.

Where a Henchman group fires multiple shots at a target, these shots are spread across the target Character and other Characters or Henchmen within 2" of the target unless they are aiming with a Character directing their fire.

If multiple shots are fired, the group is out of ammunition if more 1's than 6's are rolled. If out of ammunition, the Henchmen group will have to allocate two Reload Dice to reload.

May only use 1 Aces High die, unless a character is within LoS and 6".

A character may use Aces High die to recover one Shock or remove a Pinned Token from group.

Adds +1 to the side's Ride or Die Rating if within 6".

Level I, 1 FM Point. Skill Level 6

Weapon	Eff Rng	Max Rng	Ammo	Notes
Various Weapons	12"	24"	Unlimited	Do not benefit from the +1 shooting benefit from being within 4"

Sheriff Zane

Sheriff Zane is the tough lawman of this town. He takes no funny business from anyone.

Legend -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 3 Bonanza Tokens. Bonanza Dice = Current Action Dice -1

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level IV, 6 FM Points. Skill Level 3

Quick Draw - Firer may always change one Action Dice to a Shoot Dice.

Lightning Fast – Add +1 to the Dodge roll for the first test of each Turn. Add +1 to a Fast Draw Test.

Ambidextrous – May use two pistols (not Heavy or Cumbersome) at once. Both pistols may be fired using one Shoot Dice when shooting at the same target. These shots may not be aimed and are made with a -1 on the roll to hit. Just one Dodge roll is made.

Trick Shooter - Reduces the targets Dodge Roll by -1 when shooting at 12" or less.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Two Colt .45 Peacemakers	12"	24"	6	
Winchester 1873 rifle	30"	54"	15	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Shotgun	9"	18"	2	Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range. Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot. Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.
Thoroughbred horse				The player rolls one additional D6 when moving and chooses which dice to use for movement distance. A failed In Control Test may always be rerolled once. A Character may aim from a stationary Thoroughbred by playing just one Aim Dice. The horse will never wander away and does not need to be secured.

Deputy Finkelstein

Zane's right arm, Finkelstein takes care of much of the patrolling in the town

Gunslinger -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 2 Bonanza Tokens. Bonanza Dice = Current Action Dice -2

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level III, 4 FM Points. Skill Level 4

True Grit - May recover two dice from the Shock Pool for every Aces High Dice played.

Eagle Eyes - May always convert one Action Dice to a Spot Dice.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington .44 Revolver	12"	24"	6	Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Sharps Big 50 rifle	48"	96"	1	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Buffalo Rifle - The first Wound inflicted on a Character or Henchman group in an activation counts as a Critical Wound. Add +1 to the Critical Hit roll. Slow Reload - Takes two Reload Dice to reload a single round.
Shotgun	9"	18"	2	Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range. Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot. Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.

Deputy Grohm

Grohm enjoys bar fights.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Pugilist - Hits with Fists on a 4+ when Brawlin'. Add +1 to the Critical Hit Roll.

Brawler - For every 6 rolled when Brawlin', the Character may roll another dice counting another hit for each additional Success rolled.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Colt Peacemaker .45 Revolver	12"	24"	6	
Winchester 1873 Carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Shotgun	9"	18"	2	<p>Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range.</p> <p>Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot.</p> <p>Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.</p>
Knife				(no skill)

Deputy Tiller

The stereotypical eager, younger guy in this office.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Nimble - The Character may roll 3D6 rather than the normal 2D6 and select the two dice they use when climbing or jumping.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington Army .44 Revolver	12"	24"	6	Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.
Winchester 1873 Carbine	24"	48"	12	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Shotgun	9"	18"	2	Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range. Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot. Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.
Knife				(no skill)

Law-Abiding Citizens

There are always two groups of concerned citizens who will take up arms in order to return law and order on the streets of Los Nachos. In any other battle, only one group will be available.

Keep track of how many henchmen are still alive.

