

The Rurales, or Gendarmeria Fiscal de Mexico

The "Rurales," or state police, were founded by Mexico in the 1840's to patrol the Mexican frontier and countryside. They acquired the reputation of being fierce fighters and lawmen, akin to the famed Texas Rangers, and served as light cavalry and scouts in both the Mexican-American War (1848) and the Maximilian Intervention (1863-1867). They were reorganized in 1885 by President Porfirio Diaz as a loyal internal security force under the command of the hard-as-nails Emilio Kosterlistzky, a German/Russian émigré known as the "*Mexican Cossack*." The officers of the Rurales were a hand-picked elite known for their experience and skill, while a number of the enlisted men were picked from some of the worst scum in Mexico – killers and thieves one step from a hanging, a real life "Dirty Dozen." New recruits were issued with a light grey undress uniform and a large grey sombrero unless, according to stories, they had been serving a murder sentence, in which case they were given a black sombrero.



Choice of Fighters:

A Rurales posse must include a minimum of three models, and you have \$200 to spend recruiting and arming them. The number of models in the posse may not exceed 12. The number of each type of fighter that you may have is displayed in the profile – the exceptions are Troopers, of which you may recruit any number.

Preferred Skills:

The skill tables preferred by Rurales are Movin', Shootin' and Savvy.

Special Rules:

Cavalry
Resolute

Heroes:

Capitan (1): \$30. A Rurales Capitan is a handpicked man, a seasoned veteran of military service and peacekeeping duties. Some are renowned for their tactical knowledge, others as gritty men of action. Whatever their particular reputation, they are stern men, uncompromising in their duty and loyalty to Mexico. Models use the same stats as a Texas Ranger Captain with the addition of the Swordsman skill.

Cabo (0-2): \$19. A Cabo, slang for the hard-bitten NonComs of a Rurales Troop, may be 1st Corporals, 2nd Corporals or Sargentes. Unlike other units the rank of 1st Corporal is the *highest* rank available to a Rurales NonCom. Drawn from the ranks

for their experience and leadership skills, Cabos are fearsome fighters. Models use the same stats as the Deputy Texas Ranger.

Henchmen:

Trooper (any): \$6. These are the rank and file Troopers, drawn from all walks of life and with widely varying skills and abilities. Troopers are competent horsemen and know their way around a shootin' iron, but need a steady hand in charge of them. Models use the same stats as the Texas Ranger Volunteer.

Black Sombrero (1+): \$13. The Black Sombreros are men given a choice – dance at the end of a noose or join the Rurales and work for Mexico and be pardoned after a life of service. Stone cold killers, thugs and bullies, the Black Sombreros are fierce fighters who care little for their lives or the lives of their comrades. Models use the same stats as Texas Ranger, but also use the Life is Cheap special rule.

Heroes Equipment and Henchmen Equipment: Use the Texas Ranger list

Use in Battles: If you wish to represent the Rurales in battles, recruit them as Tejano Rancheros from The Alamo source book.