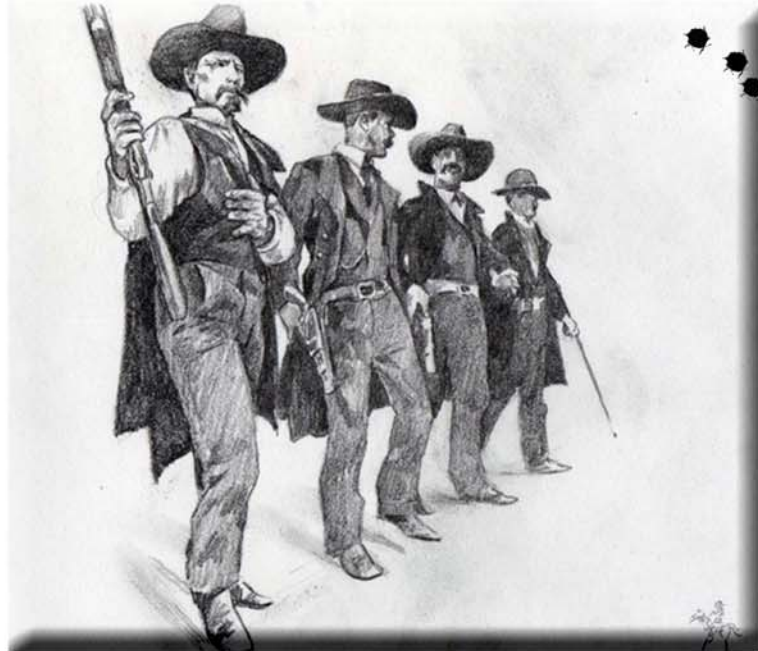


Western Gunfighters

New Rules
using the
Chaos in Carpathia
rule system.

Written by Lee Howard

The following pages allow players to convert the "Chaos In Carpathia" (CIC) for use with Blue Moon Manufaturings Wild West miniatures. The following traits, weapons, and combat maneuvers are compatable with the CIC system and may be used in games based in the CIC Gothic Horror universe as well, although players are encouraged to agree before hand on adding any new rules to allow for fair play.



NEW TRAITS

AMBIDEXTROUS - The character may use either of his hands with equal dexterity. The character may shoot both of his pistols at the same time and at different targets. However, he may not apply his Crack Shot trait bonus if he chooses to do so.

BULLWHACKER - The character is extremely skilled with a bullwhip and may add dice equal to his level in this trait when attempting an Entangle or Disarm maneuver against an enemy model.

COOL - The character is unnaturally calm under fire, keeping his wits about him and always taking the time to aim and shoot. If he ever has to take an opposed roll to determine which model acts first (for example, resolving a Held Action), he wins all ties, even if he wasn't the model holding its action. If both models possess Cool, their actions occur simultaneously. Furthermore, the "Out Of Ammo" event never applies to the character.

DEADEYE SHOT (limited use) - For each use expended, the character may completely re-roll one Ranged Attack from scratch. The result of the second roll must be accepted.

ESCAPE ARTIST - Models possessing this trait may add its dice to their Agility goal rolls when trying to escape Entangling attacks.



GUNPLAY - The character has practiced such tricks as spinning his gun by the trigger guard, switching guns from one hand to hand to the other and the Road Agent Spin, a tactic whereby pretending to surrender the gun butt first, the gunfighter quickly spins it and grabs it by the butt, getting the drop on his adversary. The model may re-roll one failed die (dice rolling 1-3) when making a Quick Draw. The re-roll must be accepted.

GAMBLER - If the character was not KO'd during the previous battle, he generates an additional $\$2 + D6$ (\$3-\$8) for his warband in the Post Battle Resource phase.

GREASED LIGHTNING - The character is extremely skilled with his pistol and usually out-draws his opponent. The character adds bonus dice equal to his level in this trait when performing a Quick Draw test.



LAWMAN - The character is an officially designated lawman (county sheriff, US Marshal, Texas Ranger, etc) and collects bounties on felons that have been defeated and arrested. The character collects \$5 during the Post Battle Resources phase for every KOed model to which he administered a Coup de Grace during the game.

REPUTATION - The character is a dangerous man to approach in a gunfight. Anyone wishing to charge him must first spend a free action and make a TN3 RES test. If successful, the model may continue with its charge. If failed, the model loses its move for that turn but may otherwise act as normal.

ROPER - The character has had experience capturing cattle with a lasso. The model adds its level in this trait when attacking with a lasso.