Los Nachos, Henchman Group N strength: 3

Los Nachos, Henchman Group O strength: 3

Henchmen -

Cannot purchase equipment

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

May only Dodge while in cover, successful on 5 or 6.

Each Shock moves one Action Die into Shock Pool. One Wound removes one Action Die permanently. A Critical Hit removes two Action Dice and adds a Pinned Token. For each two Action Dice removed, remove one figure.

May only aim if a friendly Character is within 6" and in line of sight of the Henchman Group in order to direct their fire.

May only play one Shoot Dice for each figure in the group. One dice is rolled for each Shoot Dice a Henchmen Group uses.

Where a Henchman group fires multiple shots at a target, these shots are spread across the target Character and other Characters or Henchmen within 2" of the target unless they are aiming with a Character directing their fire.

If multiple shots are fired, the group is out of ammunition if more 1's than 6's are rolled. If out of ammunition, the Henchmen group will have to allocate two Reload Dice to reload.

May only use 1 Aces High die, unless a character is within LoS and 6".

A character may use Aces High die to recover one Shock or remove a Pinned Token from group.

Adds +1 to the side's Ride or Die Rating if within 6".

Level I, 1 FM Point. Skill Level 6

Weapon	Eff Rng	Max Rng	Ammo	Notes
Various Weapons	12"	24"	Unlimited	Do not benefit from the +1 shooting benefit from being within 4"

Director Higgins

Higgins is an older businessman. He cannot afford to lose the pay funds in the safe. He can afford even less to lose control of the lucrative mine!

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Deadeye - May always convert one Action Dice to an Aim Dice.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Pepperbox Pistol	10"	10"	6	Short Range - This weapon has a maximum range equal to its Effective Range. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Slow Reload - Takes two Reload Dice to reload a single round.

Engineer van Zandt

Van Zandt has seen all sorts of troubles here. He will not back down easily.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Weapon	Eff Rng	Max Rng	Ammo	Notes
Remington Navy .36 Revolver	12"	24"	6	<p>Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.</p> <p>Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.</p>
Shotgun	9"	18"	2	<p>Buckshot - Add +1 to hit up to Effective Range. Add +1 to the Critical Wound Roll up to Effective Range and -1 over Effective Range.</p> <p>Double Barreled - May fire both barrels together when playing one Shoot Dice, rolling three dice to hit. It is not possible to Aim when firing both barrels. The target rolls one Dodge roll. A double-barreled weapon may be fired with a separate Shoot Dice played for each barrel. These shots may be Aimed. The target will roll to Dodge each shot.</p> <p>Shotgun - When rolling for a Near Miss, a friendly Character or Townsfolk is hit on the roll of a 1 or 2 and an enemy Character on the roll of a 5 or 6.</p>

Mine Guards

At each location there are always two groups of mine guards who will guard the company facilities.

Keep track of how many henchmen are still alive.

Mine Guards at Dusty Hills Mine, Henchman Group P strength: 3

Mine Guards at Dusty Hills Mine, Henchman Group Q strength: 3

Mine Guards at Mining Company Office in Los Nachos, Henchman Group R strength: 3

Mine Guards at Mining Company Office in Los Nachos, Henchman Group S strength: 3

Henchmen -

Cannot purchase equipment

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

May only Dodge while in cover, successful on 5 or 6.

Each Shock moves one Action Die into Shock Pool. One Wound removes one Action Die permanently. A Critical Hit removes two Action Dice and adds a Pinned Token. For each two Action Dice removed, remove one figure.

May only aim if a friendly Character is within 6" and in line of sight of the Henchman Group in order to direct their fire.

May only play one Shoot Dice for each figure in the group. One dice is rolled for each Shoot Dice a Henchmen Group uses.

Where a Henchman group fires multiple shots at a target, these shots are spread across the target Character and other Characters or Henchmen within 2" of the target unless they are aiming with a Character directing their fire.

If multiple shots are fired, the group is out of ammunition if more 1's than 6's are rolled. If out of ammunition, the Henchmen group will have to allocate two Reload Dice to reload.

