The roster for the Bushwackers and Jayhawkers is detailed below. Half of the gang must be armed with a pistol as their sole ranged weapon. The special rules for each force are detailed below. The profiles for both gangs are identical. Each gang has its own unique special rules and cards which are detailed below.

**BUSHWACKERS & JAYHAWKERS**

<table>
<thead>
<tr>
<th>Model</th>
<th>Weapons</th>
<th>Hits</th>
<th>Nerve</th>
<th>Shoot</th>
<th>HtH</th>
<th>Rep</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Captain</td>
<td>Pistol, Sword</td>
<td>5</td>
<td>2+</td>
<td>+1</td>
<td>+1</td>
<td>6</td>
</tr>
<tr>
<td>0 - 1 Sergeant</td>
<td>Pistol</td>
<td>4</td>
<td>3+</td>
<td>+2</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>2 + Guerrillas</td>
<td>Pistol or Musket</td>
<td>4</td>
<td>4+</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>0-4 Ruffians</td>
<td>Pistol or Musket</td>
<td>3</td>
<td>6+</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**MUSKETS**

Can only fire 1 shot per turn, always out of ammo after firing. Any hit from a musket that doesn’t automatically take a character out of action causes an under fire marker and nerve test result on the firing table.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Max Shots</th>
<th>Range</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Musket</td>
<td>1</td>
<td>N/A</td>
<td>0-40 41+ Out of Ammo after firing</td>
</tr>
</tbody>
</table>

**SWORDS**

The Captain is armed with a sword which allows him to force an opponent to reroll his HTH score.

**BUSHWACKER SPECIAL RULES**

**GUERRILLAS**

At beginning of each turn after initiative cards are placed but before any models are activated the Bushwacker player may move any one of their models one move action for free, this is outside the normal turn and does not count as movement for shooting purposes.

**EXPERT HORSEMEN**

Any mounted Bushwackers don’t suffer the usual -1 to hit when firing.

**JAYHAWKER SPECIAL RULES**

**REPEATERS**

Later in the Civil War Union troops began being armed with Repeater rifles. Any musket armed troops may replace their muskets with repeater rifles.

**BLOOD FEUD**

Nominate 1 enemy model at the beginning of the game, all shots at this target are +1 to hit.

**THE CARDS**

The Bushwackers use either of the sets of common black cards - spades or clubs - when using a half deck or both sets when using a full deck. The Jayhawkers use either of the sets of common red cards - diamonds or hearts - when using a half deck or both sets when using a full deck. Both gangs have their own gang specific cards which can be bought from the Great Escape Games website. Simply use the gang specific cards as well as the common cards and the joker in the normal way as explained on page 14 of the Dead Man’s Hand rule book.

"When this war is over, there will be a reckoning."
RIDE WITH THE DEVIL
OPENING SCENE : IN THE ENEMIES LINES

THE CAST
The Bushwackers and Jayhawkers have 2 Guerrillas each, all are mounted.

THE STORY SO FAR
Ranging through the land two pairs of Bushwackers and Jayhawkers cross paths and engage each other at a small farm.

THE SET
Mark the centre of the table with a coin or a suitable terrain feature, such as a well. Except for buildings, no substantial cover may be within 20cm of this point. In and around this centre point should be placed a small farm. Ideally this should have no more than 3 buildings including one single storey farm house, a small barn or store house and a small animal holding building such as a pig sty or horse/cattle shed.

One player (the one with the finest hat, or determine some other way) may place all scenery pieces after which the opposing player may select which side of the farm he will play from.
A road runs from one player’s table edge to the opposite edge.

DIRECTIONS
The Jayhawkers are placed first, both models together, within 40cm of the centre of the table. The Bushwackers are then placed within 40cm of the centre of the table but no closer than 50cm of the Jayhawks.

ACTION!
Each side uses a half deck of 14 cards.
Shuffle your cards, cut the deck and deal out your hand.
Each side gets 1 card for their hand.

THE END
The scene ends when one side has one man out of action.

“Allegiance to either side was dangerous. But it was more dangerous still to find oneself caught in the middle.”
RIDE WITH THE DEVIL
SECOND SCENE : AMBUSH

THE CAST
The Bushwackers have two groups; the first is a Sergeant with 3 Guerrillas all armed with pistols. The second is 1 Guerrila and 2 Ruffians all armed with pistols. The Jayhawkers have a Sergeant armed with a pistol and 4 Guerrillas, two armed with pistols, two armed with muskets.

THE STORY SO FAR
Following the fight at the farm the Bushwackers have scouted the area and located a Union medical wagon which is lightly protected. They intend on quickly attacking and taking the vital medical supplies.

THE SET
The medical wagon or other such supply type wagon or collection of mules/horses etc are placed in the centre of the table on a road which runs from one table edge to the opposite, this is the Bushwackers Objective. Three small groups of trees are placed on either side of the road; they must be no closer than 20cm to each other or the centre of the table.

DIRECTIONS
The Jayhawkers are all placed within 15cm of the medical wagon.
The Bushwackers are placed on opposite sides of the wagon, the Sergeants group no closer than 40cm of any Jayhawkers, the second group no closer than 30cm of any Jayhawker.

To take the medical supplies a Bushwacker must be in physical contact with the Objective (Medical Wagon etc). They must use one action to take the supplies. If there are any Jayhawkers in contact with the Objective then they enter Hand to Hand combat with the Bushwacker who is trying to steal the medical supplies.

ACTION!
Each side uses their full deck of 23 cards.
Shuffle your cards, cut the deck and deal out your hand.
Both sides get three cards for their hand.

THE END
The scene ends when any one of three things happens:

1/ the Jayhawkers are all out of action
2/ the Bushwackers have four models out of action
3/ the Bushwackers get 3 or more medical supplies off the table edge

“It ain’t right, and it ain’t wrong. It just is.”
RIDE WITH THE DEVIL
FINAL SCENE : DARK AND BLOODY GROUND

THE CAST
Both sides have a full gang with 21 Reputation.

THE STORY SO FAR
The Jayhawkers have managed to trap a group of Bushwackers. They need to hold them in place until relief can come and wipe them out; the Bushwackers need to break free.

THE SET
Mark the centre of the table with a coin or a suitable terrain feature, such as a well. Except for buildings, no substantial cover may be within 20cm of this point.
The Bushwacker player places all scenery pieces after which the Jayhawker player may select a single building within 20cm of any table edge as the starting position of the Bushwackers, the table edge directly opposite to the starting position building in the Bushwackers exit table edge.
A road runs from one player’s table edge to the opposite. Set up the gaming area according to the section entitled Arranging the Set.
Only two pieces of substantial cover (that are not buildings) may be placed in the main thoroughfare, none may be placed in side roads.

DIRECTIONS
The Bushwackers are placed first, all the figures must be placed inside or on top of the nominated building. The Jayhawkers are then all placed no closer than 30cm on the target building.

ACTION!
Each side uses their full deck of 23 cards.
Shuffle your cards, cut the deck and deal out your hand.
Both sides get five cards for their hand.
In the first turn, place initiative cards as normal, but the Bushwackers only place 3 cards on models of the owning player’s choice. All other Bushwackers count as surprised (see page 29 DMH rule book) in the first turn.

THE END
The scene ends when one side is wiped out or fails a Big Nerve test. Or when the Bushwackers manage to get more than half their original number of models off the nominated table edge.

“It’s just bad luck citizens finding out just how bad luck can be.”