

QUICK ON THE DRAW – THE RULES

The rules are designed for a cinemagraphic game in a Hollywood style which encourage the players to stand their ground in western shoot-outs.

REEL 1: THE BASICS

EQUIPMENT NEEDED

You will need:

- **a range of figures.** This is a skirmish game, played with individual figures, miniatures, toy soldiers, each representing an individual character in the game. The figures can be any scale; we usually play with 54mm, 40mm or 28mm figures, but even 15mm can be used, though going any smaller makes individuality a little difficult to depict.
- **at most six ten-sided dice, referred to as D10.** The number of D10s you roll is shown as nD10, so for example if one dice, the rules state 1D10. Dice are used to determine outcomes.
- **a pack of playing cards with jokers.** Play is neither 'I Go, You Go' nor Simultaneous. Instead the cards are used to determine the order in which players activate their characters.
- **a ruler or tape to measure movement distances and ranges for shooting etc.** Distances in the rules are given in 'paces'. A pace can be a centimetre or an inch depending on the scale of figures used and/or the space available. In most cases 1 inch to 1 pace works well.

CASTING – DETERMINING THE CHARACTERS

To create your characters:

- determine their character type – hero, main character, supporting character or minor character
- give them a personality and an appropriate set of skills or traits
- equip them.

THE SCRIPT – CREATING THE SCENARIO

To set the game up you will need to create a Scenario – in Hollywood terms, write a script. This sets out the Dramatis Personae (the characters in the game, the actors) and the situation they find themselves in – the Story/Plot, what the game is all about.

SETTING THE SCENE – DESIGNING THE STAGE SET

The scene needs designing too, of course, with a map or plan, simple or detailed, showing the terrain - the 'set', on which the drama unfolds. As in the movies it can range from a single room in a building to the great outdoors. Just like the movie sets, where nothing is there by chance, it pays to give some thought to the set and what is on it (and what is not) so that the terrain offers both opportunities and challenges to the characters performing on it.

FILMING THE ACTION - DEALING THE CARDS

There is no need to write moves and actions! Indeed there is no record keeping, beyond drawing up the Cast List before the game begins and writing the script.

The game is played in **phases**. Each phase is a complete cycle of play in which *all* characters have had an opportunity to act in the order determined by their card(s) and ends when all cards in the pack have been turned over.

The phase is divided into **turns**. A turn is literally the turning of each card in the pack in sequence, signalling each character's opportunity for movement, actions/reactions, shooting and fighting.

Playing card 'values' are allocated to each character and determine the sequence of movement and actions each game phase. At the start of the game, allocate playing cards to each character until all have received the number of cards appropriate to their character type - **Heroes 4, Main Characters 3, Supporting Characters 2, and Minor Characters 1.**

It makes life a lot easier if each player's characters are allocated cards **from the same suit**. So, for example, one player may be hearts, another spades and a third clubs. Make a note of the card(s) for each character on the players' Cast Lists.

The cards allocated to the characters are used to form a **pack**, to which are added the red and black jokers. **At the start of each phase**, shuffle the pack and then turn over the cards one by one. As a character's card is turned, so they are able to act, carrying out movement, actions, reactions, shooting and fighting in the sequence that their allocated cards are turned over so that each character is moving/acting one after the other.

Characters with more than one card get to move and act **more than once** during the phase, as each of their allocated cards is turned. So Heroes will have four turns in a phase, Main Characters three turns, Supporting Characters two and Minor Characters one. This is how they are differentiated in the game, and how they are able to play their parts fully – clearly a Hero must be able to 'out-act' a minor character!

The Black Joker signifies bad luck and affects the next card that is turned over. That character either makes no movement or action on that turn or suffers a reverse or mishap of some kind, equivalent to rolling a 1! The mishap can be decided by the games' master/umpire or by the opposing player – your choice (but remember, it will be one of your characters next!)

The Red Joker signifies good luck and also affects the next card that is turned over. That character gets a bonus appropriate to the situation, equivalent to rolling a 10, such as, for example, 'treats all tasks as easy and does not need to test'. Again, exactly what can be a games' master/umpire or player choice.

When all the cards have been turned over, every character will have had a turn (or more than one turn if a Supporting, Main Character or Hero) and the phase is ended. Shuffle the pack and start the next phase.

MAKING IT HAPPEN – ACTION AND REACTION

When a character's card comes up, the player declares what they want that character to do – whether to move, carry out a task, respond, shoot, or attack. The player then makes a dice roll using the character's action dice to see what happens.

Whether a character actually does what the player wants them to do will depend on the character's type, personality and any relevant skills or whether they are required to take a courage test.

DETERMINING OUTCOMES – DICE ROLLS

To make the game faster and easier, many of the usual variables have been incorporated directly into the playing system. The Result Charts indicate the dice roll needed to succeed or hit. In most cases you need do no more than roll 1 or more D10 and check the charts for the result.

A **dice roll** refers to the actual number shown on the dice after they have been 'rolled' or 'thrown'. Occasionally more than 2D10 will be rolled. Depending on the circumstances, the higher or lower dice roll will be used to determine the outcome. Heroes and Main Characters usually roll 2D10 and take the highest. Supporting and Minor character roll 1D10.

There are some simple conventions which, once committed to memory, will speed up play:

- **A dice roll of 1** is always a **disaster** and the reverse of whatever the character hoped to do.
- **A dice roll of 2 to 4** means that the character **failed** to do what they hoped to do and in some cases, reaction for example, there will be enforced actions.
- **A dice roll of 5 to 9** means that the character succeeded and can act as the player wishes.
- **A dice roll of 10** usually means **outstanding** success!

These conventions can also be used as guidelines whenever a situation arises that is not covered by the rules to determine success or failure.

'CUT!' - RESHOOT THE SCENE!

During the game, **any Main Character or Hero** can yell 'Cut!' to **stop the action and reshoot the scene**, or in game terms, re-roll a dice that was not as they would have wished. This might be an adverse skill roll, a botched attempt at shooting or fighting, or a hit or wound inflicted by the opponent.

The character must have a card/turn remaining and effectively sacrifices the card (their next turn) for the opportunity for a second take! The dice is re-rolled but the character has to abide by the second 'take'.

You can decide how often this takes place in a game. **In most cases, we suggest that once per Main Character or Hero is enough!** This is also an option that the Director (umpire, game's master) can also invoke at any time if they believe it will improve the game.

DIRECTING

The game's master/umpire in TODD games is the Director. The Director may well have produced the scenario and casting and devised the set. Their role is vital but unimportant ie, the game should work without them interfering, but they need to keep things moving, by for example turning the cards, making sure players don't take too long deciding what to do and helping to determine outcomes on red and black jokers. They also have to ensure the game works, is balanced and enjoyable for all participants. Easier said than done!

REEL 2: CASTING – CREATING CHARACTERS

CHARACTER TYPE/STAR STATUS

The characters are the actors in the drama. There are 4 types of character, listed in the table below, and each has a specified number of cards and action dice.

- Each type of character can make a number of actions, depending on the number of cards they have, and roll up to 2D10 when wanting to perform any action or reaction
- Each successful Hit on a Character by a Lethal Weapon permanently removes one of their cards. Each successful Hit on them by a Stunning Weapon temporarily removes one of their cards. When a character has no cards left they are deemed to be casualties and are unable to move or perform any actions, unless they receive medical aid or if their wounds are from a Stunning weapon and they succeed in recovering
- Reduced Action dice apply as a result of certain character traits or where adverse circumstances make an action/task more difficult/complex.
- Each Character also has 1 **Personality** and a maximum number of **other traits and skills** as befits their role

Type of Character	Number of cards	Action Dice	Reduced Action dice	Personality	Maximum number of Skills/Traits
Heroes	4	Roll 2D10 and take best result	Roll 1D10	1	4
Main Characters	3	Roll 2D10 and take best result	Roll 1D10	1	3
Supporting Characters	2	Roll 1D10	Roll 2D10 and take worst result	1	2
Minor characters	1	Roll 1D10	Roll 2D10 and take worst result	1	1

PERSONALITY

Each Character is given a **Personality characteristic** and a number of **other traits and skills** as befits their role. Their personality determines their behaviour and performance in a game.

