



## Legends of the Old West 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% official, and replace the relevant sections of the rulebook where necessary.

### Starting a Game

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

<b>S</b>	<b>F</b>	<b>St</b>	<b>G</b>	<b>A</b>	<b>W</b>	<b>P</b>
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 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 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".

**Pg 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:

<b>S</b>	<b>F</b>	<b>St</b>	<b>G</b>	<b>A</b>	<b>W</b>	<b>P</b>	<b>FA</b>	<b>FT</b>
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 and 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.** 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.** 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 end of a campaign game.

**Q.** Can hired guns be mounted if mounts are not listed in their starting options? If not, then some of the skill limitations seem pretty harsh. If the Indian Scout can't be given a mount, for instance, then only 4 of the six movin' skills are available to him.

**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.** 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 Posses will be included in the forthcoming Alamo supplement.

**Q.** On Page 49, in the Henchmen Equipment list, it costs \$16 for a Rifle and \$12 for a Repeating Rifle. This looks like a typo, as Rifles are always cheaper elsewhere in the book.

**A.** No, this is intentional. Some Posses 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.** 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.** 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. Originally, we had rules for entangling and the lasso breaking, and friendly models helping them to escape, etc. But the rules for the lasso ended up taking up an entire page, for a very minor effect, so I decided to make them simpler.

**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.** 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.** Whenever a hero uses a fame point to Quickdraw in his opponent's shooting 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.** 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.** 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.** 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...

**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 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.** 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 to nearest cover (as normal) – but does this stop the rider from shooting?

Technically it was the horse that bolted for cover so it was argued 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 injured 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. It is not a henchman, nor does it count as an additional model 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.** How do people play the inside of buildings? – difficult terrain so half pace was suggested – my feeling is just not to worry, but I can also see the argument for half pace.

**A.** I'm loath to give an 'official answer' to this. It really does depend on your terrain collection. If you have buildings with small, confined spaces and lots of cover and stairways, then maybe it should be classed as difficult. However, open walkways and buildings in general are treated as open - only physical obstacles such as furniture get in the way of movement. Please don't take this answer as word of God – I can't vouch for everyone's scenery collection!

**Q.** Fighting through a window – if someone on the outside fires into a combat where a friend is on the outside and the enemy on the inside (they had life is cheap), we played that they roll to see who they hit as normal and if it was the figure on the inside then they had to roll to miss the cover. Is this correct?

**A.** Again – apply the rule of common sense. Roll to see who is hit first, then roll for In the Way. Only one of the models is in cover. It's easier to hit the friendly model this way, but

that's your own fault for trying such a silly shot!

**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.** In 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.** 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.** 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.