

The US Marshals – a company for In Her Majesty’s Name

The American frontier is reputed to be a lawless place, at least in the dime novels that sell so well back east. However, there is law on the frontier. It is a hard and brutal form of the law where you are more likely to be gunned down by it than tried and hanged.

It takes a special kind of courage to face such outlaws as the Pale Riders or the Virginians, and the men who wear the US Marshal's badge continue to fight against them despite knowing that no Marshal west of the Mississippi has ever survived to collect his pension. They are few in number but make up for this with cunning, grit and a relentless spirit that will drive them on through any hardship to get their man.

Judge John Dade is in a fairly unique position. He is both a Federal Circuit Judge and a US Marshal. He leads a band of men who many see as being little better than the outlaws they hunt. They are hard men for a hard task. The Judge uses his position to bring his idea of 'justice' to areas where the law has been absent for many years. From his base in Silver City he rides out to combat evil with seven ready-made nooses on his saddle.

At his side he has a now notorious band including Kate Elder, Curly Jim Oswald, Reverend Parker and Shadow, an Indian scout who used to work for the US Cavalry. He usually has a number of Posse men on his expeditions as well and these are usually townsmen or cowboys.

Kate Elder used to be a Buffalo Hunter who found her way into Dade's employ after he found her doing trick shooting in a circus sideshow. Curly Jim on the other hand is a former outlaw who's inability to tell a lie amused the Judge and he paroled him in return for his service. The Reverend Parker is an long-time friend of the Judge who still believes that he can redeem the old buzzard's soul. So he tags along acting as the company's field medic. Shadow is a Crow Indian who was crucified and left to die by the Pale Riders. The Judge found him in time and the Reverend managed to patch him up. He does not speak any more as the Pale Riders also took his tongue. He rides with the company on the promise that he can kill The Preacher when the Judge finally catches up with the Pale Riders.

Because a US Marshal is often acting alone, he has the power to deputise townsmen and ranch hands (cowboys) to assist him in his task. These posses can be quite large and they tend to take comfort and courage from their numbers.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic kit
Judge Dade	3+	+2	+2	+0	46	Leadership +2, Impervious, Fanatic, Lightning Draw	Lined Coat, Carbine, Pistol, Knife
Kate Elder	4+	+1	+4	+1	51	Leadership +1, Hunter, Marksman	Lined Coat, Hunting Rifle, Pistol, Knife
Curly Jim	4+	+2	+3	+0	36	Gunslinger, Lightning Draw	Brigandine, 2 Pistols, Knife, Carbine
Shadow	5+	+2	+2	+1	31	Stealthy, Marksman, Tough	Carbine, Sabre
Rev Parker	4+	+1	+1	+0	15	Medic	Lined Coat, Pistol
US Marshal	3+	+2	+2	+0	28	Leadership +1	Lined Coat, Carbine, Pistol, Knife
Deputy US Marshal	4+	+1	+1	+0	18		Lined Coat, Carbine, Pistol, Knife

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Townsmen	6+	+0	+1	+0	11		Lined Coat, Shotgun, Pistol
Cowboy	5+	+1	+1	+0	19	Cavalryman	Lined Coat, Carbine, Pistol, Knife

Options

- Any Marshal can exchange his Carbine for a Military Rifle (+9 points).
- Any Marshal can take the Marksman (+5 points), Lightning Draw (+5 points) or Gunslinger (+5 points) talents.
- One Townsman can take the Medic talent (+5 points) and will be called ‘Doc’.
- Any Marshal can take the Cavalryman Talent (+3 points).
- Any figure can take a Riding Horse (+4 points).
- Any figure with the Cavalry man talent can take a Cavalry Horse (+9 points).
- The company can take one six-horse wagon (+15 points), which will carry up to twelve men, including the driver (HVF 2.3.3).