May only use 1 Aces High die, unless a character is within LoS and 6".

A character may use Aces High die to recover one Shock or remove a Pinned Token from group.

Adds +1 to the side's Ride or Die Rating if within 6".

Level I, 1 FM Point. Skill Level 6

Weapon	Eff Rng	Max Rng	Ammo	Notes
Various Weapons	12"	24"	Unlimited	Do not benefit from the +1 shooting benefit from being within 4"

Bank Owner William J. Sachs

The bank is already in big trouble so Sachs cannot take any more financial losses. He will fight very spiritedly.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Charmed - May force another player to re-roll one batch of dice once per game.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Adams Revolver	12"	24	6	Heavy Caliber - The first Shock inflicted on a Character or Henchman group in an activation counts as a Wound. Fixed Double Action - Use 1 Shoot Die to fire one round or two Shoot Dice to fire three rounds. No aiming is possible with this weapon.
Military Rifle	36"	72"	1	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Heavy Caliber - The first Shock inflicted on a Character or Henchman group in an activation counts as a Wound.

Bank Guards

There are two groups of bank guards.

Keep track of how many henchmen are still alive.

Bank Guards, Henchman Group T strength: 3

Bank Guards, Henchman Group U strength: 3

Henchmen -

Cannot purchase equipment

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

May only Dodge while in cover, successful on 5 or 6.

Each Shock moves one Action Die into Shock Pool. One Wound removes one Action Die permanently. A Critical Hit removes two Action Dice and adds a Pinned Token. For each two Action Dice removed, remove one figure.

May only aim if a friendly Character is within 6" and in line of sight of the Henchman Group in order to direct their fire.

May only play one Shoot Dice for each figure in the group. One dice is rolled for each Shoot Dice a Henchmen Group uses.

Where a Henchman group fires multiple shots at a target, these shots are spread across the target Character and other Characters or Henchmen within 2" of the target unless they are aiming with a Character directing their fire.

If multiple shots are fired, the group is out of ammunition if more 1's than 6's are rolled. If out of ammunition, the Henchmen group will have to allocate two Reload Dice to reload.

May only use 1 Aces High die, unless a character is within LoS and 6".

A character may use Aces High die to recover one Shock or remove a Pinned Token from group.

Adds +1 to the side's Ride or Die Rating if within 6".

Level I, 1 FM Point. Skill Level 6

Weapon	Eff Rng	Max Rng	Ammo	Notes
Various Weapons	12"	24"	Unlimited	Do not benefit from the +1 shooting benefit from being within 4"

Reverend Martin Luther Donnerschlag

Despite dressing like a Lutheran clergyman, it is not certain that the aging Donnerschlag is in fact a man of the cloth. He always carries a small but rather heavy, top-opening leather suitcase, which when set down sometimes makes the sound of two or more glass bottles clinking. Unconvincingly, he explains that this is some communion wine he is carrying. In the suitcase is also a revolver wrapped in red satin cloth, which he says was a gift from his parishioners. Where this parish is located is very unclear from his explanations.

He rides a mule, saying that if a donkey was good enough for Jesus, a mule is surely good enough for him. The mule Gallops at 2d6 only and In Control tests are at -1.

Donnerschlag is a redoubtable defender of the downtrodden and thanks to his fiery rhetoric, his side always has an additional d6 in any Ride or Die Test. But if taken to Los Nachos, a very different side of the good Reverend will be revealed. He will instantly slip into the saloon to overindulge in wine, women and song and then appear late and drunk in the firefight (roll on the Serious Wound Recovery Table "I Need a Drink!" to see how plastered he is in a given battle). A separate Deployment Point is placed for him in the saloon. He may only deploy after any character rolls three or four Aces High Dice.

Greenhorn -

Purchases equipment from General Store only

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

Must Dodge into cover which is located away from shooter

Level I, 1 FM Point. Skill Level 6.

