

# FOR A FEW DICE MORE

Strange characters in 28mm wander around on your desk, chewing tobacco and looking wrong at the battalion of the Prussian Guard?

Well maybe it's time to get them something to do ... I want you wake up besieged by Indians while six shot gun armed bandits try to open your piggy bank with dynamite?!

Final version

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## **1.0 START PLAYING**

### **1.1 MINIATURES**

For this game are available miniatures of any size each one supported by a single square or rounded base, with a circumference or a side of at least 2 cm.

### **1.2 PERSPECTIVE**

The miniatures have a perspective of 180° from their position and they cannot do any action against objects or other miniatures out of their perspective.

### **1.3 MEASURES**

The measurements are usually indicated as U in this way we can adapt to any system of measurement scales used, it is advisable for the thumb 2cm for 28mm and 1 cm for 15/20mm.

### **1.4 DICE**

To play this game you need a few six-sided dice, described below with D6.

### **1.5 SHARED SKILLS**

Every miniature has a range of skills necessary for its use during the game.

SHOT: it's the skill indicating the precision degree when using firearm or throwing weapons

COSTITUTION: it's the skill indicating the health and strength degree of a character

REFLEXES: it's the skill letting take different kinds of test on the character suppleness

COOLNESS: it's the skill that the character has to face stressing and dangerous situations.

### **1.6 HEROES SKILLS**

These skills distinguish ordinary characters from heroes, for example the protagonist in Western Movies and their alter ego.

FAME:

For each fame point the miniature, or another one in a 6U ray from it, gets +1 during the initiative shot.

For each fame point the miniature, or another one in a 6U ray from it, can throw a dice again in any test, the used fame points are no more available for the current match.

FORTUNE:

For each fortune point the miniature can throw a dice again in any test, the used fortune points are no more available for the current match.

If an ordinary character gets one of these skills, it becomes a hero.

### **1.7 TURN**

It means the sequence of actions done by each character to win the initiative.

During its turn a miniature must follow this order: motion action, SHOT or punch-up.

### **1.8 INITIATIVE**

Each miniature is associated with a game card. During each turn the players choose what character activate putting the covered card on the table and turning it up at the same time. Now each player does an initiative roll.

$$1D6 + coolness + modifier$$

The modifier can be the fame points not yet used by the miniature itself or by a close miniature within 6".

The winner can choose to activate his character or turn the initiative to the opponent.

All the other miniatures can do the same until everybody has finished its turn.

## 2.0 ACTIONS

### 2.1 ACTIONS

Each character can perform 3 actions in a turn, the actions of fire and movement can not be combined, characters can't do two shot actions or two combat actions during their turn, and can perform their actions in the order you want.

### 2.2 COST ACTION (CA)

COST ACTION, abbreviated CA, is the value of the action that must be subtracted from the total number of possible actions (3).

### 2.3 OPTIONAL ACTION

These types of actions can be performed several times in the same turn also associated with actions of movement or combat.

Ex.

*Billy decides to jump over the fence, walk and climb over the fence opposite, this will cost you 3*

Tab.1

ACTION	CA	NOTES
lay down/stand up	1	
overcome a low obstacle	1	(height or less miniatures)
climb (3U/turn)	1	TEST REFLEX past with 1 dice of 2
turn around/back 180°	1	
collect weapon/object	1	
get on/off a standing horse	1	
get on/off a trotting horse	1	TEST REFLEX past with 1 dice of 2
get on/off a running horse	1	TEST REFLEX past with 2 dice of 2
jumping during 3U turn	2	
jumping 6U/up 3U turn	1	TEST REFLEX past with 1 dice of 2
change weapon	2	
load weapon	2	
take aim (1 <sup>st</sup> turn only)	0	during the turn it cannot move
swim (3U/turn)	1	
carry a mate	2	4U max during the turn it cannot shoot
catch with the lasso	1	TEST REFLEX passed with 1 dice of 2
disobstruct a weapon	2	

### 2.4 REFLEXES TEST

Throw 2D6 whose results, changed by eventual modifiers are considered and separately compared with reflexes score.

Score equal or higher – nothing (you loose anyway action points)

Score lower than 1 – successful

Score lower than 2 or more – successful

*Ex. Wyatt decides to get off the horse in the race, has excellent reflexes (4) rolls the dice and get 3 and 5, the action failed because the wrong one of two shots if he decided to get out horse trotting action needed only one result for this would be useful and successful*

### 3.0 MOVEMENT

#### 3.1 MOVEMENT ACTION

Every character during its turn can do different kind of movement, it starts calculating the miniature direction.

During each turn you can use one kind of motion.

At the beginning of every move you can make a free rotation of up to 90 °, this rotation is not even counted as a movement is considered a move action that inhibits the use of the AIMS.

On foot:

A miniature on foot can move forward and sideways in any direction until the max distance possible for that kind of motion.

He can go back half of the distance with the same cost of the forward movement.

On horseback:

A miniature on horseback can move forward and sideways in any direction within a 45° ray until the max distance possible for the kind of chosen movement.

Sideways movement can be done making a reflexes skill test, cutting the distance in half and increasing the cost of action of 1.

You can make the horse go back making a reflexes skill test, for maximum 4U spending 3 action points.

Drawn vehicle:

A miniature driving a drawn vehicle can move forward in any direction within a 45° ray until a max distance possible for the kind of the chosen motion.

A drawn vehicle cannot move sideways and it can go back of 3U spending 2 action points only if during the previous turn it hasn't moved.

Tab.2

KIND OF MOTION		DP	CA	NOTES
on foot	walk	5U	1	
	run	10U	2	
	go back slowly	5U	1	
	running	8U	2	
	sideways			
on horseback	trot	10U	1	
	run	20U	2	
	normal sideways	5U	2	reflexes test +1
	fast sideways	10U	3	reflexes test +2
	go back	5U	3	reflexes test +2
drawn vehicle	normal	8U	1	
	run	16U	2	

DP = max distance possible

COST = cost in action points

## 4.0 COMBAT

### 4.1 COMBAT ACTION

The combat actions are those that allow a character to inflict damage to their opponents, can be of two types FIRE or MELEE.

### 4.2 FIRE

Before shooting, the player must declare which character shoot and how many shots they fire, in this regard will place next to his miniature a small die showing remaining shots, reaching the value of 0 he must reload.

The character must shoot to the nearest enemy on his front, he can shoot at any enemy if he decides not to move, and aim.

Before shooting the character has to make a COOLNESS TEST.

It has to throw 2D6 whose results, chaged by eventual modifiers, are taken separately and compared to the coolness score.

Higher or equal score – no modifiers

Higher score than 1 – tense shooter, modifier -1

Higher score than 2 or more – nervous shooter, modifier -2

Test modifiers:

Character Shocked or in Panic +1

Then, for each shot must be done a SHOOTING TEST.

Throw 1D6, add its value to the shooting skill score, the weapon bonus and the eventual modifiers.

Equal or lower score than 6 – target missed

Score from 7 to 9 – target struck and got 1 damage

Equal or higher than 10 – target struck and got 2 damages

Shot modifiers:

Tab.3

The shooter hasn't done any move during this turn and it decided to take aim	+1
The shooter shoots within the short ray of its weapon	+1
The target hasn't give his turn	+1
The target has a light covering	-1
The target has a partial covering	-2
Each shot after the first	-1
The shooter has two guns	-1
Shooting to a target on a trotting horse	+2
Shooting to a target on a running horse	+1
Shooting from a trotting horse/normal moving vehicle	-1
Shooting from a horse/fast moving vehicle	-2
The shooter within its short ray shoot to a lying target	+1
Lying target passed the short ray	-1
No target in sight at the start of shift miniature	-1
Target panic short distance	+1

Targeting a man on a horse, if the shot is 7, throw 1d6 and getting 6 the horse is struck and it falls down; if the horse was running, its horseman has to make a reflexes test, if it fails it will get a fall damage.

In case the target it has got some damages, he must check for wounds.

A RESCUE TEST is done throwing 1D6 added to the damage and to eventual modifiers, to this result must subtracted away the reflexes score of the target.

Score equal or lower than 0 – no wound to the target

Score between 1 and 3 – the target gets 1 wound

Score equal or higher than 4 – the target gets 2 wounds

The suffered wound points are taken away from COSTITUTION

Rescue Test modifiers:

The shooter is behind the target	+2
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Wounded or not the target must roll a panic test.

He must throw 2D6 whose scores, separately taken, must be compared to coolness score.

Score lower or equal – nothing happens

Score is 1 more – the character is shocked and it spends his all moving turn to hide, it gets down to the ground if it doesn't manage to hide.

Score is 2 more or worse – the character is scared, it spends his all moving turn to hide, it gets down to the ground if it doesn't manage to hide, no motion available during the following turn,

An already shaken miniature that fails the Panic test, automatically becomes frightened.

An already frightened miniature that fails the Panic test, is thrown to the ground.