Academic	A Very Clever Person May reroll any action roll associated with their particular area of study but must also pass a test to stop studying something they encounter related to their specialist subject
Brave	Made of stern stuff Can reroll a failed Courage Test but must keep the second outcome. Ignores any grazes resulting from combat
Bloodthirsty	Always finishes their foe off Must pass an Action test to stop fighting or taking trophies from a fallen foe
Cautious	Holds back. When taking all Responding or Reacting to new events tests they use reduced dice.
Charismatic	An absolute Charmer When next to a character they wish to 'charm', the character tests. 1 Fails so badly that the charmed character is repelled by them and will never be charmed. 2 to 4 Fails but may try again 5 to 9 Success. The charmed character will do as the charismatic character wants (but not harm themselves or another) until they pass an Action test 10 Outstanding success. The charmed character is so captivated by the character that they will do everything in their power to aid him or her.
Disciplined	Calm under Pressure May reroll when Wanting to move, Shoot, Attack, Hold or Reload but must keep the second outcome
Dominant	Expects to be obeyed Their own followers are under their sway and so can reroll any failed action/task test if they are within 10 paces: To influence other characters, including opponents, test. 1 Fails so badly that repels the character who will be hostile for the rest of the game 2 to 4 Fail but may try again. 5 to 9 Success. The characters will obey and, if required, attack another character but will not harm themselves until they pass an Action test (a roll of 5+). 10 Outstanding success and the character will do whatever the dominant character requires
Fanatic	No concern for personal safety Can reroll a failed Attack or Move roll which would take them towards the enemy but must keep the second outcome. They ignore any 1s rolled for courage tests
Fearsome	Someone to be Feared Opponents take a Courage Test on first sighting or if they charge or are charged by such a character

Heroic	Puts the objectives and safety of others before their own. Always seeks to attack or fight the biggest, nastiest foe. No need to test for Courage
Lucky	Beats the odds May re-roll up to 4 dice rolls during the game but must keep the second roll – this includes dice rolls which cause an adverse affect on them, such as hits, wounds, and failed reaction, as well as improving the results of hits caused by them
Natural Leader	An inspiration His command automatically uses his or her dice when testing for movement, courage or responding to hold actions if within 10 paces.
Ordinary	The average person The character has no outstanding features and therefore gains no improvement or reduction when taking tests
Proud	Always stands and fights Can reroll a failed Courage test: Always attempts to engage the enemy leader in combat, ignoring others less worthy of their attentions’.
Quick Witted	Sharp Can reroll a failed Responding or reaction Test but must keep the second outcome
Rash	Acts before thinking Can reroll a failed Move roll which would take them towards the enemy but must keep the second. Always stands, fights and makes an all out attack
Ruthless	Prepared to sacrifice others to achieve his goals Puts own objectives above everything else. Must pass a reaction test to do anything that helps or supports others.

SKILLS AND TRAITS

The number of skills and traits a character can have depends on their character type (see above).

GENERAL SKILLS AND TRAITS

Ambidextrous	Even Handed Ignores the penalty +2 to a target’s DV when the character shoots a fire arm with the wrong hand
Athletic	Natural Poise Can reroll a task roll involving climbing, jumping, getting through small spaces, etc but must keep the second outcome
Good in a particular skill	Knows their stuff May reroll a task roll when using that skill but must keep the second outcome
Fleet Footed	Runs Like the Wind Can reroll a failed Wanting to move roll and may move up to fast
Frail	Resistant to Recovery When trying to come too after being KO’d or to recovering from medical treatment they use reduced dice.
Healer/Saw Bones	Can heal wounds and aid recovery
Lumbering	Moves slowly Their maximum move distance is reduced and when wanting to move in or enter Bad Going they use reduced Action Dice
Poor in a particular skill	Inept Uses reduced Action dice for any related task roll
Sixth Sense	Can sense danger Roll when within 12 paces of a threat they are not aware of. A roll of 5+ means they become aware of the danger
Stealthy	A Shadow. Improves the character’s DV when shot at and reduces the chance of them being located
Strong	Muscleman Can reroll any Strength related task and reduces an enemy’s DV by 1 when hit by this character using a Blunt Weapon or Fists/ Feet
Surefooted	Moves like a Cat Can reroll a Wanting to Move Order when entering or in Bad Going and can move through Bad Going without penalty
Tough	Resilient to injury They can reroll their dice if being healed or attempting to come too after being KO’d.

SPECIFIC COMBAT SKILLS AND TRAITS

Brawler	Close in Fighter: Lowers the enemy’s DV by 1 when using clubs, chairs, bottles or other improvised short range weapons.
Fighter or Expert with a particular weapon e.g. Pistoleer	None Better: Lowers the enemy’s DV by 1. If they fail to hit their opponent /target they may reroll their dice but must keep the second dice roll. In addition, If it is a missile weapon then they can reroll a task or reload roll when using that weapon but must keep the second outcome. Their proficiency is often reflected in their skill e.g. Pistoleer, Rifleman, Swordsman, Bowman, etc.
Man Killer	Just Deadly Lowers the enemy’s DV by 2 when the character shoots or makes any form of attack

Marksman	Eagle Eyed Lowers the enemy's DV by 2 when the character makes a Deliberate or Aimed shot and can reroll when testing to reload
Martial Artist	Lethal Hands and Feet Lowers an enemy's DV by 1 when they are hit by the character who can make either Lethal or Stunning attacks irrespective of how they are armed.
Off Handed	Southpaw Lowers the enemy's DV by 1 when making a close combat attack
Poor fighter	Untrained Their action dice are reduced when trying to hit
Poor shot	No use at shooting Uses reduced action dice when trying to hit
Quick Draw	Greased Lightning Can reroll a failed draw action and ignores the increase on an enemies DV when drawing a weapon and shooting or fighting
Two Fisted	Hard Hitter Lowers an enemy's DV by 1 when using their Fists and Feet
Two Weapon Trained	Tricky to Fight Lowers the enemy's DV by 1 when the character makes a close combat attack

PROPS: EQUIPPING YOUR CHARACTERS – WEAPONS AND EQUIPMENT

In most cases the weapons and, if appropriate, any protection worn or available will be shown on the figure, but it is useful to clarify at the start of a game the particular type of protection and the specific weapon/s being carried.

PROTECTION – ARMOUR AND SHIELDS

The use of armour is unlikely during this period as improved firearms had made it redundant but is listed to cover odd or quirky characters using boiler plate or similar armour. What the character wears determines their basic Defence Value (DV). The basic DVs are:

DV0 – No Armour	DV1 – Minimal Armour	DV2 - Armoured
Normal clothing or no clothing at all	Thick Leather jerkins or coats, or thick furs	A breast or back plate with or without a helmet or arm armour

A shield also increases the DV by 1 if used for protection in close combat or against non-gunpowder missile weapons.

MISSILE WEAPONS

The different types of missile weapon are listed on the weapons table. The table gives the effective range of each weapon and its impact.

COMBAT WEAPONS

Clarify at the start of the game whether weapons are **fighting weapons, improvised weapons** or **fists etc.**

- **A fighting weapon** is any weapon designed for fighting or killing. These can be further divided into those with a close, short, medium or long reach.
- **An improvised weapon** is an object, tool or implement designed for other purposes, such as farm tools, natural objects, etc, but can be used for fighting or brawling. These too can be further divided into those with a short, medium or long reach.
- **Fists etc** covers bare hands and/or feet and light clubs such as coshes, saps, clubbed handguns and knuckledusters. **These are all close reach.**

An attacker improves the chance of hitting if he has a longer reach weapon. This reduces the defender's DV by 1. However the advantage of reach is lost if the character with the shorter reach weapon manages to score a hit as it is assumed that they have managed to close with their opponent and got under the weapon's effective reach.

Type	Close Reach	Short Reach	Medium Reach	Long Reach
Fighting weapon	<i>Knife</i>	<i>Tomahawk, Hand Axe, Bowie Knife, Club or Pistol used as a club.</i>	<i>Clubbed shoulder arm or Two handed weapons, Swords, Sabres, etc. Chained Martial Arts Weapons</i>	<i>Fixed Bayonet, Spear, Lance</i>
Improvised Weapon		<i>1 handed farm implement, etc.</i>	<i>2 handed scythe or 2 handed Club or similar improvised weapon</i>	<i>Pitch Fork, Improvised spear or similar improvised weapon</i>

OTHER ITEMS OF EQUIPMENT

Depending on the scenario, it is also worth noting any other items of 'kit' that a character might find useful, such as: field glasses, telescope, tope or lasso or matches

REEL 3: LIGHTS, CAMERA, ACTION! - MOVEMENT AND ACTION

Each time a character's card is turned up they must state if they wish to move or make an action. They then **roll their action dice to see if it is successful**. If they have more than 1 card and wish to perform move for a second or subsequent turn then they must test to do so **using their reduced action dice**.