Equipment	Eff Rng	Max Rng	Ammo	Notes
Beaumont-Adams .479 Revolver	12"	24	5	Heavy Caliber - The first Shock inflicted on a Character or Henchman group in an activation counts as a Wound. Double Action - Use 1 Shoot Die to fire one round (aiming is possible) or two Shoot Dice to fire three rounds (no aiming is possible).
Mule				Gallops at 2d6 only and In Control tests are at -1.

Hank Stroh

Hank Stroh is the town drunk. His services – which are of very questionable quality - are only available in Los Nachos town itself, mainly because Stroh exchanged his mangy horse for a couple of bottles of whiskey many years ago. In addition to a bottle of Doobs Brothers Moonshine, he has an ancient Colt Paterson .36 cap & ball revolver which has only a five-round capacity and which will explode dealing him a Wound on an unmodified to hit roll of 1. Only an impoverished or especially desperate gang would avail itself of Stroh's services.

Greenhorn -

Purchases equipment from General Store only

Begins each game with 0 Bonanza Tokens. Bonanza Dice = Current Action Dice -4

Must Dodge into cover which is located away from shooter

Level I, 1 FM Point. Skill Level 6.

Drunk - Roll on the "I Need a Drink!" table

In Bad Shape - First Move die is only a 1d6 move

Equipment	Eff Rng	Max Rng	Ammo	Notes
.36 Colt Paterson Revolver	8"	16"	5	Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Slow Reload - Takes two Reload Dice to reload a single round. Ancient – Explodes on an unmodified to hit roll of 1, dealing the wielder a Wound.
Bottle of Moonshine				Once per game, use a Reload Die take a sip of Moonshine to remove one point of Shock.

Rodney Slagg

As far as saddle bums go, Slagg is not remarkable in any way. Drifting from town to town, he is ready to undertake any kind of a job – including highly dangerous ones such as one of these battles.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Stealthy - Shooter requires one additional Spot Dice to spot this Character when they are in Cover or over 12” away.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Colt Navy .36 Revolver	12”	24”	6	Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon.

Xerxes Bountinis

Xerxes Bountinis is a Greek-born bounty hunter. In appearance he is a gigolo and a dandy, always dressing in a white suit (reduces number of Spot dice required to spot him by one), with many gold chains and an expensive pocket watch. He carries an ivory-headed walking cane (If a round of Brawlin' is won, adds one additional Shock). He has a fine horse with a red saddle and matching bridle.

Though he prefers to hunt people with bounties on their heads, Bountinis can also be hired for more general professional assignments. A true professional, he owns quite a collection of weapons.

Shootist -

Purchases equipment from General Store or Gunsmith

Begins each game with 1 Bonanza Token. Bonanza Dice = Current Action Dice -3

Must Dodge into cover which is located away from shooter

Level II, 2 FM Points. Skill Level 5

Lucky - May re-roll any one batch of dice once per game.

Fast Talker - Reduces their opponent's Combat Pool by 1 Dice when Brawlin'. If the Character loses a round of Brawlin' this benefit is lost for the rest of the game. May always add 1D6 when rolling for Revenue in the campaign.

Equipment	Eff Rng	Max Rng	Ammo	Notes
Colt Navy .36 Revolver with Pearl-Handled Grips	12"	24"	6	Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound. Cartridge Reload - This weapon is reloaded by replacing the whole cylinder rather than individual rounds. Three Reload Dice must be played to fully reload this weapon. Pearl-handled Grips - Re-roll one hand of shooting dice per game.
Winchester 1873 rifle	30"	54"	15	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away.
Sharps 1859 carbine	36"	72"	1	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Buffalo Rifle - The first Wound inflicted on a Character or Henchman group in an activation counts as a Critical Wound. Add +1 to the Critical Hit roll. Slow Reload - Takes two Reload Dice to reload a single round.
Ivory-Headed Walking Cane				If a round of Brawlin' is won, adds one additional Shock.
Fancy Duds				Add D3 Reputation Points after each game.

