

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