The character's Personality, Skills or Traits may mean that unsuccessful rolls in certain tests can be rerolled.

Check the final out come on the relevant charts

WANTING TO MOVE

Characters can move the following distances on each of their turns

Characters swimming, climbing or crawling	4 paces
Lumbering or heavily-laden characters on foot	6 paces
Most characters on foot; Heavily laden animals or carts	8 paces
Fleet-footed characters or wagons	10 paces
Coaches	12 paces
Mounted characters riding horses or similar sized animals	16 paces or motorised vehicles
Railroad Engines	24 paces

Movement in Good Going	Good going includes terrain such as roads, tracks, and open ground. There are no deductions to movement. Accelerating, decelerating or manoeuvring is a basic action but may become a task in adverse circumstances.
Linear Obstacles	<p>Linear obstacles include items which are waist high such as walls and fences, or which impede movement such as ditches or gaps (up to 2 paces wide).</p> <ul style="list-style-type: none"> • Characters on foot or mounted Deduct 25% from movement for crossing a linear obstacle. They must roll for completing a task (see below). • Vehicles cannot cross such obstacles unless ditches or gaps and then deduct 50% from movement. They must roll for completing a task (see below)
Movement in Bad Going	<p>Bad going is terrain such as rocky ground, thick under brush, steep slopes, muddy or boggy ground. Areas of snow are bad going unless characters have snow shoes or skis. If there is poor visibility or bad weather, treat all terrain as bad going. Characters moving in a building count it as bad going.</p> <ul style="list-style-type: none"> • Most characters whether on foot or mounted deduct 25% from movement. There are no deductions for sure footed characters. • Heavily laden animals and wheeled transport deduct 50% from movement. • Moving or manoeuvring slowly is treated as a basic action but moving or manoeuvring any faster reduces the action dice. Roll to check outcome.
Getting up from Prone	<ul style="list-style-type: none"> • Deduct 25% from movement when getting up from prone. Dropping to the floor takes no time at all! This counts as a basic action - no need to test.
Swimming and Climbing	<ul style="list-style-type: none"> • These are tasks so always roll to check outcome. • If adverse circumstances apply such as strong currents, a sheer cliff face, the dice are reduced
Random Movement	<p>On occasion characters will slip or lose control of a mount. In such cases their movement is random. Roll 1D10</p> <p style="text-align: center;">1- 3 Reverse: 4&5 Go Right: 6 &7 Go left: 8+ Straight Ahead</p>

Having established what movement the character wishes to make roll their action dice to see what happens.-

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Move	Caution – Danger Ahead! Withdraw and fall back ½ a move facing the enemy if in good going. In bad going, fall over and test for injury	Are you Sure? Hesitate and do not move	Forward! Move up to the maximum move in any direction or choose to go prone or move evasively.	Move It! Move twice the maximum move in any direction or move once and perform another action
Wanting to evade	Gripped By Fear! Freeze and fail to evade or carry out any other action	Panic! Hesitate, then fall back ½ a move with back to the enemy and unable to fight back	Evade then! Successfully evade—may move up to the maximum distance away from the enemy	Caught them Out! Successfully evade. May also attack the enemy before moving or move and shoot at them.
Wanting To Move in Forest or Jungle	Disorientated! The character only moves ½ maximum move; roll again for random movement	Is this the Path? The character’s way is blocked by scrub or vines – they must pass an Action Test to cut a path through and then roll again to try to move.	This is the Path! The character may move up to their maximum move in any direction	Quickly – this way is Clear ! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting To Move in Deep Snow or Deep a Sand	Fall Over! The character loses their balance and falls over: They drop anything they are carrying and must pass an Action test to clear their weapons of snow or sand before they can be used again	Slip Sliding Away! The character slides ½ their maximum move in a random direction: roll again for random movement - and then roll again to try to move.	Firm Going! The character may move up to their maximum move in any direction	Quickly – this way is Fine! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting To Move/wade through a Swamp	Glug! Glug! The character blunders into deep pool and becomes completely submerged: They resurface but all of their equipment and weapons are soaked and must pass an Action test to clear their weapons of water before they can be used again	Is this the Path? The stumbles into a mass of thick mud and vegetation - they must pass an Action Test to push their way through and then roll again to try to move.	Its Shallow water here! The character may move up to their maximum move in any direction	Its only ankle deep! The character may move twice their maximum move in any direction, or one move and perform another action
Wanting to move through ruins or a derelict structure	Fall Over! The character loses their footing amongst the rubble, debris, etc. They drop anything they are carrying. Roll again, if they score a 1 they are injured. Test for injury as if hit by an low impact weapon	Loose Footing! The character stumbles over debris and moves ½ their maximum move in a random direction: roll again for random movement - and then roll again to try to move.	No obstacles ahead! The character may move up to their maximum move in any direction	Quickly – this way is Fine! The character may move twice their maximum move in any direction, or one move and perform another action

WANTING TO PERFORM AN ACTION/REACTION

As for movement, when a character’s card is turned up they must state what action they wish to perform. They then **roll their action dice to see if it is successful.**

The characters Personality, Skills or Traits may mean that unsuccessful rolls in certain tests can be rerolled.

Check the final out come on the relevant charts

BASIC ACTIONS

These are actions such as open or close a door; mount or dismount; enter or exit a vehicle; control a mount; pass on a command or message orally, in writing, by hand or other visual signals to another character and can be *combined with movement*. No additional test is necessary unless there are adverse circumstances, in which case treat as a task and roll separately.

TASKS

Tasks are harder than basic actions. In their turn characters can attempt to carry out a task and succeed **if they make a successful roll**.

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are athletic can reroll a task roll involving jumping, climbing etc.
- Characters who are strong can reroll any task requiring strength
- Characters or crews who are experts can reroll if it relates to their particular skill
- Characters or crews who are poor in the particular skill use reduced dice

Reason for Test	1	2 to 4	5 to 9	10
Wanting to complete a task	Complete Failure! Fail in the task and abandon it or when there is risk test for injury.	No Luck so Far! Fail in the task but may try again next turn.	Success! Succeed in the task	Complete Success! Succeed in the task and may perform another action or move, attack or shoot

WANTING TO RESPOND

RESPONDING TO AN OPPORTUNITY WHILE HOLDING

Heroes, Main and Supporting characters can choose **not to move or act on their turn but to hold**. For example, they may **hold** in anticipation of an enemy moving into their range, attempting to close with them or some other event.

This is a basic action and there is no need to test to hold. When their card is turned, the character simply states their intent to hold. Characters can only hold once in a phase and cannot play another card while they are holding.

If, later in the phase, an opportunity presents itself and the character wishes to act, the player declares their intent (eg to shoot or attack) and then **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

Characters can also respond to an enemy attack if they have a card remaining. The character throws their action dice to respond and if successful can act appropriately before the enemy makes their attack.

Characters also need to react on occasions either to a new event or to locating the enemy (see below). Again, roll their action dice and check on the table below.

Reason for Test	1	2 to 4	5 to 9	10
Responding to an opportunity	Flustered! Panic and if in the open retreat slowly towards cover. If in cover duck down	Hesitate! Unable to respond in time and so do nothing	I'm Ready! Respond in time and can act as desired	Quick Reactions! Respond very quickly and can act as desired and if attacking or shooting can reroll the dice if necessary for this action only
Responding to an attack	Hesitate! Unable to respond in time and so do nothing and count as defenceless	Flustered! Panic and DV is lowered by 1	Respond Can do a hasty shot or evade or block	Quick Reactions! Can do a hasty shot, evade or block without deduction
Reacting to a new event/locating the enemy	What shall I do? Freeze or hesitate	This doesn't look good! Head for the nearest cover if in the open or duck down if in cover	Made of stern stuff! Can act as the player wishes No need to make an action roll.	Let's do it! Can perform up to 2 actions but if rash or a fanatic must move towards the enemy as quickly as possible

LOCATING THE ENEMY

Enemy in the open in line of sight are seen automatically. Enemy who are hiding or booby traps may be more difficult to find.