Carlos Hernandez

Carlos Hernandez dresses in the stereotypical bandito garb, with a large Sombrero complete with coins decorating the rim. Although not Ambidextrous, he carries two .44 Colt Army revolvers model 1860, as this enables him to forego reloading in most gunfights.

He also has a set of traditional Mexican peasant clothes. Dressing in those, he may infiltrate any place in Los Nachos, Rusty River Valley, Dusty Hills mine, and any of the farms and ranches, appearing as just a napping workman. After all, this is New Mexico and who is going to take any notice of some Mexican laborer having a siesta?

Gunslinger -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 2 Bonanza Tokens. Bonanza Dice = Current Action Dice -2

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6" a "Follow Me!" order. This allows the Group to move with that player during the current activation.

Level III, 4 FM Points. Skill Level 4

Siesta - When dressed as a Peon, he receives a Movable Deployment Point. This can only be moved using his own dice, and he is the only one who can deploy from it. However, he is only able to carry one revolver and no rifles under his peasant garb.

Menacing Whisper - In any *Confrontation* Carlos counts as a Legend because he can always be heard whispering – very loudly and menacingly – to his employer "*Jefe, please may I now kill this gringo?*" To do this he needs to be within 6" of his faction's leader.

Lightning Fast - Add +1 to the Dodge roll for the first test of each Turn. Add +1 to a Fast Draw Test.

Brave - Will ignore the first Shock inflicted in a game.

Weapon	Eff Rng	Max Rng	Ammo	Notes
Two Colt .44 Army Cap & Ball Revolvers	12"	24"	6	(not Ambidextrous) Slow Reload - Takes two Reload Dice to reload a single round.
.44 Henry rifle	24"	48"	15	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12" away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.
Bowie Knife				(no skill)

“Injun-Killer” Pete Cadwell

“Injun-Killer” Pete Cadwell is a greedy, calculating, confident and audacious leader of a band of hired guns, but he will on occasion also engage in solo work, as here. He is of average height and has sand-brown hair. Dressed in jeans, spurred expensive boots which he never takes off, yellow shirt and a black leather vest, Pete is a legendary, unprincipled gunfighter who would shoot even his own grandmother if someone paid him enough.

Legend -

Purchases equipment from General Store or Gunsmith. May purchase Rare items.

Begins each game with 3 Bonanza Tokens. Bonanza Dice = Current Action Dice -1

When activated, may change one of the Action Dice rolled to any other result from 1 to 5

May Dodge into any direction

May play an Aces High Dice to give a Henchman Group within 6” a “Follow Me!” order. This allows the Group to move with that player during the current activation.

Level IV, 6 FM Points. Skill Level 3

Ambidextrous – May use two pistols (not Heavy or Cumbersome) at once. Both pistols may be fired using one Shoot Dice when shooting at the same target. These shots may not be aimed and are made with a -1 on the roll to hit. Just one Dodge roll is made.

Quick Draw - Firer may always change one Action Dice to a Shoot Dice.

Trick Shooter - Reduces the targets Dodge Roll by -1 when shooting at 12” or less.

Equipment	Eff Rng	Max Rng	Ammo	Notes
Two S&W .44s Russian with pearl-handled grips	12”	24”	6	Break Open – Play two Reload Dice to load three rounds the weapon. Pearl-handled Grips - Re-roll one hand of shooting dice per game.
Winchester 1866 rifle	24”	48”	15	Rifle - Add +1 to hit when taking an Aimed Shot at a target over 12” away. Lightweight - The first Critical Hit inflicted on a Character or Henchmen Group in an activation counts as a Wound.
Spy Glass				Reduces the number of Spot Dice required at over 12” by one Spot Dice.
Bowie Knife				(no skill)
Thoroughbred horse				The player rolls one additional D6 when moving and chooses which dice to use for movement distance. A failed In Control Test may always be rerolled once. A Character may aim from a stationary Thoroughbred by playing just one Aim Dice. The horse will never wander away and does not need to be secured.