A character who fails a Panic test will flee, escape is a free movement, the thumb must move closer to a cover by 5U.

If no shelter is within 5U, plunges to the ground where it is.

*Ex. Wyatt decides to fire the gun to Billy who is behind a fence (cover 1), after checking that the weapon is within his shooting range Wyatt performs the COOLNESS TEST, his coolness is 3 and he throws a 2 and a 4. The test is passed with a single die. Wyatt rolls 1d6 and gets 4 which adds 4 of his shooting skills, 1 for 1 bonus weapon and because Billy has not yet made his turn, for a total of 10, which should subtract 1 and 1 for the cover, result 8 is failure ... the target takes damage. Billy tries to avoid the shot, to do this he roll 1d6 and needs 2 or less (reflexes 3), he rolls a 4, he was hit, suffering a wound and must perform the Panic test. Billy has 3 of coldness rolls two dice and gets a 3 and a 5, Billy escapes and remains shaken. nice shot for Wyatt!*

#### 4.2.1 COVERINGS

All the obstacles on the playground are a cover, they let a miniature hide wholly or partially from the shooter's view.

A miniature in contact or at 1U from a cover can shoot without modifiers from the cover itself, in the opposite case the normal modifiers are available.

A whole covering is when a miniature is not visible to another, a miniature standing behind another one is always wholly covered. It's impossible to attack a miniature in this condition.

The partial covering permits a miniature to shoot another remaining behind an obstacle, in this case an arm and the head are visible.

Basic rule: if partially hidden a miniature manages to shoot an opponent anyway, the opponent itself will consequently shoot.

Ex. Houses corners, walls, fences, windows, bushes, big trees, rocks

Light covering: it permits to see a good part of the body.

Ex. Fences, low walls, terraces, bushes and trees, small rocks

No covering: if a miniature manages to wholly see the opponent miniature this one has no covering.

A character in open ground lying on it has a light covering if under fire of weapons over short distance, within the short distance, the shooter gets +1 at shooting turn.

Modifiers coming from cover are not cumulative.

#### **4.2.2 FRIENDLY FIRE OR INDIRECT:**

If the result of SHOOTING TEST turn is a miss result and in the fire line to the target or within a 2" ray from him there are FRIENDS or NEUTRAL miniatures, or the piece is mounted, throw 1d6; if 6 us obtained the following happens :

if it is a miniature the shooting test is done on that piece with all the consequences.

if the target is mounted, the horse falls down: if it was running the horseman must perform a reflexes test, failing it gets a fall wound and he roll for PANIC TEST.

#### **4.2.3 OPPORTUNITY SHOT:**

Opportunity shot permits a player to activate a character which is not in turn, to shoot an opponent when performing a movement.

To do this the character activated must not have already played done its turn.

The character to put in action can shoot only the opponents crossing his line of sight and hiding at the end of their turn (ex a character who cross a road).

To play the opportunity, the character must perform a coolness test, in case it has penalty from modifiers, these are doubled.

During its opportunity turn the character can only shoot without bonuses, the target is moving (-1) being eventually covered.

Using the opportunity shot is like spending his whole turn for his character.



### 4.3 MELEE

A character can choose to make a close combat if it ends its movement in contact or within 1U distance from an enemy.

To start a melee he should not be shaken, and must see the enemy miniature.

The attacked miniature can perform an OPPORTUNITY SHOT (if not yet activated) if the attacker starts the charge from a distance greater than 5U.

The sequence of the melee is similar to that used for FIRE.

The attacker has to do a COOLNESS TEST, he throws 2D6 whose results added of eventual modifiers are taken separately and compared to the coolness score.

Equal or lower score – no modifier

Higher score than 1 – the attacker is tense – modifier -1

Higher score than 2 – the attacker is nervous – modifier -2

Modifiers to the coolness test

Shocked character	+1
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At this point you make a single ROLL TO FIGHT.

Throw 1D6 added to the **COSTITUTION** score and eventual modifiers.

Equal or lower score than 6 – target missed

Score from 7 to 9 – target struck and got 1 damage

Equal or higher than 10 – target struck and got 2 damages

Melee modifiers:

Tab.4

attacker sidearm or improper weapon vs bare hands defender	+1
defender sidearm or improper weapon vs bare hands attacker	-1
attacker has a two-handed weapon	+1
defender has a two-handed weapon	-1
attacker is on horseback	+2
defender is on horseback	-2
defender on the ground vs attacker upside	+1
attacker on the ground vs defender upside	+1
defender shocked	+1
Defender in panic	+2

If damages are awarded to the target, he must check if it is wounded.

A RESCUE SHOT is done throwing 1D6 added to the damage and eventual modifiers, to the final result must be detracted the target COSTITUTION score.

Score is Lower or equal than 0 – no wound to the target

Higher score, from 1 to 3 – 1 wound to the target

Score is Higher or equal from 4 – 2 wounds to the target

All the suffered wound points have to be detracted from COSTITUTION.

Rescue melee modifiers:

Tab.5

Attacker behind the target	+2
Attacker sidearm vs bare hands defender	+1

Wounded or not the target must do a panic test.

It must throw 2D6 whose scores separately taken must be compared to coolness value.

Score lower or equal – nothing happens

Score is 1 more – the character is shocked and it spends all his moving turn to hide, it gets down to the ground if it doesn't manage to hide.

Score is 2 more or worse– the character is scared, it spends all his moving turn to hide, it gets down to the ground if it doesn't manage to hide, no motion available during the following turn,

An already shaken miniature that fails the Panic test, automatically becomes frightened.  
An already frightened miniature that fails the Panic test, is thrown to the ground.

A character who fails a Panic test will flee, escape is a free movement, the thumb must move closer to a cover by 5U. If no shelter is within 5U, plunges to the ground where it is.

#### **4.3.1 DISENGAGES FROM MELEE**

A character can choose to disengage from melee combat the must make a reflexes test passing the test he can move up to 10U D6 +1 / 2 as for an escape more.  
If there are more than on enemy engaged, add to the score a +1 modifier for each enemy besides the first. This action costs 3 action points.

*Ex. Billy tries to disengage from combat with John and Jack, declare it and throws 1D6 obtaining 2 which applies the modifier of +1, the total is 3 and succeeds in its action, roll another die to and get a 4, you may escape 14U by the attackers.*

#### **4.3.2 SHOCKED OR SCARED CHARACTER**

A shocked character must add a +1 modifier to the coolness test.  
The character remains shocked until he makes a shooting or fighting coolness test (using the modifier).

A character is scared when after panic test both of its score are higher than coolness score.  
A scared character cannot do any action during a whole turn.  
The character remains scared until it hasn't paid for its penalty (skipping a turn).

## 5.0 WEAPONS

### 5.1 WEAPONS

The weapons are divided into four main categories, pistols, rifles, side arms and explosives. Each weapon is characterized by its range of action (which is the maximum shooting distance) and its a short range, the total number of shots, the shots that you can firing during a turn, the CA used to shoot and the shot bonus to be added to the attack roll.

### 5.2 GUNS

#### 5.2.1 SMALL GUN

It's a little gun that you can keep in your pocket, at your wrist or into the bag, wide spread among prostitutes and professional cards players, thanks to the easiness to be carried and hidden.

SPECIAL: the first time you use it during a match, within short ray, it adds +1 at rescue shot.

#### 5.2.2 SIX-SHOT GUN

Six-shot gun it's a common way to indicate a range of revolvers entered in the history of western and of movies.

SPECIAL: the weapon has a maximum of six shots per turn, when the cylinder is completely empty, to do this the attacker must declare that is going to empty the magazine on a target, which must to be within the short ray of the weapon.

He must be shooting with only this gun.

The attacker, once the coolness test to hit is passed, throws 6D6 and the scores lower than his shooting skill are considered passed on target.

The attacker can assign all the shots to the previously declared target or just the most of them, the remaining shots can be assigned to other visible targets within 6" from it. Each shot is determined with the usual shooting procedure.

At the end of the turn the weapon is unloaded.

#### 5.2.3 HEAVY GUN

The term heavy gun indicates those seven-shot guns that has a more powerful calibre than a common six-shot gun.

Tab.6

NAME	SHOT RANGE U		SHOTS		ACTION (CA)	WEAPON BONUS	NOTES
	SHORT	MAXIMUM	TURN*	TOTAL			
REMINGTON	4	8	1 / 2	2	1	1	little weapon
SIX-SHOT	6	12	1 / 6	6	1	1	
HEAVY GUN	8	16	1	7	1	1	improper weapon

\* available shots per turn

### 5.3 RIFLES

They're all considered improper and two-handed weapons.

#### 5.3.1 RIFLE

They're wide spread among civilians and they're old fashioned models remaining from secession war, the long barrel makes the shot distance good but the magazine and the rate of fire are poor.