Roll action dice if enemy is moving in cover or a trap is within 6 paces.

Roll reduced action dice if the enemy is static in cover or is stealthy or a trap is within 6 to 12 paces

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Locate the Enemy	<p>Confused</p> <p>If enemy are in the area observed treat the result as if they were not and must act accordingly on next turn</p> <p>If there are no enemy in the area observed treat the result as if they were and must act accordingly on next turn</p>	<p>I see no enemy!</p> <p>Fail to locate the enemy.</p> <p>Can try again next turn</p>	<p>I see you!</p> <p>Locate the enemy/object</p> <p>May need to react</p>	<p>Got you!</p> <p>Locate the enemy and automatically react to them so can move again or perform another action this turn</p>

COURAGE TEST

Characters have to take a courage test when:

- Taking a hit from shooting or fighting – see effect of Hits
- Charging or Being charged by a fearsome enemy

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Heroic characters, like Conan, do not need to test for courage.
- Brave and Proud characters can reroll a failed dice roll but must take the second roll.

Reason for Test	1	2 to 4	5 to 9	10
Taking a Courage Test	<p>Let's get out of here!</p> <p>If in the open or in close combat, panic and flee at maximum speed away from the enemy.</p> <p>If already in cover duck down and will not even defend self if attacked in close combat.</p> <p>If unable to do either attempt to surrender</p>	<p>Fall back and Take Cover!</p> <p>If in the open fall back 1 move towards the nearest cover; if already behind cover duck down.</p> <p>If in close combat, fall back 2 paces and during the rest of this combat is "On the Back Foot"</p>	<p>A- OK - Keep Calm and Carry On!</p> <p>Stand firm and are unaffected</p> <p>Can act as the player wishes</p>	<p>Totally Unaffected!</p> <p>Can act as the player wishes but if rash or a fanatic must move towards the enemy as quickly as possible</p> <p>May make an immediate fight back if in close combat or shoot at the enemy or make an immediate move in any direction including out of close combat</p>

REEL 4: SHOOTING AND WEAPONS OF THE OLD WEST

Shooting is a three-step process:

1. Characters must pass a 'Wanting to Shoot' test.
2. If successful, they then roll to determine whether the shot hits the target
3. If successful, the target character then rolls to determine the effect of the hit.

WANTING TO SHOOT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined can reroll

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Shoot or Move and shoot	<p>I'm not sure I can do this! Lose confidence and will not shoot Instead falls back 4 paces facing the enemy or moves towards the nearest cover of if in cover ducks down</p>	<p>Where's the target! Hesitate and do not Shoot</p>	<p>Shoot at the Enemy! Take your shot. If attacked may choose to make closing shots or make a counter attack but not both If moved any shots are rated as Hasty</p>	<p>Got Them! Make the perfect shot and may reroll the shooting attack dice if failed to hit ignoring any 1's rolled. OR if attacked may choose to make a Hasty Shot and make a counter attack</p>

If the character is successful by rolling (5+) test to see whether they hit the target.

TYPES OF SHOOTING

- **Hasty Shots** – these are any shots made whilst moving or drawing a firearm
- **Snap shots**– these are only possible with repeating or revolving weapons and the shooter must not have moved.
- **Fanning** – this is only possible with a single action revolver and the character must not have moved. It has a maximum range of 6 paces and automatically empties the revolver.
- **Deliberate Shots** – this covers most shots; the shooter must not have moved.
- **Aimed Shots** – the shooter must not have moved, **and** spent one turn aiming at a target before shooting. Aiming is a basic action.

QUICK DRAW

- When a character draws and fires their weapon in the same turn this counts as firing a Hasty Shot which increases the targets DV.
- A character who raises a shoulder arm to fire counts as drawing if they fire on the same turn unless they were stationary and making a deliberate shot
- A character that has the Quick Draw Trait ignores this penalty and can reroll their action to draw and fire the weapon.

SHOOTING – TRYING TO HIT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Poor shots have their action dice reduced but good shots can reroll.
- Some missile weapons adjust this roll to reflect the effects of firing more than one shot with a burst from an automatic weapon or more than one barrel such as a shotgun or multi-barrelled weapon.

Reason for Test	1	2 to 4	5 to 9	10
To see if a hit is scored from Shooting or Throwing	<p>Damn It! Misses and if a spear, javelin, blowpipe or sling, it breaks</p> <p>a net, lasso, bolas or whip it becomes entangled</p> <p>a bow needs to be restrung</p> <p>a muzzleloader it needs to be re-primed</p> <p>a single shot breech loader it jams</p> <p>a revolver, repeater, bolt action or magazine weapon is out of ammo & it needs to be reloaded:</p> <p>If a double action pistol or fanning reroll it jams and needs reloading</p> <p>a stick of dynamite or similar drop it and assess damage as normal</p>	<p>Missed! Fails to hit opponent</p> <p>If a Flint lock it misfires</p> <p>If thrown dynamite or similar falls short: throw for deviation.</p>	<p>Gotcha! Hits opponent</p> <p>If more than 1 hit is scored from a Shotgun, blunderbuss, multi-barrelled pistol or Volley Gun , explosion or a character fanning these may be spread to opponents within 1 pace of target or 2 paces if shell</p>	<p>Bulls Eye! The hit is deadly – roll for the effect with the targets DV lower by 2.</p> <p>If more than 1 hit is scored from a Shotgun, blunderbuss, multi-barrelled pistol or Volley Gun , explosion or a character fanning these may be spread to opponents within 1 pace of target or 2 paces if shell</p>

The nature of the target, the skills of the shooter and the type of shooting influence the hit scored

MOUNTS AND VEHICLES

SHOOTING FROM A MOUNT OR VEHICLE

Characters can make aimed, deliberate, and hasty shots from mounts /vehicles moving slowly or quickly, and deliberate, snap or hasty shots from vehicles moving faster.

SHOOTING AT A RIDER OR AT VEHICLES

A Marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast/vehicle. Otherwise the player must state whether they are shooting at the rider or the mount/vehicle. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1-4 they hit the other target.

SHOOTING RELATED TASKS

These include:

- Reloading or repriming a weapon
- Repairing a jammed weapon
- Preparing/lighting the fuses for explosives or dynamite
- Deploy any form of artillery or machine gun with a full crew. The action dice are reduced if it is not a full crew.

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined, expert with the weapon or good crews can reroll a failed dice
- Poor crews or diminished crews use reduced dice
- The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks

Reason for Test	1	2 to 4	5 to 9	10
Needing to reload or restring	<p>It's Jammed! The weapon is jammed and must pass an Action test to fix it before they can try to reload or reprime it, Or fail to unjam or foul up the deployment and make any further attempt with reduced action dice. If lighting a fuse, explodes prematurely</p>	<p>This is Fiddly! Do not reload or reprime or clear the jam or deploy on this turn. Fail to light a fuse</p>	<p>Ready to shoot! Successfully reload or reprime and may now move ½ move or make a hasty shot. Successfully clear the jam or deploy or light the fuse.</p>	<p>Rapid Reload! Successfully reload or reprime and may immediately Open Fire, or move 1 move, or move ½ move and make a hasty shot. Successfully deploy or clear the jam and may load or shoot. Successfully light fuse and may throw this turn</p>

RELOADING WEAPONS

Missile weapons that have to be reloaded after each time they are used:	<ul style="list-style-type: none"> • All single shot weapons volley guns unless Double barrelled: Such weapons must be reloaded after both barrels have been fired • All bows • All Artillery pieces
Missile weapons that have to be replaced or recovered after each time they are used	<ul style="list-style-type: none"> • a spear or throwing axe or similar
Missile weapons that have to be recoiled or recovered after each time they are used:	<ul style="list-style-type: none"> • a net, lasso, bolas or whip
Missile weapons that have to be reloaded if any 1s are thrown when shooting:	<ul style="list-style-type: none"> • All Revolving or Repeating cartridge Firearms or any special Firearms such as Harmonica Guns • All Bolt Action or Magazine Firearms
Reloading the following weapons is Difficult so characters or crews use reduced action dice:	<ul style="list-style-type: none"> • All Cap and Ball Repeating Firearms unless using a preloaded cylinder • All Multi-barrelled Firearms • A Machine gun or artillery piece without a full crew

Due to the nature of the weapons used Characters action dice are changed depending on their form of attack

SHOOTING	Fighting	Firing	Firing	Firing	Firing
Character Action Dice	Using a Melee or Improvised Weapon or Fists, etc	A thrown weapon or Bow or a Single Shot Firearm including swivel guns or one barrel of a double barrelled weapon	A double barrelled weapon firing both barrels or one barrel of a sawn off shotgun or making snap shots	A Blunderbuss or both barrels of a sawn off shotgun or Multi-barrelled weapon or a Fused Grenade/dynamite or ball/shot from artillery or a burst from a hand cranked MG or fanning	firing grape shot or a keg of black powder/ bundle of dynamite/ shell or case shot or a burst from an automatic weapon
	2D10 High	2D10 High	2D10 and both can score	3D10 and all can score	4D10 and all can score
Supporting & Minor	1D10	1D10	2D10 High	2D10 and both can score	3D10 and all can score

Use reduced action dice if poor shots or poor fighter/brawler or if outnumbered in a fight.