SHOOTIST (limited use) - For each use expended, the model may fire both his pistols at the same time, making two ranged combat attacks in a single combat action. The model may target two different opponents. Targets receive +1D to their AGL to avoid this attack. Unlike Ambidextrous (see above) a model using this trait does apply his Crack Shot bonus to his dice total.

WIT (limited use) - The character issues a sarcastic insult or witty riposte to his opponent, unnerving him. For each use expended, the character may force an opponent to re-roll one scored goal (i.e., a die scoring 4-6) during a Quick Draw contest. The opposing player chooses which die to re-roll.

NEW COMBAT ACTIONS

ENTANGLING - A model armed with a whip or lasso may use it to try and bind and pin an opponent's limbs during combat. Resisting targets receive +2D to their Agility goal roll to avoid being entangled (it's harder for a model to entangle opponents than it is to strike them). If the attack is successful the target is rendered helpless but may try to break free during its following turns (see below).

An Entangled model can try to escape the hold during its next turn by spending its Combat Action. This is an opposed Strength check, and escaping models get +1D for each level of Escape Artist they possess. If the escaping model wins the contest, it breaks free and is placed adjacent to its opponent and may act as normal. If the model loses the contest, it is still caught and may not move or conduct combat until it breaks free. The captor may release his victim if he wishes by spending a free action during a subsequent turn.

FANNING - Fanning refers to the tactic of striking the hammer of a single action pistol repeatedly with the palm of a hand using rapid downward slaps, causing the pistol to fire rapidly without pulling the trigger. The gunfighter is rewarded with a fusillade of shots at the expense of accuracy.

A model may only use one pistol when fanning. A model does not add its level in Crack Shot to its attack when fanning and the target adds 1 die to its AGL in addition to any other modifiers (such as range, cover, etc) to represent the inaccuracy of the attack. The target of the attack may not be more than 12" from the firer. When fanned, the pistol gains a Radius attack of 2". Any model, friend or foe, in the burst area must make a DR check. If fanning into a Close Combat, all models

involved in the close combat are affected and must make defense rolls even if they are not within 2" of the target model. Henchmen groups make one defense roll for the whole group.

After the attack is resolved the, model which performed a fanning attack must make a TN3 MND roll. If the roll is failed, the weapon is out of ammo and must be reloaded. Refer to the rule for Out Of Ammo/ Jam checks on p.52 in the Chaos In Carpathia rulebook. Models possessing the Cool trait do not have to make this roll.

Example: Wyatt Earp is facing down members of the infamous Cowboy gang. During his activation, his player announces Wyatt will fan his pistol and chooses to target Ike Clanton. Both of the McLaury brothers are within 2" of Ike so they are affected by the attack as well. Wyatt's player rolls 4 dice for his Agility and adds 2 Fate dice to the attack. Since he is fanning he does not add his level in Crack Shot to his total. He rolls and scores 2, 3, 3, 4, 5 and 6 for a total of 4 goals. The other player makes Defense rolls for the three cowboys. Ike scores 2 goals, Frank McLaury 3 goals and Tom McLaury gets lucky with 5 goals. The Cowboy's player now rolls Ike and Frank's Damage Resistance. Since Wyatt possesses the trait Cool, he does not have to make a MND check to see if his pistol is empty.

Note on fanning: In some rare cases, a model performing a Fanning maneuver could force a number of models to make DR checks that exceed the number of bullets in his gun. For example, a gunfighter could fan into a Close Combat and strike 7 models with a pistol that only holds six bullets. This can be justified by declaring that the extra model(s) might be dismayed by the carnage occurring around them, causing them

to lose heart or perhaps a bullet struck one target and passed through him, striking the next model. With a little imagination, players can come up with their own explanations.

If players find this ruling unrealistic or unbalancing, they may enact a "house rule" which states that a model fanning a group of more than 6 opponents must declare which six models are affected by the attack. A Henchmen group counts as a single target.



QUICK DRAW - A character may only perform a Quick Draw if it has a pistol in its inventory and is holding his action (see Held Actions, Chaos In Carpathia, pp. 11-12).