#### 5.3.2 REPETITION RIFLE

These rifles have an internal magazine for ammunitions with lever charge, weapons that made the history of West, even if they may charge 17 shots, only 7 shots were charged for decreasing the jamming chance.

**SPECIAL:** if the player decides to load 17 shots and he gets 1 in a shooting roll, the weapon jams, and during this turn it cannot shot. The next turn he must spend 1 action to desobstruct the rifle.

### 5.3.3 HUNTING RIFLE

Besides being the favourite weapon of fur hunters, it's used also by cowboys and policemen to keep away useless troubles.

The power and the fire range are against the usage of the weapon that requires 3 action points.

### 5.3.4 DOUBLE-BARRELLED GUN

It's the typical two-barrel rifle each one with a shot. It can be used within short distances, useful to keep away wolves and criminals.

### 5.3.5 SAWN-OFF SHOTGUN

Homemade version of double-barrelled gun, whose barrels have been cut off. The precision and the range are lower, but shooting the area is filled with a cloud of lethal pellets.

**SPECIAL:** when creating a cloud of pellets the light covering modifier is cancelled, moreover a hitting shot is done for each miniature on its shooting range using multiple shots modifier.

### 5.3.6 MUSKET

The musket is the long barreled version of the repeating rifles, made for the army, are the only weapons that can mount a bayonet (becoming HAND WEAPON at 2 hands).

**SPECIAL:** if the player decides to load 17 shots and he gets 1 in a shooting roll, the weapon jams, and during this turn it cannot shot. The next turn he must spend 1 action to desobstruct the rifle.

### 5.3.7 CARBINE

The carbine is the short-barreled version of the repeating rifles, cavalry units created for the army was then widely spread through the ability to easily use it from the horse, makes it possible to decrease by 1 modifiers for shooting from horseback.

**SPECIAL:** if the player decides to load 17 shots and he gets 1 in a shooting roll, the weapon jams, and during this turn it cannot shot. The next turn he must spend 1 action to desobstruct the rifle.

Tab.7

NAME	RANGE U		SHOTS		ACTION	WEAPON BONUS	NOTES
	SHORT	MAXIMUM	TURN*	TOTAL			
RIFLE	14	28	1	2	2	2	
REPETITION RIFLE	10	20	1	7 / 17*	2	2	* hitting roll = 1 jamming
HUNTING RIFLE	17	34	1	1	2	2	
DOUBLE-BARRELLED GUN	8	16	2	2	2	2	less then 4U +1 weapon bonus
SAWN-OFF SHOTGUN	S**	S**	2	2	2	2	ignore light covering
MUSKET	12	24	1	7 / 17*	2	2	* hitting roll = 1 jamming put bayonet on
CARBINE	8	16	1	7 / 17*	2	2	* hitting roll = 1 jamming -1 mod horse back shot

\* available shots per turn \*\* shape

## 5.4 SIDE ARMS

Tab.8

NAME	THROW U		THROW		ACTION	WEAPON BONUS	NOTES
	SHORT	MAXIMUM	TURN*	TOTAL			
KNIFE	COSx2		1	1	1	1	
TOMAWK/HATCHET	COSx2		1	1	1	1	
WOODSMAN AXE	NOT THROWING WEAPON				1	1	two-handed weapon
LANCE	COSx2		2	1	1	1	two-handed weapon
BAYONET	NOT THROWING WEAPON				1	1	
SWORD	NOT THROWING WEAPON				1	1	
BOW	8	16	1	12	1	1	
LASSO	COSx2		1	1	1	1	no damage

\* available shots per turn

## 5.5 EXPLOSIVES

Each miniature within the explosive ray of action suffers all the caused damages if not covered by partial or whole protections.

Tab.9

PROTECTION	PARTIAL	WHOLE
wall, rock	2	4
wooden building	2	4
fence, car, wagon	1	3
tree, hedge	1	2
big rock	3	5

Struck characters are bounced away from explosion point 1D6, plus a number of U equal to the damages they have received.

Still alive characters are panicked.

The explosives can be dropped, thrown or fixed, each on these actions costs 1 action point.

An explosive can be thrown following the law COSx2.

### 5.5.1 NYTROGLICERINE

The more unstable explosive of this period, quite popular due to its frequent use in the construction of railways and mines.

Explodes when thrown directly in contact with the target.

Who carries NITROGLYCERIN can not ride a horse and can only move half of its movement.

### 5.5.2 DYNAMITE

The dynamite is directly derived from the most dangerous nitroglycerin but is more stable than this. Once launched, target miniatures still not moved, may get away (escape) a number of U, obtained throwing 1D6 divided by 2 (rounding up). Thrower may declare short fuse, but must roll 1D6 if it gets a 1 dynamite explodes in his hands. If he succeed the target miniatures can not escape even if they have not yet made their turn.

Tab.10

	THROW U	DAMAGES
DYNAMITE	COSx2	6 / 5U range
NYTROGLICERINE	COSx2	10 / 5U range

## 6.0 VICTORY AND DEFEAT

### 6.1 HOW TO ELIMINATE A CHARACTER

A character is eliminated when its COSTITUTION is equal or lower than 0, in this case its miniature is removed from the table.

### 6.2 COHESION TEST

When losing more than half of its components a band, at the beginning of every new turn, has to do cohesion test.

It's compared:

The testing player roll 1D6 with the following modifiers and compares the result with the highest coolness value of the group.

Roll modifiers:

THE LEADER is still in the game	-1
THE LEADER is dead	+1

Tab.11

If the score of the dice is lower or equal, the player is still in the game, otherwise he has to retire and loses the game.

### 6.3 WITHDRAWAL

A player suffering too many losses can decide to retire from the field, losing the game.

In this case, he has also to perform a SHAME TEST to check this will have a negative effect on his FAME.

Throw 1D6, with a score of 1 the player loses permanently 1 FAME point from a character of his choice, if the player has no fame points he will loose a fortune point.

### 6.4 END OF THE GAME / SUCCESS CONDITIONS

The success conditions are determined at the beginning of each set, anyway the loss of the cohesion test and the withdrawal decide the end of the game and declare the winner.

### 6.5 CHARACTER RECOVERY

At the end of each match the player can decide to recover the miniatures lost during the game.

Throw 1D6 and compare the score with the following chart:

1	DEAD CHARACTER: if he has FO he can throw the dice: getting a number lower than its COS is saved remaining invalid, otherwise he dies
2	INVALID CHARACTER: 1 – disease: the character has -1 COS in fighting shot 2 – blind: it cannot see over 18U 3 – crippled: it cannot run 4 – lost hand: it cannot use two-handed weapons 5 – shaken nerves: if during initiative roll he gets 1, he is shocked for that turn 6 – clumsy: the character has -1 RIF during reflexes test
3 – 4	WOUNDED ( it loses 1 COS during the next match)
5 or more	COMPLETELY RECOVERED

Tab.12

There's the chance to use some shot modifiers paying one of these characters:

Bone Cutter Doctor +1 – 5\$ cost

Graduated Doctor +2 – 10\$ cost

## 7.0 EXPERIENCE AND SKILLS

### 7.1 EXPERIENCE

The experience of a character permits it to get better or brand new skills.

You get experience eliminating your opponents (1 point each elimination) or from the final bonuses at the end of each match.

The leaders starts with 2 experience points, the heroes with 1, and the common characters have no points.

No character can exceed the score of 4 for a single skill.

### 7.2 ACQUIRE SKILLS

Characters can spend experience points for improving their skills.

Tab.13

3 pts	NEW SKILL: throw 2D6 and check new skills chart
5 pts	+ 1 REFLEXES or + 1 COOLNESS
6 pts	+ 1 SHOT or + 1 COSTITUTION
7 pts	+ 1 FAME or + 1 FORTUNE

### NEW SKILLS CHART

Tab.14

2	<b>RIFLEMAN/HUNTER</b> +1 modifier to shoot with any rifle
3	<b>WARRIOR-</b> +1 modifier to hit with any side arms
4	<b>BOXER/FIGHTER</b> +1 coolness in coolness test for punch-off
5	<b>DOC</b> the character is a bone cutter doctor, if he already has this skill, it becomes a graduated doctor
6	<b>PREACHER/SHAMAN</b> +1 coolness in panic test for every friend miniature within 6" (except it)
7	<b>GOOD HORSEMEN</b> +1 reflexes in reflexes test about horse riding
8	<b>GAMBLER</b> at the end of each match, if not eliminated, throw 1D6 of base + 1d6 roll for every character it eliminated, the total score are gained \$
9	<b>BOUNTY KILLER/HEAD HUNTER</b> he can shoot two guns with no penalty
10	<b>HARD</b> +1 coolness in coolness test for shot
11	<b>SNIPER</b> the character can aim having a +2 bonus in shooting tests
12	<b>GUNSLINGER</b> +1 modifier to hit with any gun

If a character selects a skill it has already it throws again on the new skills chart.