SHOOTOUTS

Shootouts on Main Street are an essential part of the Old West.-or at least of the Hollywood version. Whether it is one on one or two gangs, the following rules allow for the face off. **Who will draw first and who will live to tell the tale?**

The participants should start 15 paces apart – just outside pistol range. This is the case even if some have shotguns or rifles. All weapons are holstered or at rest.

The player whose card is drawn first can decide whether to walk into range, draw and shoot, or can stand his ground and hold. To walk, draw and shoot, roll the action dice and check on the chart below.

A character who is holding or responding to an opponent drawing his weapon, if he has cards remaining, can choose to respond to the action. Roll their action dice and check on the chart below.

There are certain benefits for being a quick draw. If both are quick draws and both shoot first then it is simultaneous!

Reason for Test	1	2 to 4	5 to 9	10
Drawing and shooting	Darn It! You fumble and drop gun on the floor.	Slow on the Draw! You draw but do not shoot this turn	Shoot that Smoke Wagon! You draw and shoot. Treat as hasty shot unless you have the Quick Draw Trait	Mr Chained Lightning! You draw and shoot without any deductions for drawing a gun and if you have the Quick Draw trait you shoot first
Responding to an opponent drawing	What The? You hesitate and do nothing this turn	Time to get out 'a Town! You panic and back off 4 paces and do not draw your gun.	Shoot that Smoke Wagon! You draw and shoot. This is a hasty shot unless you have the Quick Draw Trait and if you have the Quick Draw trait you shoot first	Mr Chained Lightning! You draw and shoot without any deductions for drawing a gun and if you have the Quick Draw trait you shoot first

WEAPONS TABLE

This table includes most of the small arms likely to be used in Old west Games from 1830 to 1930.

The range given is the effective range and is determined with a view to playability. Players can choose to shoot up to twice the effective range but roll reduced dice to hit.

Weapon	Range Paces	Impact	Notes
Non Gun Powder Weapons			
Bows	24	Normal under 12 Light over 12	Can be reloaded while moving slowly. An expert rider can reload if moving quickly, otherwise used reduced dice
Thrown	10	Normal	Includes spears, darts, javelins and tomahawks. All shots are deliberate or aimed. Some thrown weapons can be recovered and used again
Hurled	8	Light Impact	Includes throwing knives, rocks, and entangling weapons such as lassoes, bolas, nets All shots are deliberate or aimed, unless knives or rocks, and are light impact. Some hurled weapons can be recovered and used again
Stick of dynamite or Black Power Bomb	8	High	The fuse must be lit. This is a task on a flammable object that takes one turn. If a 1 is thrown it explodes prematurely. It can be thrown 8 paces. If a 1 is thrown it is dropped, test for injury on shooter. If 2-4 it misses, roll 1D10 for deviation. High impact on characters.
Whips	3		Treat as a hasty shot. These can be used to hit with light impact or to entangle

FIREARMS

Firearms used in the Old west used a variety of ignition systems.

- If a **Flintlock** they misfire if a 1 or 2 is rolled.
- If a **Percussion cap weapons** they misfire if a 1 is rolled.
- If a **Cartridge Weapon** it does not misfire

HANDGUNS

Type	Range in Paces	Impact	Notes
Cartridge Most handguns including Automatic & Double Action	12	Normal	Any type of revolver using a metal cartridge. These normally have a range of 12 paces. Towards the end of the period Double Action Revolvers and Automatic Pistols were introduced.
Muzzle-loading smoothbore/rifled pistol	8/10	Normal	Used at the start of the period these are single shot, either smooth bore or rifled and have to be reloaded after shooting and the character must be stationary. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1
Pepperpot or early revolving pistols	8	Normal	5 or 6 shots, the weapon works as normal for the type of weapon but it misfires on a 3, jams on a 2, requiring a 5+ to clear, and ignites all shots in one single blast on a score of 1. When a 1 is scored, roll 3D10, treat the shooter as if they were firing hasty shots due to recoil but the target can take multiple hits. Also test for a potential injury to the shooter. Test on the Effect of Hits chart. Characters use their reduced dice to reload.
Improved Cap and Ball revolving pistols	10	Normal	5 or 6 shots, the weapon works as normal for the type of weapon and misfires on a 2 and jams on a 1. These are difficult to reload although many users carried pre-loaded spare cylinders. If preloaded cylinders are used then reloading is a normal action but the weapon misfires on a 3 and 2. Any form of reloading for these weapons is rated as a difficult task so characters use their reduced dice. Some Revolvers, such as the Walker Colt are classed as High Impact.
'Long' Pistols	16	Normal	Long-barrelled or with shoulder stocks such as the Buntline special. Cannot be drawn and fired in the same turn; If a Cap and Ball revolver then the normal rules for such weapons will apply. If a flintlock weapon it misfires on a roll of 1 or 2, a percussion weapon on a roll of 1:
Hold outs or 'Personal Protectors' eg Derringers	8	Light	2 shots only. Must reload after quick shots or 2 deliberate shots. If a flintlock weapon it misfires on a roll of 1 or 2, a percussion weapon on a roll of 1

SHOTGUNS - may hit other targets within 1 pace of main target

Type	Range in Paces	Impact	Notes
French Shotgun pistols e.g. Le-Mat	12/6	Normal as Pistol High as Shotgun	A specialist weapon that combined bullets with one shotgun barrel. Its range is 12 paces with bullets and 6 paces with the shotgun cartridge. It may not be drawn and fired in the same turn. It may shot as a normal pistol or may make 1 shot as a sawn off shotgun
Sawn-off shotgun	12	High Impact under 6 Normal Impact over 6	Must reload after emptying both barrels. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1
Double-Barrelled or Sporting Gun	20	Normal	In the early period these are muzzle loading: when both barrels are used it must be reloaded. If Muzzle loading the character must be stationary. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1

Blunderbuss	12	High Impact under 6 Normal Impact over 6.	High Impact under 6: Normal Impact over 6. Reload after firing. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1
Multi-Barrelled muzzle-loading – e.g. Volley Gun	18	High Impact under 6 Normal Impact over 6.	Must be reloaded after firing. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1. Use reduced dice when attempting to reload
Lever or pump action shotguns	20	High Impact	These are repeating shotguns
SHOULDER ARMS			
Type	Range in Paces	Impact	Notes
Most repeating, Lever, Pump action or magazine rifles or rifled carbine	36/24	Normal	Such as Winchesters and Henry Rifles or Winchester and Spencer carbines only need to be reloaded when a 1 is thrown and the character must be stationary to carry out the action.
Muzzle-loading smoothbore/rifle musket or carbine	24/18 36/24	Normal	Used up to the 1860s and elsewhere South of the Border and by Native Americans. These are single shot, either smooth bore or rifled and have to be reloaded after shooting and the character must be stationary. A flintlock weapon misfires on a roll of 1 or 2, a percussion weapon on a roll of 1
Sporting Gun or Fowling Piece	36	Light Impact	A small bored rifled sporting gun which can be double barrelled
Early breech loading rifles	36	Normal	Either a converted Ferguson or another experimental type. Even though percussion /cap lock they misfire on a 2, and jam on a 1
Slide or “Harmonica” rifles	36	Normal	An early form of magazine weapon, using a preloaded strip, usually with a load of 5 shots, inserted into the weapon from the right hand side. By cocking a lever the slide was advanced one shot after each firing. However, the slide was awkward and meant that the weapon could not be carried loaded over long periods. Characters can carry only two preloaded slides. When they need to use the weapon they must first load it by inserting a slide. They can then fire 5 shots before reloading their second slide. Even though it is a percussion /cap lock it misfires on a 2, and jams on a 1
Early revolving shoulder arms	36	Normal	5 or 6 shots, the weapon works as normal for the type of weapon but it misfires on a 3, jams on a 2, requiring a 5+ to clear, and ignites all shots in one single blast on a score of 1. When a 1 is scored, roll 3D10, treat the shooter as if they were firing hasty shots due to recoil but the target can take multiple hits. Also test for a potential injury to the shooter. Test on the Effect of Hits Chart: These are difficult to reload so characters use their reduced dice.
Single shot Breach Loading rifles/carbines	36/24	Normal unless Sharps Big 50 (High Impact)	Such as Sharps Big 50 or Springfield rifle, must be reloaded after firing and the character must be stationary to reload.