Quick Draws may be used in one of two ways: As a response to a Ranged Attack or Charge by an enemy model. If attempting a Quick Draw in response to a Ranged Attack, Quick Draws are an opposed contest with both characters rolling a number of dice equal to their AGL + Greased Lightning. The model that scores the most goals wins and fires before its opponent. If the score results in a tie the contest goes to the character with a held action and he will resolve his attack first (exception: see the trait Cool). If both models have held actions or both possess the trait Cool, the attacks are simultaneous. If attempting a Quick Draw in response to a charge action, the

test is an opposed roll pitting the charger's AGL against his target's AGL + Greased Lightning. If the target wins the contest, he may fire on the charger at any point during his charge move. If the charger survives the attack he may complete the charge if he wishes.

OPTIONAL RULE: Any character possessing the trait Knife Fighter may perform Quick Draws if armed with throwing knives.

NEW WEAPONS & EQUIPMENT

CARTRIDGE BELTS - Cartridge belts are leather belts that have a series of small loops sewn onto them that hold extra cartridges for rifles and pistols. If a model wearing a cartridge belt suffers the Out Of Ammo/Jam event (see Chaos In Carpathia rulebook, p.52), the player may roll a single die and if he scores a goal (i.e, 4-6) he does not suffer the result of the Out Of Ammo/Jam event. However, the Ranged Attack is still considered to have failed. The character may only roll one die even if the model is sculpted with two or more belts. A model may not buy more than one cartridge belt.

Cost: 3

ENC: 1

COLT "BUNTLINE SPECIAL" - The Buntline special was a custom made pistol commissioned by Ned Buntline, the famous Dime Novelist and impresario, who ordered them from Colts Manufacturing Company and presented them to notable personalities and lawmen. The Buntline Special was based on the famous Colt Peacemaker. It was single action, re-chambered for .45 Long Colt ammunition and was fitted with a 12" or 16" barrel. It came with a detachable

stock that could be fixed with screws allowing the Buntline to be fired as a carbine, improving its accuracy. A model wishing to attach or detach the Buntline's stock may not move more than 3" during that turn.

Colt Buntline Special

Cost: 25

DN: 5

ER: 12"

Special: May be Fanned

Cumbersome

ENC: 1

Colt Buntline with stock attached

DN: 5

ER: 15"

Special: May not perform Quick Draws

May not be Fanned

ENC: 2

SHOTGUN - Shotguns are single- or double-barreled smoothbore longarms that fire a spread of large pellets. Extremely powerful at shorter ranges, the pellets spread, decreasing in lethality the farther they travel.

Cost: 7

DN: 5

ER: 10"

Special: Variable strength:

Firer receives +1D AGL, +1DN versus targets at

5" or less

Target receives +1D AGL and +1DR beyond 10"

ENC: 2



SINGLE ACTION PISTOLS - Single action is the name given to any handgun that is fired by cocking the hammer with a thumb and then pulling the trigger, causing the weapon to fire.

A model armed with a single action pistol may perform the Fanning combat maneuver. Single action pistols may be classed as both light and heavy pistols.

Light Single Action Revolver (Colt Navy, Hopkins & Allen .32, Merwin & Hulbert .38, etc)

Cost: 8

DN: 4

ER: 8"

Special: May be Fanned

ENC: 1

Heavy Single Action Revolver (Colt Peacemaker, Colt Frontier, Smith & Wesson Schofield, etc)

Cost: 10

DN: 5

ER: 10"

Special: May be Fanned

ENC: 1

CLOSE COMBAT WEAPONS

LASSO - Length of tough rope used to entangle foes. Models hit with multiple Lasso attacks must succeed in successive escape attempts to break their Entanglement. A Lasso may not be used against a foe in base contact, and requires a minimum of 1" of distance to allow for an attack. If the character possesses the Roper trait, he may add his level in the trait to his attack dice total when attacking with a lasso.

Lasso

Cost: 2

DN: none

Special: No Damage, Extra Reach 5", Entangle

ENC: 2

WHIP - A length of braided leather strips used to control draft animals. A character armed with a whip may employ it to perform the Entangle and Disarm Combat Maneuvers. A whip may not be used against a foe in base contact, and requires a minimum of 1" of distance to allow for an attack. If the character possesses the Bullwhacker trait, he may add his level in the trait to his attack dice total when attacking with a whip.

Whip

Cost: 3

DN: none

Special: No Damage, Extra Reach 3", May perform Entangle and Disarm maneuvers.

ENC: 2

NEW WEAPON RULES

CUMBERSOME - A Cumbersome firearm is large and unwieldy. A character drawing a cumbersome weapon may not add his Greased Lightning level to his AGL during a quick draw contest.

EXTRA REACH - The weapon may be used during close combat against a foe not in base-to-base contact provided the foe is within the weapon's reach, expressed in inches.



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