## 8.0 EQUIPMENT

### 8.1 BUYING EQUIPMENT

A player can buy the equipment for its character at the end or at the beginning of a match. The disposability (DISP) make you see if an object is buyable or not. Before buying an object you throw 1D6 and if the score is higher or equal to the disposability you can buy it.

Some objects, even if buyable, are defined RARE (R) and can be purchased only by some classes of characters and in particular places.

### 8.2 TYPE OF EQUIPMENT

Tab.15

WEAPON	DISP	COST	NOTES
REMINGTON	3	5	
SIX-SHOT GUN	2	6	
HEAVY GUN	3	12	
RIFLE	2	16	
REPETITION RIFLE	2	18	
MUSKET	2	18	military standard weapon
CARBIN	2	16	military standard weapon
HUNTING GUN	3	25	
DOUBLE-BARRELLED GUN	2	12	
SHAWN-OFF SHOTGUN	3	15	
KNIFE	2	2	
TOMAWK / HATCHET	3	3	
WOODSMAN AXE	3	3	
LANCE	4	4	
BAYONET	4	2	R – soldier only
SWORD	4	3	R – soldier only
BOW	2	5	R – Indian only
DYNAMITE	4	18	R – mines, railway buildings
NYTRO-GLICERINE	5	30	R – mines, railway buildings

Tab.16

HORSE			COST 18\$	DISP 2
SHOT	COOL	REF	cos	
0	2	4	3/	
APPALOOSA			COST 18\$	3
SHOT	COOL	REF	cos	+ 2U motion
0	2	4	3/	used only by Indians
MULE			COST 12\$	2
SHOT	COOL	REF	cos	6U speed trotting, 12U speed running
0	4	3	4/	it doesn't jump



### 8.3 SPECIAL ITEMS

#### 8.3.1 WHISKY

The character who drinks a bottle of whisky gets +1 coolness but suffers -1 reflexes.

#### 8.3.2 RIFLE SIGHTS

Mounted only on rifle, hunting rifle and repetition rifle it enlarges the ray of 4U.

#### 8.3.3 MARKED CARDS

At the end of a match when \$ are given throw 1D6 extra.

#### 8.3.4 LASSO

Stop the movement of those who are caught with lasso.

The palyer rolls 1D6 and compares with the COS of the character captured :

lower attacker: he's carried to the target of as many U as the difference, if more than 2, he falls down

equal attacker: blocked target

higher attacker: he can drag the target to itself of as many U as the difference, if more than 2, he drags the target to the ground.

mounted miniatures add their COS to that other mount

Tab.17

	DISP	\$
WHISKY	3	16
RIFLE VIEWER	4 3 military	16 0
MARKED CARDS	2	20
LASSO	2	10

## 9.0 BANDS AND CHARACTERS

### 9.1 FEATURES OF CHARACTERS

Every band can have as many character as a player can afford to pay, usually when a band is created the player has 400\$ and if he wins the match he can earn the \$ necessary to pay more characters.

### 9.2 THE GROUP

Every player can choose the kind of group to enlist and the relative characters with their particular standard skills, to this he will eventually add the required equipment.

### 9.3 LAWMMEN

They cannot shoot if between them and the target there's a civilian (they cover a 1U diameter area) or an allied.

They can buy a weapon without making AVAILABILITY TEST.

SHERIFF					LEADER
SHOT 3	COOL 3	REF 4	COS 3	EXP 2	All the miniature within 5U can use the coolness score of the Sheriff during the panic test.
FA 1	FO 2	<b>COST: 180\$</b>			

VICE-SHERIFF					HERO, max 2
SHOT 3	COOL 3	REF 3	COS 3	EXP 1	He pass all the PANIC TEST, if the Sheriff is within 5U and he is not PANIC
FA 0	FO 1	<b>COST: 100\$</b>			

VOLUNTEER					
SHOT 2	COOL 3	REF 3	COS 2	EXP 0	If within 5U there's at least one allied, he gets +1 in panic shot. If a friend hero dies within 5U, he has to perform a panic test.
FA 0	FO 0	COST: 40\$			

GUARD					
SHOT 3	COOL 3	REF 3	COS 2	EXP 0	
FA 0	FO 0	COST: 50\$			

### 9.4 THE OUTLAWS

They can shoot even if between them and the target there's a civilian or an allied , they can shoot also in the fray.

<b>BOSS</b>					LEADER
SHOT 4	COOL 3	REF 3	COS 3	EXP 2	All the miniature within 5U can use the coolness score of the Boss during the panic test.
FA 1	FO 2	<b>COST: 190\$</b>			

<b>BULLY</b>					HERO, max 2
SHOT 3	COOL 3	REF 4	COS 3	EXP 1	
FA 0	FO 1	<b>COST: 115\$</b>			

<b>CRIMINAL</b>					
SHOT 2	COOL 2	REF 3	COS 2	EXP 0	If a hero of his band dies within 5U, he must perform a panic test. If the leader dies, automatically he goes into PANIC.
FA 0	FO 0	<b>COST: 35\$</b>			

<b>BANDIT</b>					
SHOT 4	COOL 2	REF 3	COS 2	EXP 0	
FA 0	FO 0	<b>COST: 60\$</b>			

### 9.5 COWBOYS

All the cowboys have +1 bonus on reflexes test to use the lasso.

The heroes can buy a horse paying the half of the standard price.

They cannot shoot if between them and the target there's a civilian (it casts a 1U diameter area) or an allied.

CHIEF					LEADER
SHOT 4	COOL 4	REF 4	COS 3	EXP 2	All the miniature within 5U can use the coolness score of the Chief during the panic test.
FA 1	FO 1	<b>COST: 150\$</b>			

COWBOYS					HERO, max 2
SHOT 3	COOL 3	REF 3	COS 3	EXP 1	
FA 0	FO 1	<b>COST: 110\$</b>			

GREENHORN					
SHOT 2	COOL 2	REF 3	COS 2	EXP 0	
FA 0	FO 0	<b>COST: 35\$</b>			

WRANGLER					
SHOT 4	COOL 2	REF 3	COS 2	EXP 0	
FA 0	FO 0	<b>COST: 60\$</b>			

### 9.6 MOUNTAIN MEN

They cannot shoot if between them and the target there's an allied (they cover a 1U diameter area).

They have no limitation on the BROKEN GROUND.

If you decide to buy a skill can buy HUNTER.

If you attacking enemy miniatures, before hand to hand combat, you apply a modifier of +1 on their Panic test.

<b>BEAR HUNTER</b>					LEADER
SHOT 3	COOL 4	REF 3	COS 3	EXP 2	In the melee has a modifier of +1 in the attack roll.
FA 0	FO 1	<b>COST: 120\$</b>			

<b>TRAPPER</b>					
SHOT 3	COOL 3	REF 3	COS 3	EXP 0	
FA 0	FO 0	<b>COST: 75\$</b>			

<b>WOODMAN</b>					
SHOT 2	COOL 3	REF 3	COS 2	EXP 0	
FA 0	FO 0	<b>COST: 40\$</b>			

<b>WRANGLER</b>					
SHOT 4	COOL 2	REF 3	COS 2	EXP 0	
FA 0	FO 0	<b>COST: 60\$</b>			

### 9.7 MEXICANS

They can shoot each other and even if the target is a civilian or an ally, they can also fire at targets in melee.

If you shoot with a gun discharging the loader they hit with 5 or more, but they suffer a -1 on attack rolls with this result.

<b>BANDIDO</b>					LEADER
SHOT 3	COOL 4	REF 3	COS 3	EXP 2	
FA 1	FO 1	<b>COST: 150\$</b>			

<b>GRINGOS</b>					HERO, max 2
SHOT 3	COOL 3	REF 3	COS 3	EXP 1	If he is in a radius greater than 15U from the chief, he has a modifier of +1 for the Panic test.
FA 0	FO 1	<b>COST: 100\$</b>			

<b>PEONES</b>					
SHOT 2	COOL 3	REF 3	COS 2	EXP 0	If hit, but even not wounded, also passing coolness test he falls back 3U away from the enemy.
FA 0	FO 0	<b>COST: 35\$</b>			

### 9.8 RANGER / PRIVATE AGENTS

They cannot shoot if between them and the target there's a civilian (they cover a 1U diameter area) or an allied.

They can buy any weapon without making AVAILABILITY TEST.

<b>AGENT</b>					HERO, max 3
SHOT 3	COOL 3	REF 4	COS 3	EXP 1	
FA 0	FO 1	<b>COST: 120\$</b>			

<b>TROOPER</b>					
SHOT 3	COOL 3	REF 3	COS 2	EXP 0	
FA 0	FO 1	<b>COST: 30\$</b>			

<b>VOLUNTEER</b>					HERO, max 2
SHOT 2	COOL 3	REF 3	COS 2	EXP 0	If he is in a radius greater than 15U from the chief, he has a modifier of +1 for the Panic test.
FA 0	FO 1	<b>COST: 100\$</b>			

### 9.9 BOUNTY HUNTERS

They can shoot each other and even if the target is a civilian or an ally, can also fire at targets in melee.