REEL 5: FIGHTING

Fighting is a three-step process:

1. Characters must pass a 'Wanting to Attack' test.
2. If successful, they then roll to determine whether they hit their opponent.
3. If successful, the target character then rolls to see the effect of the hit.

WANTING TO MAKE AN ATTACK

To make an attack the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined or fanatics can reroll

Reason for Test	1	2 to 4	5 to 9	10
Wanting to make an attack	<p>I'm not sure I can do this! Lose confidence and does not close to attack Fall back 2 paces facing the enemy</p>	<p>They look Tough! Hesitate and do not make an attack</p>	<p>Attack the Enemy! May attack or make a counter attack. Or If attacked may choose to make a Hasty Shot or make a counter attack but not both</p>	<p>Get Stuck In! Make a perfect attack and may reroll attack dice if fail to hit ignoring any 1s rolled.</p>

Once an attack has been made and the fighting has started, characters do not need to reroll to continue fighting but do need to roll if they want to break off the fight

WANTING TO BREAK FROM A FIGHT

In a turn characters can break off from a fight, **if they make a successful roll.**

Reason for Test	1	2 to 4	5 to 9	10
Wanting to break off from a fight	<p>Gripped By Fear! Freeze and fail to evade or carry out any other action</p>	<p>Panic! Hesitate, then retreat ½ a move with back to the enemy and unable to fight back</p>	<p>Evade then! Successfully break off from the fight –may move up to the maximum distance away from the enemy</p>	<p>Caught them Out! Successfully break off from the fight. May also attack the enemy before moving or move and shoot at them.</p>

FIGHTING

FIGHTING: TRYING TO HIT

When fighting, the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Poor fighters have their action dice reduced
- Characters who are outnumbered roll reduced dice. Characters who are fighting more opponents than they have cards are deemed to be outnumbered. For example, a main character with three cards would be outnumbered if fighting 4 opponents, while a minor character or extra with one card would be outnumbered fighting 2 opponents.

Reason for Test	1	2 to 4	5 to 9	10
To see if a hit is scored from an attack	<p>A Deadly Riposte! Miss and opponent makes an immediate fight back and can reroll their dice If attempting a Mighty Blow or an All Out Attack then the attacker becomes Defenceless</p>	<p>Missed! Fails to hit opponent If attempting a Mighty Blow now On the Back Foot If making an All Out Attack may reroll but must keep the second roll and if misses again then becomes Defenceless</p>	<p>Take That! Lands blow or strikes opponent and must roll on the outcome chart.</p>	<p>A Deadly Blow! The blow is deadly – roll for the effect with the target's DV lowered by 2.</p>

FORMS OF ATTACK

An attacker can choose to do a:

- **Standard Attack -Cut and thrust with a weapon or Kick and punch** if unarmed
- **Mighty Blow** - an attack where the aim is to end the combat in one decisive blow. If successful reduces the enemy DV by 1. **Only one such attack can be made in a phase.**
- **All Out Attack** - an attack designed to be decisive and the attacker has no care for his future defence, so DV reduced in subsequent rounds of combat. **Only one such attack can be made in a phase.** The character can reroll a failed attempt. **Rash characters and fanatics must use this attack in the first round of fighting.**

A Defender can choose to make a:

- **basic defence**, unless stunned or KO'd, incapable of defending themselves, or surprised in which case they count as Defenceless.

However, a defender with a turn remaining can choose to respond (see Responding to an attack). If successful, the defender can:

- **Evade – turn and evade away from their opponent (no need to test again)**
- **Block** – increases their DV by 2 but they cannot make a counter attack and in their turn can only make a hasty attack.
- **Make a hasty shot if armed with a missile weapon (no need to test) If the attacker still hits the defender is treated as defenceless.**

Making the action uses up a card so when their next card is turned it is forfeited.

FIGHTING: MOUNTS

FIGHTING FROM A MOUNT OR MOVING VEHICLE

Attackers on mounts/vehicles can try to hit as they pass an opponent. The chance of hitting is usually increased when fighting an individual on foot and any hits count as high impact if the mount/vehicle is moving over 4 paces.

When mounts/vehicles move over 8 paces to attack an opponent, they must move on past their opponent on their next turn unless they choose to stop by decelerating unsafely and so needing to test for control..

Mounts/Moving vehicles can attempt to run down one or more characters. On the turn that the attack takes place, the characters at risk can test to evade to avoid the collision if they have a turn/cards outstanding. If they fail to evade, they roll for hits received.

FIGHTING OPPONENTS ON MOUNTS OR MOVING VEHICLES

If the attacker is mounted, an expert with a particular melee weapon or a man killer, the attacker can decide whether to attack the rider or vehicle or the driver, a passenger or a crew member on the vehicle irrespective of the speed of the vehicle.

If the attacker is on foot and the opponent is stationary or a vehicle moving up to 4 paces, the attacker can decide whether to attack the mount and rider, vehicle or the driver, a passenger or a crew member on the vehicle.

Otherwise the player must state whether they are shooting at or attacking the rider or the mount/vehicle. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1-4 they hit the other target.

FIGHTING IN BUILDINGS

Characters fighting in a building count as behind defences if being attacked. If they are pushed back and the attacker is able to enter the building, they lose this advantage

REEL 6: DETERMINING THE EFFECTS OF SHOOTING AND FIGHTING

If the character was shot or was struck when fighting the player controlling that character **rolls their Action Dice for each potential injury to determine the outcome.**

To determine the result:

1. Establish the Defence value (DV) of the target: In the Old west this begins at 0 but may be increased due to armour,
2. Adjust the DV to reflect a variety of factors including cover, actions, the impact of weapons and the characteristics of the shooter/fighter.

DETERMINING THE DEFENCE VALUE (DV)

Where characters are protected, by cover, armour and/or a shield, they may avoid injury despite being hit: adjust their basic DV to take into account any factors affecting the character who has been hit through shooting and fighting. These are divided into those relating to the character hit (the target/defender) and those relating to the shooter/attacker or the weapon being used to make the hit.

