

The Card Sharp



Recruitment Fee: \$18

Retainer: \$8

Card Sharp Profile

S	F	St	G	A	W	P	FA	FT
5+	3	3	3	1	1	3	1	3

HIRED GUNS: THE CARD SHARP

Gambling is a popular distraction for the hard men of the old west. There are, however, a few men for whom gambling is more than a distraction; it is a way of life. These professional gamblers often drift from town to town, earning a living by the luck of the cards (sometimes helped by a little "creative dealing"). Often notable for their fancy duds and polite manners, it is usually a mistake to assume that the clean appearance of a professional gambler is a sign of weakness. Most gamblers have had to get themselves out of one or two bad situations, and have learned how to protect themselves.

Equipment: Derringer (Saturday-night Special), Boot Knife (Hand Weapon).

Options: Sixgun (+\$6). May take a set of Marked Cards for \$10. Additionally, the Card Sharp may take a Spring-loaded Contraption for +\$12. You must specify whether this is for cards or for the Derringer when it is purchased.

Special Rules

Skills: The Card Sharp automatically starts with the Card Sharp skill, and may choose from Movin' and Savvy skills when he gains an advance.

No Hero: The Card Sharp may not use his Fame point to perform Heroic Actions.

"I can double that for ya": Instead of using his Card Sharp skill, a player can "stake" his Card Sharp with posse funds, and try to make some real money. Similar to the Card Sharp skill, this ability may only be used as long as the Card Sharp Hired Gun does not search for rare equipment or get removed from play during the last game. The player declares an amount of money for the "stake" and rolls on the following table:

D6 Roll	Effect
1	Accused of Cheatin'! Roll on the Heroes Serious Injury Table for the Card Sharp, as if he had been removed from play in the last game (reroll any Bitter Enmity or Captured results).
2-3	Bad Run of Luck. The stake is lost.
4-5	Good Day of Cards. The stake is <i>doubled</i> .
6(+)	Fleeced the Sheep. The stake is <i>tripled</i> .

If the Card Sharp has a set of Marked Cards, he may use them to adjust the D6 roll above by +1. However, a roll of '1' may not be adjusted, and will result in the player having to roll TWICE on the Heroes Serious Injury Table and applying both results!

Infamy: The Card Sharp adds 10 points to the Posse's Infamy rating for as long as he accompanies them.

The Hangin' Judge



Recruitment Fee: \$30

Retainer: \$11

Hangin' Judge Profile

S	F	St	G	A	W	P	FA	FT
5+	2	3	3	1	2	5	1	1

HIRED GUNS: THE HANGIN' JUDGE

In the 1870s, the Indian Territory was a wild, untamed frontier, where the lowest outlaws, charlatans, horse-thieves and ladies of ill-repute sought sanctuary from the white man's law. US Marshals and county lawmen had to wait on the arrival of circuit judges before they could pass sentence on criminals, and in the interim there was a high risk of escape or even a lynching.

The hanging judges were the most severe and feared circuit judges, and upon the word of these merciless men of justice, hundreds of outlaws were hanged in the old frontier towns. Unfortunately, corruption was a common problem amongst judges, and many were in the pocket of local Poses.

Equipment: None

Options: 12-gauge shotgun (+\$10); Horse (+\$12) or mule (+\$8)

Infamy: Add +12 to the Posse's Infamy rating as long as the Hangin' Judge accompanies them.

Special Rules

Federal Judge: Though he isn't as choosy as Marshals or Pinkertons when deciding who he sides with, a Hangin' Judge cannot be hired by Native Americans, Chinese Tong or Mexican Bandidos.

Shadow of the Noose: Hangin' Judges instil fear in the hearts of the lawless. All enemy models within 6" of the Judge must temporarily deduct 1 point from their Pluck.

"Hang by the Neck.": If any Hero in an opposing Posse is taken out of action and rolls the 'Put on Trial' result on the Serious Injuries table, the result is automatically a 1!

Fearsome Reputation: This is exactly the same as the skill of the same name from *Legends of the Old West*.