For every OUTLAW or MEXICAN killed, they earn ½ of the character value (in \$)

<b>BOUNTY KILLER</b>					HERO, max 1
SHOT 3	COOL 4	REF 3	COS 3	EXP 2	All miniatures can use his value of coolness during the Panic test, if they are within 5U.
FA 1	FO 1	<b>COST: 150\$</b>			

<b>BOUNTY HUNTER</b>					HERO, max 2
SHOT 3	COOL 3	REF 3	COS 3	EXP 1	
FA 0	FO 1	<b>COST: 110\$</b>			

<b>VOLUNTEER</b>					
SHOT 2	COOL 2	REF 3	COS 2	EXP 0	must do a panic test if a friendly hero dies within a radius of 5U, if the leader is killed, he panics automatically..
FA 0	FO 1	<b>COST: 100\$</b>			



### 9.10 SOLDIERS

They cannot shoot if between them and the target there's a civilian (they cover a 1U diameter area ) or an allied, unless the shooting miniature is at 5U from the CAPTAIN.

CAPTAIN					LEADER
SHOT 4	COOL 4	REF 3	COS 3	EXP 3	It doesn't suffer any panic, nor all the miniatures within 5U.
FA 1	FO 1	COST: 180\$			

SERGEANT					HERO, max 1
SHOT 3	COOL 3	REF 3	COS 3	EXP 1	He passes automatically all Panic test, if at least 2 soldiers are within 5U
FA 0	FO 1	COST: 95\$			

SOLDIER					
SHOT 3	COOL 3	REF 3	COS 2	EXP 0	If staying within 5U from TWO other soldiers he gets +1 bonus for the shooting roll.
FA 0	FO 0	COST: 50\$			

SCOUT					
SHOT 3	COOL 4	REF 3	COS 2	EXP 0	It doesn't suffer the effects of BROKEN GROUND.
FA 0	FO 0	COST: 55\$			

### 9.11 INDIANS

They cannot shoot if between them and the target there's another Indian.

They don't suffer the restrictions of BROKEN GROUND.

The heroes have the GOOD KNIGHT skill.

If they are partially hidden beyond the 20U, the fire applies a -1 modifier to the attack roll (not in town).

<b>TRIBE CHEF</b>					<b>LEADER</b>
SHOT 3	COOL 3	REF 4	COS 4	EXP 2	All the miniature within 5U can use his coolness value during the panic test.
FA 1	FO 1	<b>COST: 160\$</b>			

<b>HUNTER</b>					<b>HERO, max 2</b>
SHOT 3	COOL 2	REF 3	COS 3	EXP 1	
FA 0	FO 1	<b>COST: 90\$</b>			

<b>WARRIOR</b>					
SHOT 2	COOL 4	REF 3	COS 2	EXP 0	If within 8U there's an opponent, he will try in anyway to damage it, shooting at it or attacking him in hand to hand combat.
FA 0	FO 0	<b>COST: 50\$</b>			

### 9.12 COMMON CHARACTERS

These characters can be used by all sorts of civilian group.  
 These characters can perform 2 ACTION ONLY.

<b>UNARMED CIVILIAN</b>					
SHOT 2	COOL 2	REF 3	COS 1	EXP 0	If within 10U of them someone is shooting, they panic and escape and continue until they exit from the game area.
FA 0	FO 0	<b>COST: 25\$</b>			

<b>ARMED CIVILIAN</b>					
SHOT 3	COOL 2	REF 2	COS 1	EXP 0	Go into PANIC if he is fired upon. They continue to run until leaving the playing area.
FA 0	FO 0	<b>COST: 30\$</b>			

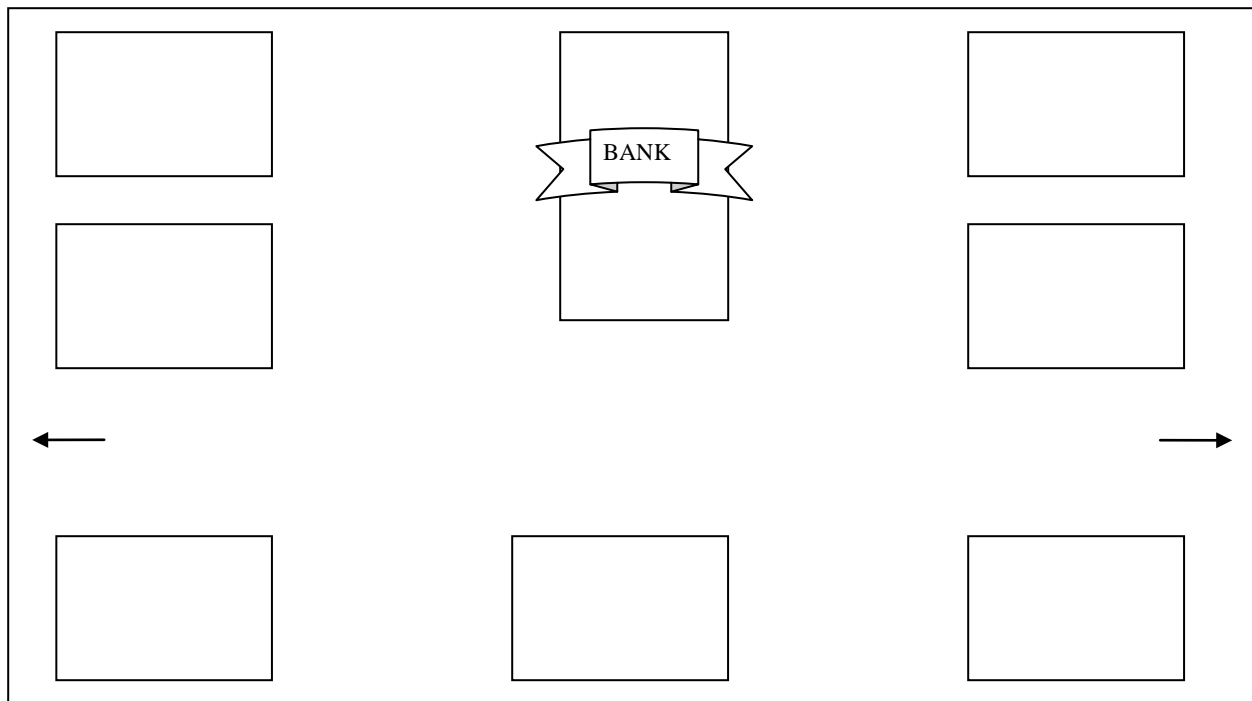
<b>SALOON WOMAN / ADVENTURER</b>					
SHOT 2	COOL 2	REF 3	COS 1	EXP 0	He can not be fired until she fired first. Who shot her, apply a +1 modifier to Coolness test.
FA 0	FO 0	<b>COST: 30\$</b>			

## 10.0 SCENARIOS AND MISSIONS

The background is shown to give the idea of the setting, you can modify it to suit your needs. Even the maps are indicative of the optimum arrangement of buildings and should be implemented as desired, adding elements such as terrain, fences, crates and barrels.