ADJUSTMENTS FOR SHOOTING AND FIGHTING TO DV

Adjustment	For the target/Defender	For the Shooter/attacker or weapon
Decrease the target's DV by 2	<ul style="list-style-type: none"> • Defenceless or helpless 	<ul style="list-style-type: none"> • Shot by a Marksman • Hit by any explosive weapon, such as a grenade, ball or shell, grape or dynamite • Hit by a bulls eye shot or deadly blow • Hit by a Man Killer
Decrease the target's DV by 1	<ul style="list-style-type: none"> • Shot at point blank range (1 pace) • Made an All Out Attack on their turn 	<ul style="list-style-type: none"> • Hit by a High Impact weapon • Hit by an Expert with a particular type of weapon • Hit by a character with a longer reach weapon • Hit by an aimed shot • Hit by a character riding a mount • Hit by a character charging in or following up • Hit in close combat by a Fighter, Brawler or one with martial arts skill • Hit by a Mighty Blow • Hit by a character rated as Two Weapon trained or by the fists of a character who is two fisted • Hit with a Blunt Weapon by a character who is strong • Hit by a character who is off handed
Increase the target's DV by 1	<ul style="list-style-type: none"> • Shot while Moving quickly or in light cover • Stealthy and shot • Using a shield when hit in close combat or by a non-gunpowder weapon • Wearing Armour 	<ul style="list-style-type: none"> • Hit by a Light Impact weapon or an improvised weapon • Hit by opponent Drawing weapon on this turn • Hit by a snap shot
Increase the target's DV by 2	<ul style="list-style-type: none"> • Shot while evading or in dense or hard cover or lying prone • Making a block defence • Behind defences in combat 	<ul style="list-style-type: none"> • Hit by a hasty shot or hasty attack • Hit by a character who fanned their revolver • Hit by a character who is On the Back Foot • Hit by a shot fired from the shooter's wrong hand

EFFECTS OF HIT TABLE ON CHARACTERS

A hit on a character who:				Has no armour	Has minimal armour	Has armour	Has heavy armour	Is Firing through a loophole
Dice Roll	DV-3	DV-2	DV-1	DV 0	DV 1	DV 2	DV 3	DV 3+
10	Graze	Graze	Graze	Graze	Near Miss	Near Miss	Near Miss	Near Miss
9	Courage Test	Courage Test	Courage Test	Courage Test	Graze	Graze	Near Miss	Near Miss
8	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Courage Test	Graze	Near Miss
7	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Courage Test	Graze
6	1 Hit	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test	Graze
5	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test	Courage Test
4	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test	Courage Test
3	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Courage Test	Courage Test
2	3 Hits	3 Hits	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit
1	3 Hits	3 Hits	3 Hits	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit

Outcome	Effect
Hit	<ul style="list-style-type: none"> Each hit by a lethal weapon wounds a character and removes one of their action cards. Once a character has no cards left they become a casualty of war and collapse from their wounds. They will take no further part in the action unless they receive medical assistance which restores 1 card Each hit by a Blunt Weapon including fists and feet temporarily KOs the character and removes one of their action cards. If they have cards remaining they can test to come round (see below) and, if successful, recover the card. Once a character has no cards left they pass out. They will take no further part in the action unless they receive medical assistance which restores 1 card. Unless the character is now a casualty or has passed out they must take a Courage Test and will carry out the outcome immediately
Courage Test	<ul style="list-style-type: none"> The character must make a Courage test by rolling on the chart and will carry out the outcome immediately
Graze	<ul style="list-style-type: none"> Most Characters must take a Courage Test Characters who are a Hero or Main Character or are Brave or a Fanatic can carry on as normal and do not take a Courage Test
Near Miss	<ul style="list-style-type: none"> The hit is a close miss or is deflected by the surrounding cover or absorbed by the armour worn by the character so has no effect

HITS FROM SHOOTING OR FIGHTING ON MOUNTED OPPONENTS AND VEHICLES

- A marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast/vehicle
- An expert with a particular melee weapon or a man killer can choose whether their hit in fighting is on the rider or the beast/vehicle
- Otherwise the player must state whether they are shooting at or attacking the rider or the beast/vehicle. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1-4 they hit the other target.

Once the target of the hit has been identified, then roll for each hit on the outcome charts. For hits on mounts/vehicles see below.

HITS ON MOUNTS

For each hit roll on the shooting or combat outcome charts as normal but the result applied to mounts are slightly different.

Outcome	Effect
Hit	<ul style="list-style-type: none"> • Each hit wounds a mount and reduces its stamina. Once a mount has no stamina left it collapses. Mounts that are horse or camel sized can take 2 hits before they collapse and can no longer be ridden. Elephant sized mounts can take 4 hits before they collapse and can no longer be ridden. • The rider(s) of a mount which has collapsed must then test for injury as if falling. If the mount was travelling fast or more quickly, then the outcome is treated as if the rider was hit by a High Impact weapon. On a roll of 1 they also become trapped under their dead mount: They must pass an Action Test to free themselves. • Unless the mount has collapsed, the rider must also test to keep control of their mount. <ul style="list-style-type: none"> ➤ If they fail (2- 4) they have lost control of their mount which bolts in a random direction and will continue to do so until they pass an action Test ➤ If they roll 1 the above result applies and in addition they are thrown from their mount which will then bolt in a random direction. They test for injury
Courage Test	<ul style="list-style-type: none"> • The mount is spooked • The rider must test to keep control of their mount. <ul style="list-style-type: none"> ➤ If they fail (2- 4) they have lost control of their mount which bolts in a random direction and will continue to do so until they pass an action Test ➤ If they roll 1 the above result applies and in addition they are thrown from their mount which will then bolt in a random direction. They test for injury.
Graze	<ul style="list-style-type: none"> • Most characters must take an Action Test to control the mount as outlined above • If a Hero or Main Character or an expert rider they keep control of their mount and need not test and can carry on as normal
Near Miss	<ul style="list-style-type: none"> • The shot or blow is a close miss or is deflected by the surrounding cover or absorbed by the armour worn by the mount so has no effect

HITS ON VEHICLES

All vehicles are classed as having a Vehicle Defence Value or VDV and its starting value depends on their construction and/or armour as follows.

Type of Armour /Construction	No armour or protection	Minimal Armour or Light Construction	Normal Armour or Robust Construction	Heavy Armour or Strong Construction
VDV against most weapons or collisions	0	1	2	3

ADJUSTMENTS

Adjustment	
Decrease the target's VDV by 2	<ul style="list-style-type: none"> • Shot by a Marksman • Hit by a deadly blow or by a bulls eye shot
Decrease the target's VDV by 1	<ul style="list-style-type: none"> • Hit by a High Impact weapon or big explosive device • Hit by an Expert with a particular type of weapon • Hit by an aimed shot • In collision with a larger object or vehicle or whilst moving quickly or
Increase the target's VDV by 1	<ul style="list-style-type: none"> • Vehicle is moving very fast • Hit by a Light Impact weapon • Hit by small arms • Attacked in Mêlée
Increase the target's VDV by 2	<ul style="list-style-type: none"> • Hit by a shooter who was making hasty shots or firing off handed • Hit by a character who is On the Back Foot in close combat • Hit by an improvised weapon

Dice Roll	VDV-3	VDV-2	VDV-1	VDV 0	VDV 1	VDV 2	VDV 3	VDV 3+
10	No Damage							
9	Courage test	Courage test	Courage test	Courage test	No Damage	No Damage	No Damage	No Damage
8	Reduced Mobility	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage Test	No Damage	No Damage	No Damage
7	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage test	No Damage	No Damage
6	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage test	No Damage
5	Destroyed	Immobilized	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage test t
4	Destroyed	Destroyed	Immobilized	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility
3	Destroyed	Destroyed	Destroyed	Immobilized	Immobilized	Immobilized	Immobilized	Immobilized
2	Destroyed	Destroyed	Destroyed	Destroyed	Immobilized	Immobilized	Immobilized	Immobilized
1	Destroyed							

Outcome	Effect
Destroyed	The target is destroyed including driver, occupant, crew or passengers carried in it
Immobilized	The target may no longer move. Its driver, crew or passengers carried in must take a Courage Test
Reduced Mobility	The target's movement is reduced by 50%: Its driver, crew or passengers carried in it must take a Courage Test
Courage test	Although hit causes only superficial damage to the vehicle, its driver, crew or passengers carried in it must take a Courage Test
No Damage	Although hit causes only superficial damage to the vehicle, its driver, crew or passengers carried in it are unaffected.

TESTING TO COME ROUND OR HEAL A WOUND

To attempt to come round if KO'd or to provide first aid if a medic/healer, the player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- If the KO'd/wounded character is frail use reduced dice
- If the KO'd/wounded character is Tough reroll a failed dice roll

Reason for Test	1	2 to 4	5 to 9	10
Trying to come round	Knocked Out If trying to come round KO'd for the rest of the action	Groggy Fail to come round	'Where Am I?' Come round	Let Me At'em! Come round and may perform another action or move, attack or shoot
Trying to heal	He's Gone! The wounded character loses all cards and is out of the game	Try Some More Fails to heal but may try again next turn	Feeling Better Success: the wounded character recovers 1 card	It's a Miracle! Success: the wounded character recovers all lost cards

POISON

Any character injured by a weapon which is dipped in poison or by a beast that has poisonous or toxic venom takes a test.

