

PINKERTONS

Consisting of:

1 Pinkerton Special Agent, 0-10 Pinkerton Agents, 0-1 Infiltrated Pinkerton Agent, 0-4 Informants, 0-1 Doctor

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Pinkerton Special Agent	5	Revolver	agile, gunslinger, leader, move & fire (pistol), veteran	95
Pinkerton Agent	4	Revolver	gunslinger, move & fire (pistol), veteran	75
Infiltrated Pinkerton Agent	4	Revolver	gunslinger, infiltrator, move & fire (pistol), veteran	90
Informant	2	Revolver	agile, local knowledge (buildings)	30
Doctor	3	Knife	doc, veteran	45

UNIT VARIANTS:

- ⊛ The Pinkerton Special Agent can add Binoculars to his equipment for +20 points.
- ⊛ The Pinkerton Special Agent can buy the *marksman (pistol)* characteristic for +10 points.
- ⊛ The Pinkerton Special Agent can add a second Revolver to his equipment for +10 points.
- ⊛ The Pinkerton Special Agent can replace his Revolver with Heavy Revolver for +5 points.
- ⊛ The Pinkerton Special Agent can replace his Revolver with a “Double-action” Revolver for +10 points.
- ⊛ The Pinkerton Special Agent can add a Breech-loading rifle to his equipment for +10 points.
- ⊛ The Pinkerton Special Agent can add a Repeater carbine to his equipment for +15 points.
- ⊛ The Pinkerton Special Agent can add a Shotgun or a Sawn-off shotgun to his equipment for +40 points.
- ⊛ Each Pinkerton Agent (including the Infiltrator) can add a second Revolver to his equipment for +10 points each.
- ⊛ Each Pinkerton Agent (including the Infiltrator) can replace their Revolver with a Heavy Revolver for +5 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can replace their Revolver with a “Double-action” Revolver for +10 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can add a Breech-loading rifle to their equipment for +10 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can add a Repeater carbine to their equipment for +15 points each.
- ⊛ Up to three Pinkerton Agents (including the Infiltrator) can buy the *marksman (rifle)* characteristic for +10 points each.
- ⊛ Up to two Pinkerton Agents (including the Infiltrator) can add a Shotgun to their equipment for +40 points each.
- ⊛ An Informant can add a Breech-loading rifle to his equipment for +10 points.



Shotgun