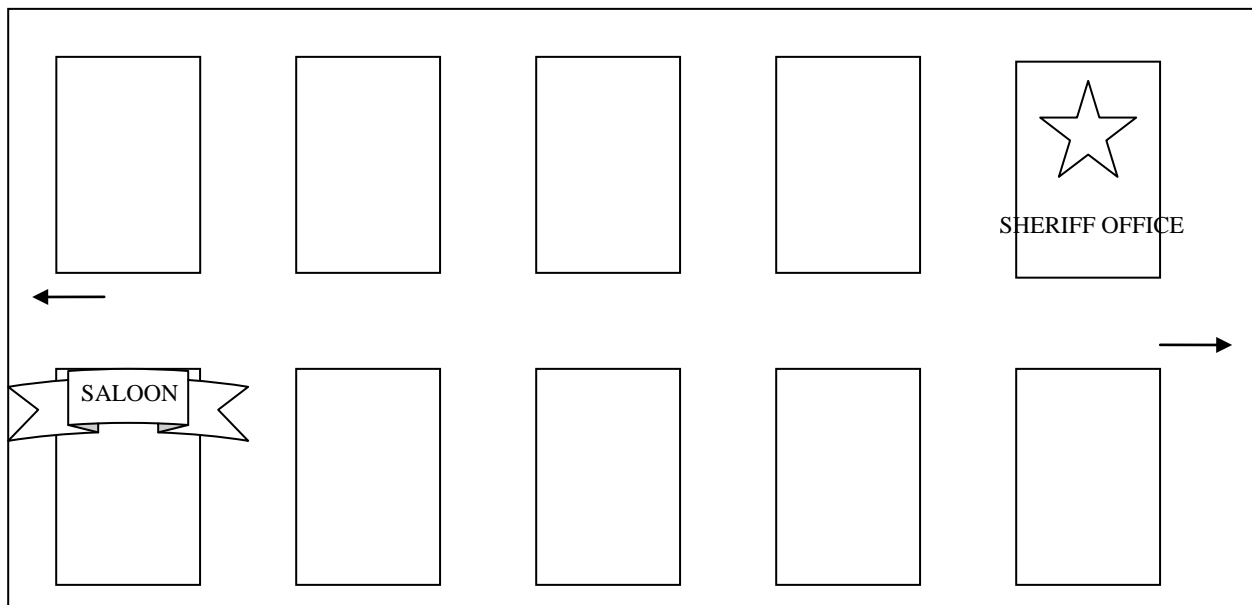
### 10.1 BANK ROBBERY

Background	A gang of bandits has just done a robbery but was blocked by the men of the law warned by gunfire.
Table	120x90 the bank at the center with streets around for at least 10U.
Formation	The Bandits deploy first 2U around the bank, except one of them, carrying the bags, still inside of the bank.
Victory Conditions	The men of the law lined up at less than 5U from the short sides of the table. Bandits win if they manage to carry the loot out of one of the short sides. The men of the law win recovering the loot.
Scenario rules	Carry the loot bags (represented by two tokens) costs 1 action, those who transport the loot can not shoot with two-handed weapons, even a single character can carry all the bags using 2 actions per turn. If the men carrying the loot are killed, it drops to the ground and can be collected, collecting the loot costs 1 action.



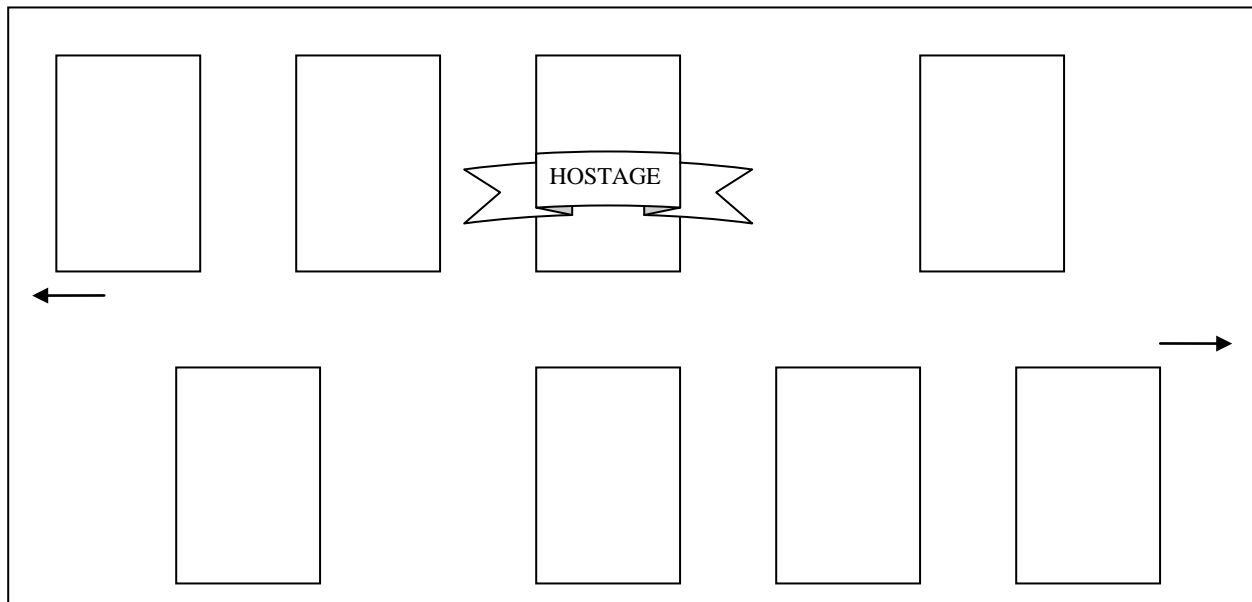
## 10.1 PRISONER

Background	At the end of a brawl in the saloon, the sheriff is able to arrest a notorious bandit, knowing that the other gang members are stationed outside the building he waits for reinforcements to escort the prisoner to his office.
Table	120X60, 6U roads, saloon on the opposite side of the sheriff's office.
Formation	Good deploy first, prisoner and escort (max2) are inside the saloon, the other until the sheriff's office from the 5U.
Victory Condition	Bandits in 5U from the main road. Good win if they bring the prisoner to the jail. The bad guys win if they can release the prisoner and help him escape from one of the short sides
Scenario Rules	the prisoner and his keeper can not run, if the guardian is killed the prisoner can escape if there is 5U by another man of the law.



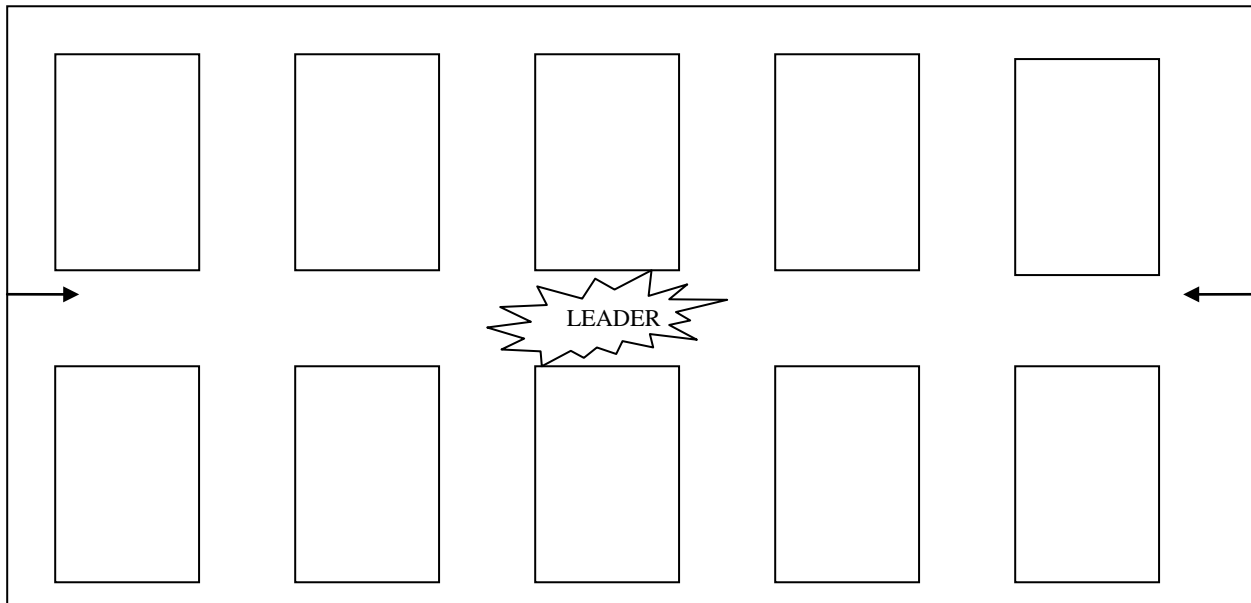
## 10.2 KIDNAPPING

Background	the daughter of a land owner has been kidnapped by a group of criminals who have demanded a ransom.
Game Table	120x60, with some small country home.
Formation	The bad deploy first, captive and captor (max2) are inside one of the houses, the rest of the bad within 6U from the building.
Victory Condition	The good come from the short sides deploying at less than 5U from the edge. The good must save the girl and carry her out form one of short sides. The bad guys win if they manage to reach one of the short sides, with the girl or eliminate all the goods.
Scenario Rules	The kidnapper who drags the hostage uses 2 actions and can not shoot, if he is killed or goes into combat with an opponent the hostage is free if there are no bad within 5U. In this case the hostage is activated by the player as last miniature of the goods she can only walk