- **Characters who are frail** have their action dice reduced.
- **Characters who are tough** may reroll

If they fail the test (1 to 4), treat as a 2 lethal hits.

POST ACTION REST AND RECOVERY

After each adventure roll the character's Action dice to see what happened to each character and whether they learnt from the experience.

SITUATION	1	2 to 4	5+	10
The Character ended the adventure either uninjured or injured but with cards they could still activate	<p>I'm Exhausted!</p> <p>The character needs to rest and if they were injured then the injuries are only partially healed.</p> <p>If they take part in the next adventure they do so with one card less than normal and using their reduced dice.</p> <p>If they miss the next adventure then they can take part in the one after that fully recovered</p>	<p>I'm Tired out!</p> <p>The character is only partially fit or rested. If they take part in the next adventure they do so with one card less than normal.</p> <p>If they miss the next adventure then they can take part in the one after that fully recovered</p>	<p>Fighting Fit!</p> <p>The character is fully rested and any injuries are fully healed and they can take part in the next adventure</p>	<p>Experience is a great Teacher!</p> <p>The character is very fit and any injuries are fully healed.</p> <p>In addition, they have gained skill and experience from the last adventure – pick a new trait to add to their skill set</p>
The Character ended the adventure injured and with no cards they could activate	<p>He's Going!</p> <p>Roll again and check on the next chart</p>	<p>He needs time to heal!</p> <p>The character's injuries are only partially healed.</p> <p>If they take part in the next adventure they do so with one card less than normal.</p> <p>If they miss the next adventure then they can take part in the one after that fully recovered</p>	<p>Fully Recovered!</p> <p>The character's injuries are fully healed and they can take part in the next adventure</p>	<p>It's a Miracle!</p> <p>The character's injuries are fully healed.</p> <p>In addition they have gained skill and experience from the last adventure – pick a new trait to add to their skill set.</p>
He's Going!	<p>A Goner!</p> <p>The character's injuries are beyond any form of medical treatment and they die</p>	<p>A Goner!</p> <p>The character's injuries are beyond any form of medical treatment and they die</p>	<p>Needs Extensive Medical Care!</p> <p>The Character will miss the next adventure. In addition their brush with death means that they have now become more careful – If Heroic they now have to take Courage Tests: If Brave or Rash they become Ordinary: If none of these apply they have gained the Cautious Trait</p>	<p>Needs Medical Care!</p> <p>The character requires on-going medical care- they will miss the next adventure</p>

ENTANGLING OR RESTRAINING OPPONENTS

Characters armed with Nets, Lassoos, and Bolas may attempt to entangle an opponent within 8 paces of them and if armed with a whip within 3 paces of them. Equally one or more characters may attempt to physically restrain an opponent using brute strength.

Using a weapon is classed as making a shot, whilst attempting to restrain a character by strength alone is treated as an attack made when fighting. Test as per normal to see if the shot or attack can be made and then test to see if it was successful. If a 10 is scored the character who was attacked must roll twice on the outcome table and take the worst result. If the throw or a grapple was successful the character who was attacked must then throw their action dice to determine the outcome.

If a character is attacked by a beast with tentacles (see Wild Animals), check for the effect of hit as if the character is defenceless and also **roll 1D10** and check on the chart below for whether the character is entangled. Beasts with tentacles may attempt to entangle an opponent or more than one opponent if it has more than one tentacle. If more than one tentacle is used on a single character they may either be used to make separate attacks or combined. Roll 1D10 for each tentacle and take the lowest result.

Dice roll	Result
10	Barely entangled or restrained The character may spend next turn trying to escape. Throw their action dice and if successful they can also make an action/movement
5+	Partially entangled or restrained The character may spend the next turn trying to escape. If successful can make no further action or move
2 to 4	Entangled or restrained The character is defenceless. The character may try to escape on their next turn as a difficult action using reduced dice but otherwise makes no action or move
1	Completely trapped or restrained The character is defenceless. The character cannot escape without help. If there is help, roll for escape see below

ATTEMPTING TO ESCAPE FROM ENTANGLEMENT

Escaping is either a normal or difficult action depending on the outcome above. The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Using a tool, weapon or some form of aid from a device or other characters improves the chance of escape and characters may reroll.
- Characters who are strong may reroll
- Use reduced dice if difficult, if 2 or more characters are restraining the character or if other adverse circumstances apply.

1	2 to 4	5 to 9	10
It's Getting Worse! Make matters worse The level of difficulty increases	I Won't Give Up! No luck but can try again next turn	Done It! Get free	That Was Easy! Success and can make a further move/action this turn.

REEL 7: BEASTS

The Old west is full of beast, from rattlesnakes, to cougars to buffalo. These may be encountered as random threats found amongst the ruins or similar areas explored by the characters. These are handled a little differently from human foes.

Each beast has its own stats which lists its movement in paces, its dice and its DV. It is also allocated a playing card which goes into the pack once the beast is activated

When a beast attacks, it rolls the number of attack dice shown and takes the best result. Each time it takes one or more hits which wound it loses 1 dice for each hit it takes. If a beast loses all of its attack dice it cannot make any offensive actions but may flee if it still has some movement left

When a beast has to test reaction due to being shot at or hit, roll the number of attack dice shown for the animal and take the highest.

Reason for Test	1	2 to 4	5 to 9	10
Beast's Reaction	The Beast flees	The Beast backs off It will not attack unless it is provoked, becomes enraged or until it recovers If shot at or attacked at a long distance it will flee	The Beast attacks or keeps fighting	The Beats becomes enraged and makes an all-out attack

EFFECT OF HITS ON WILD ANIMALS

When a wild animal is shot or struck check its Defense Value (DV), allow for any adjustments and then roll 1D10, using the charts below to determine the outcome.

DAMAGE TO WILD ANIMALS

Dice Roll	DV -2	DV -1	DV0	DV1	DV2	DV3+
10	Nick	Nick	Nick	Nick	Nick	Nick
9	1 Hit	Nick	Nick	Nick	Nick	Nick
8	1 Hit	1 Hit	1 Hit	Nick	Nick	Nick
7	2 Hits	1 Hit	1 Hit	1 Hit	Nick	Nick
6	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit	Nick
5	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit	1 Hit
4	Slain	2 Hits	2 Hits	2 Hits	2 Hits	1 Hit
3	Slain	Slain	2 Hits	2 Hits	2 Hits	2 Hits
2	Slain	Slain	Slain	2 Hits	2 Hits	2 Hits
1	Slain	Slain	Slain	Slain	Slain	Slain

Where the adjustments for impact is not possible roll an extra dice and take the lowest result for DV-2 and the highest result for DV+3.

Damage	Effect
Nick	If injured through shooting, test for reaction If in combat, the animal/beast is driven back 2 paces and takes a reaction test
Hit	Speed is reduced by 25% for each hit: The animal/beast loses one attack dice for each hit, is driven back 4 paces if in combat and takes a reaction test. Animals up to horse size are killed if they receive 2Hits. Animals up to elephant size are killed if they receive 4Hits and larger animals up to 6 hits
Slain	Animal/Beast drops dead

ANIMAL TYPES

The chart below shows typical animals in each category, their maximum speed, their Defence Value (DV) and the amount of wounds they can sustain, their means of attack, the number of dice they roll for reaction and fighting, and their traits.

Animal	Max Speed	DV	Attack Dice	Attack Type	Traits and Special Rules
Horses or similar sized herbivores including cattle and Buffalo	16	Normally 0 DV1 if Buffalo	2	Hooves and horns	Herd mentality If one animal in a herd fails a test then the whole group will stampede directly away from the cause. Any character in the path who cannot escape them will receive one attack per animal within 2 paces of the character
Large cats up to cougar size	16	0	2	Teeth and/or claws	Traits – Fearsome. Cat types are Sure footed and Stealthy All damage is rated as high impact
Dogs or similar up to wolf size	12	0	2	Teeth	Traits – Fearsome, Sixth Sense
Carnivorous Reptiles e.g. Alligators or mammals up to horse size e.g. Grizzly bears	12/16, see notes.	2	2	Teeth and/or claws	Very thick skin provides protection Traits - Fearsome, Stealthy or Strong If land based up to 16. If water based 16 in water but only 12 on land All damage rated as high impact
Snakes	8	0	1	Bite and poison or crush	Traits –Stealthy Not affected by bad going