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**USING DJANGO IN DRACULA’S AMERICA**

**The ruthless drifter known only as ‘Django’ is an enigma, and there are many conflicting (yet equally bloody!) tales of his origins – what is known for sure is that when a Posse is struggling against near-insurmountable odds he appears as if from nowhere, dragging a mysterious coffin behind him. A curt nod to the underdogs is followed by the creak of a wooden lid being opened and then a hail of devastating gunfire, before the dark figure strides off into the darkness once more…**

Django may only be used in your games if all players agree!

If you have a fully-painted model of Django available, then the Posse with the lowest Infamy Rating in each game may roll to see if the man himself will turn up to help them, dragging his coffin behind him.

Note that if there are two or more Posses involved in a game with equally low Infamy then they must Roll-Off, with the winner gaining the chance to have Django help them out.

Compare their infamy with that of the Posse with the next highest Infamy, and if there is at least a 6 point difference they roll a D6 on the Table below. If they score equal to or over the required number then Django joins their Posse for this game!

**AID UNLOOKED-FOR**

Django does not count towards the number of models in your Posse (including for Bottle Checks) and does not add a card to your Hand. At the end of the game he mysteriously disappears – he does not roll for Injuries or Advances, and is no longer part of your Posse (though he can be rolled for again in future games, of course!).

He is a **Hero** Ranked model with **Grit D10**, armed with a Pistol and dragging his coffin. He also has the Skill: **Nerves of Steel.**

**PORTABLE GATLING-GUN**

This fearsome gun is a **Fire Corridor** Weapon with a 9” Range. Django may **Shoot it twice** (following all the usual rules for multiple shots) as a single Action, but **cannot Shoot it as a Reaction**.

In addition, each time Django Shoots his Gatling Gun, roll a D6 after resolving the attack – on a roll of 1 the Weapon is Jammed. If he chooses to fire twice in the same Action, it Jams on a roll of 1 on the first Shot and on a 1 or 2 on the second Shot!

The Portable Gatling Gun is also extremely unwieldy, and Django must plant his feet firmly in order to fire – to represent this, he may not shoot this weapon if he Moved in the same Activation, and neither can he Move if he Shot it in the same Activation.

**Difference in Infamy Required Score:**

Less than 5 6 to 9 10 to 12 13 to 15 16 or more

Not Now! 5 4 3 2