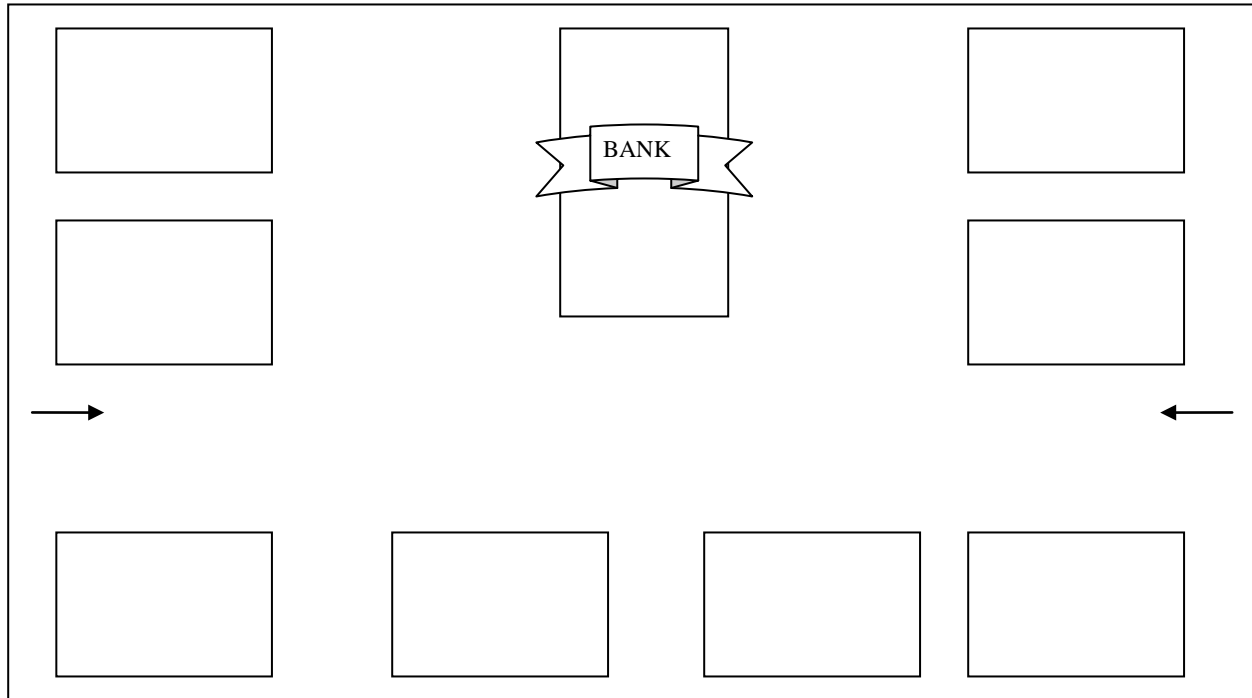
### 10.3 DUEL

**Background** two bands will compete for dominance over the city  
**Game Table** 120x60, wide main street (10U) through the city  
**Formation** The two leaders deploy facing each other at the center table 10U of distance between them. The other gang members start at one side of the table (per band) waiting their activation.  
**Victory Condition** wins the band that eliminates the adversary.  
**Scenario Rules** No miniature will shoot until one of the leading shoots.  
The first miniature that comes within 10 U from his leader activates him and he will automatically fire at the enemy leaders.



## 10.4 MURDER

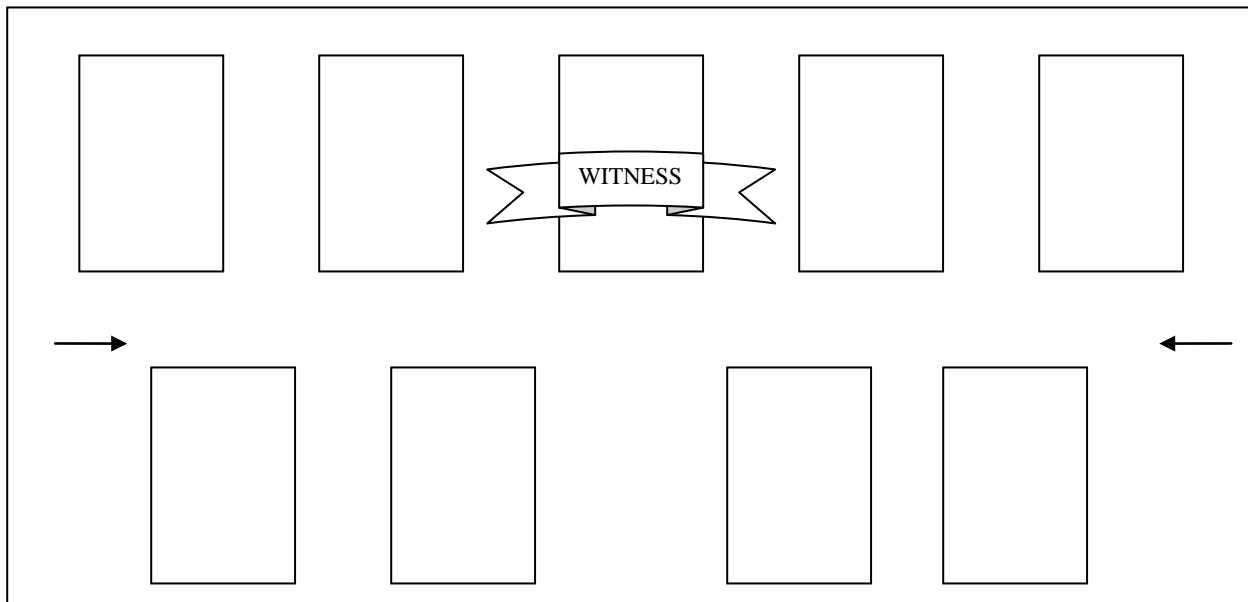
Background	The mayor of the city was threatened with death for putting up resistance to the maneuvers of the wealthy landowners.
Game table	120x90, cities on three streets in T, bank on one side of the intersection
Formation	The mayor is in the bank, one of his men is 5u from the door of the bank. The others members must be deployed at no less than 20U from the bank.
Victory Condition	The bad deploy near the middle of each short side. Mayor party wins if reject the bad The bad guys win if they kill the mayor





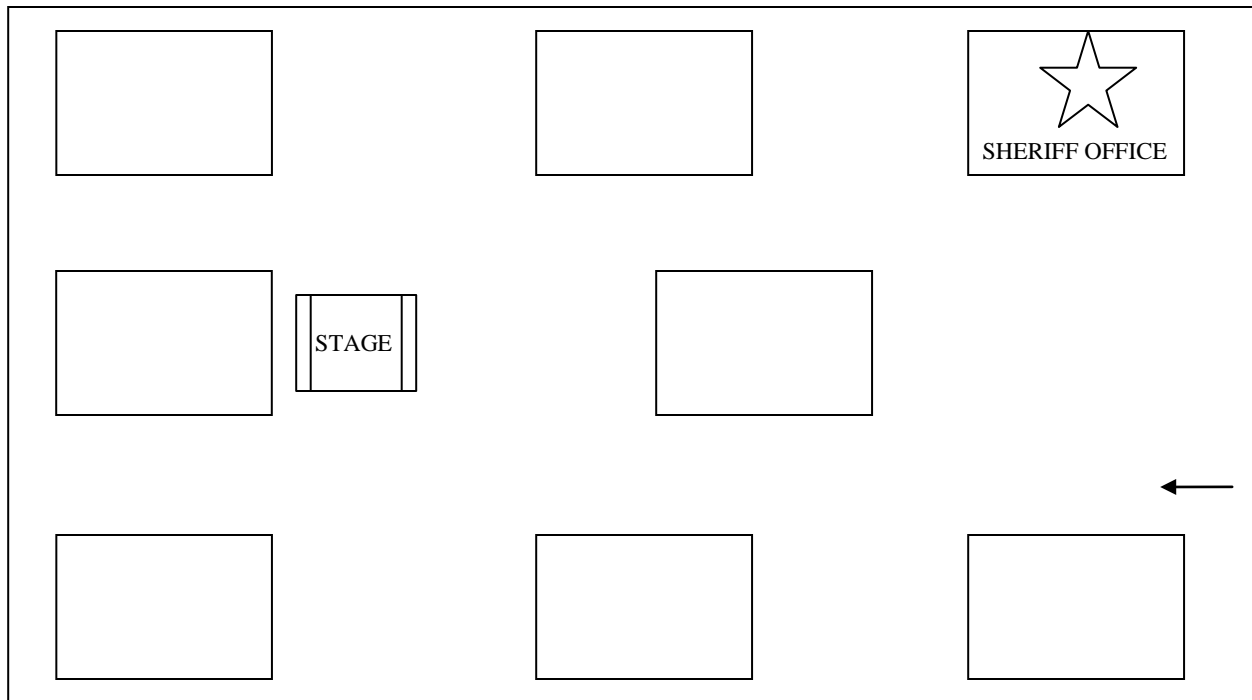
## 10.5 THE WITNESS

Background	The son of a wealthy landowner has killed the sheriff, the only witness is the son of a honest farmers, who takes refuge in the house of the sheriff deputy. The rich landowner pay a band of outlaws to kill the boy, the night before the judgement.
Game table	120x60 , city.
Formation	The Sherff party deploy first, closer than 5u from the witness house, one of them is inside the house with the boy. The bad guys deploy along the short sides closer than 5U from the border, half on each side.
Victory Condition	The good guys win if they save the witness until the morning (end of round 8) The bad guys win if they kill the boy before the end of Round 8
Scenario Rules	This is a night scenario, the shots over 20U suffer a penalty of -1.



## 10.6 THE MEETING

- Background** A former colonel of the Mexican army is in town, looking for funds for his personal revolution. The U.S. army supports his cause, but can not support it above board, they pay for an attendance to defend him. Some political foes decided to murder the colonel during the meeting.
- Game Table** 120x90, meeting at the center of the city. hotel/saloon in short side.
- Formation** The good deploy first, within 15u from the politician, while one is in contact with him.  
The killers deploy after, closer than 5u from the short side of the sheriff office. There is a sniper on the balcony of the hotel / saloon at 20U from the stage. There are civilians (at least 8), 5-10u from the stage of the meeting.
- Victory Condition** The good must save the politician bringing it in the sheriff's office.  
The bad guys must kill the politician.
- First Round:** All the bad come into play, they can only move.  
The good do not move, the Sniper shoots and wounds the politician (that can only walk). The guard next to the politician kills the sniper, everyone runs away.
- Scenario Rules** Civilians are moved by the player who wins the first move per turn, they move up to 10U and may run out of the town.



## PLAYER BOARD

<b>POSSE NAME</b>		<b>NOTE</b>
<b>TYPE</b>		
<b>\$</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

<b>NAME</b>				<b>ROLE</b>
<b>SHOOT</b>	<b>COOL</b>	<b>REF</b>	<b>COST. / WOUND</b> /	<b>NOTE</b>
<b>FA</b>	<b>FO</b>	<b>EXPERIENCE</b>		

| **INITIATIVE** | 1D6 + COOLNESS + MODIFIER (FAME)

| **TURN** | Action of movement , shot or fight.

| **SHOOT** | | **FIGHT** |

| **1 – COOLNESS TEST** |  
 ((1D6 + MOD) - COOLNESS ) x 2 volte  
 Score | = or less / MOD. 0 | +1 / tense, MOD -1 | +2 / nervous, MOD -2  
 Modifiers | Character Shocked character

| **2 – SHOOTING TEST** |  
**1D6 + SHOT + WEAPONS BONUS + MOD**  
 Score  
 1-7 missed\*  
 8-9 target struck and got 1 damage  
 10 or more target struck and got 2 damage  
 Modifiers

The shooter hasn't done any move during this turn and it decided to take aim	+1
The shooter shoots within the short ray of its weapon	+1
The target hasn't give his turn	+1
The target has a light covering	-1
The target has a partial covering	-2
Each shot after the first	-1
The shooter has two guns	-1
Shooting to a target on a trotting horse	+2
Shooting to a target on a running horse	+1
Shooting from a trotting horse/normal moving vehicle	-1
Shooting from a horse/fast moving vehicle	-2
The shooter within its short ray shoot to a lying target	+1
Lying target passed the short ray	-1
No target in sight at the start of shift miniature	-1
Target panic short distance	+1

| **2 – FIGHT TEST** |  
**1D6 + COST. + WEAPONS BONUS + MOD**  
 Score  
 1-6 missed\*  
 7-9 target struck and got 1 damage  
 10 or more target struck and got 2 damage  
 Modifiers

attacker sidearm or improper weapon vs bare hands defender	+1
defender sidearm or improper weapon vs bare hands attacker	-1
attacker has a two-handed weapon	+1
defender has a two-handed weapon	-1
attacker is on horseback	+2
defender is on horseback	-2
defender on the ground vs attacker upside	+1
attacker on the ground vs defender upside	+1
defender shocked	+1
Defender in panic	+2

Rescue shot modifiers:

Attacker behind the target	+2
Attacker sidearm vs bare hands defender	+1

**FRIEND FIRE OR INDIRECT** : If the result of striking turn is missed and in the course before the target or within a 2" ray there are FRIENDS or NEUTRAL miniatures, throw 1d6 if 6 us obtained. If it is a miniature the shooting test is done on that piece with all the consequences. If the target is mounted, the horse falls down, if it was running the knight must do a reflexes test and if it fails it gets a fall wound and it shoots for PANIC TEST.

| **3 – RESCUE SHOT** |  
 ((1D6 + MOD) - REF ) for every damage  
 Modifier | The shooter is behind the target +2  
 Score | = or less / no wound | 1-3 /1 wound | 4+ / 2 wounds

| **4 – PANIC TEST** |  
 (COOLNESS - 1d6) x2 times  
 Score | = o less /nothing | +1 / shocked | +2 /panic

| **COHESION TEST** |  
 compare COOLNESS + 1D6 with  
 1D6 + difference of the opponnet miniatures  
 Modifiers

LEADER is still in the game	-1
LEADER dead	+1

| **SHAME TEST** |  
**1D6 =score 1 (-1FA o -1FO)**  
 | **CHARACTER RECOVERY** |  
**1d6**

1	CHARACTER DEAD
2	INVALID CHARACTER (see Tab.12)
3-4	WOUNDED
5 o più	COMPLETELY RECOVERED

score is lower or equal, the player is still in the game, in the opposite case it has to retire and it loses the game.

Modifiers

Doctor bone cutter	5\$ cost	+1
Doctor graduated	10\$ cost	+2

## ACTION

ACTION	CA	NOTES
lay down/stand up	1	
overcome a low obstacle	1	(height or less miniatures)
climb (3U/turn)	1	TEST REFLEX past with 1 dice of 2
turn around/back 180°	1	
collect weapon/object	1	
get on/off a standing horse	1	
get on/off a trotting horse	1	TEST REFLEX past with 1 dice of 2
get on/off a running horse	1	TEST REFLEX past with 2 dice of 2
jumping during 3U turn	2	
jumping 6U/up 3U turn	1	TEST REFLEX past with 1 dice of 2
change weapon	2	
load weapon	2	
take aim (1 <sup>st</sup> turn only)	0	during the turn it cannot move
swim (3U/turn)	1	
carry a mate	2	4U max during the turn it cannot shoot
catch with the lasso	1	TEST REFLEX passed with 1 dice of 2
disobstruct a weapon	2	

## MOVEMENT

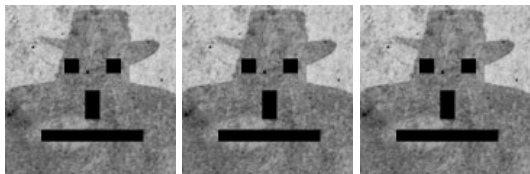
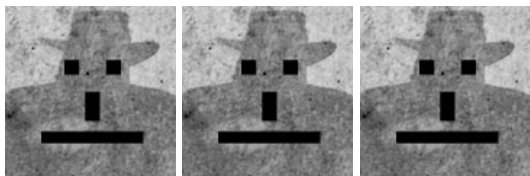
ON FOOT	DP/U	COST	NOTE
WALK	5	1	
RUN	10	2	
GO BACK	5	1	
RUNNING SIDEWAYS	8	2	
ON HORSEBACK			
TROT	10	1	
RUN	20	2	
SIDEWAYS	5	2	REF.TEST +1
GO BACK	5	3	REF.TEST +2
TOWED VEHICLE			
NORMAL	8	1	
RUN	16	1	

## WEAPONS

	RANGE U		SHOT		ACTION (CA)	BONUS	NOTE
	SHORT	MAX	TURN*	TOTALS			
REMINGTON	4	8	1/2	2	1	1	Little gun
SIX-SHOT	6	12	1/6	6	1	1	
HEAVY GUN	8	16	1	7	1	1	improper
RIFLE	14	28	1	2	2	2	
REPETITION RIFLE	10	20	1	7/17*	2	2	* hitting shot = 1 jamming
HUNTING RIFLE	17	34	1	1	2	2	
DOUBLE-BARRELLED GUN	8	16	2	2	2	2	under 4U +1 bonus
SAWN-OFF SHOTGUN	S**	S**	2	2	2	2	ignore light covering
MUSKET	12	24	1	7/17*	2	2	* hitting shot = 1 jamming put bayonet on
CARBIN	8	16	1	7/17*	2	2	* hitting shot = 1 jamming -1 mod horse back shot
HAND WEAPONS							
KNIFE	COSx2		1	1	1	1	
TOMAWK / HATCHET	COSx2		1	1	1	1	
WOODSMAN AXE	NOT THROWING WEAPON				1	1	2 hand weapon
LANCE	COSx2		2	1	1	1	2 hand weapon
BAYONET	NOT THROWING WEAPON				1	1	
SWORD	NOT THROWING WEAPON				1	1	
BOW	8	16	1	12	1	1	
LASSO	COSx2		1	1	1	1	No damage
EXPLOSIVES							
DYNAMITE	COSx2		Bonus 6		once thrown the miniatures not moved within the ray of action can leave of as much U as you get throwing 1D6 divided for 2 (adjusting for excess). The thrower can declare short fuse, but it has to throw 1D6 and if it gets 1 the dynamite bursts in his hands.		
NYTROGLICERINE	COSx2		Bonus 10		Those who carry some nitro-glycerine cannot go on horseback and they move the only half on their motion		
PROTECTION						PARTIAL	WHOLE
wall, rock						2	4
wooden building						2	4
fence, car, wagon						1	3
tree, hedge						1	2
big rock						3	5

## TEMPLATE & MARKERS

### TENSE STATUS MARKERS



### NERVOUS STATUS MARKERS



### SHOTGUN TEMPLATE

