

Stand-off at MUCKHOLE!

by
Richard Nelson & the Gutshot Posse



Weapons & Reloads

Remember, you don't *have* to use everyone, but it's more fun if yuh do! Each person gets one weapon (your choice, but not a Derringer) and carries ammo for two full reloads. Below, put an "X" through the weapons they don't have. Note character descriptions for exceptions.

Actions & Morale

In this game, the **Townfolk** get only two **Actions per Turn**. Also, you may want to consider using the **NPC Morale system** to determine if they stand and fight or run away (see 13.3). If you do so, we suggest you check by individual, not by group.

Name: Garfield Dolan		Character Type: Townfolk	
TN: 9 Base	<i>He has an extra Bowie Knife as a weapon.</i>	Loot: \$5 and a silver pocket watch (\$20)	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Pistol - R <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pistol - L <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shotgun <input type="checkbox"/> <input type="checkbox"/> (sawed off? ___)	Gear: Bowler hat and nice suit.	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
Notes/Restrictions: <i>Garfield owns the hardware store and is married to Petunia. He's not a brave man, but he'll do what he has to do.</i>	Rifle <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bowie Knife (_____) TN 5, DEF 8, Dam 1d6+2	NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles _____ _____ _____	

Name: Petunia Dolan		Character Type: Townfolk	
TN: 9 Base	Pistol - R <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pistol - L <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shotgun <input type="checkbox"/> <input type="checkbox"/> (sawed off? ___)	Loot: \$1 and a silver pocket locket with her mother's picture in it (\$5)	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Rifle <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bowie Knife (_____) TN 5, DEF 8, Dam 1d6+2	Gear: Plain dress and attitude.	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
Notes/Restrictions: <i>Married to Garfield, Petunia ain't no shrinking violet! She grew up on a farm and knows how to shoot.</i>		NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles _____ _____ _____	

Name: Unita "Nita" Dolan		Character Type: Townfolk	
TN: 9 Base	Pistol - R <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pistol - L <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shotgun <input type="checkbox"/> <input type="checkbox"/> (sawed off? ___)	Loot: \$15	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Rifle <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bowie Knife (_____) TN 5, DEF 8, Dam 1d6+2	Gear: A hat with a peacock feather	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
Notes/Restrictions: <i>Garfield's spinster sister. She's a tough old bird and don't take no guff from no one!</i>		NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles _____ _____ _____	



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The Townsfolk of Muckhole

Name: **Hank Bosworth**

Character Type: Townsfolk

TN: 9 Base

Pistol - R ○ ○ ○ ○ ○ ○

Loot: \$7.50

Pain:

Pistol - L ○ ○ ○ ○ ○ ○

Light: □ □ □ □ □

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Shotgun ○ ○ (sawed off? ___)

Gear: A pair of fairly nice wooden dentures.

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

Notes/Restrictions:

He owns the only diner in town and wants the Fargles killed because they knocked out his two front teeth the last time they were here, and now he has wooden choppers!

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Name: **Lucy Laramie**

Character Type: Townsfolk

TN: 9 Base

She has an extra weapon: a Derringer tucked in her garter.

Loot: \$35

Pain:

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Derringer ○ ○

Gear: A hat with a peacock feather

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

Notes/Restrictions:

Back in Fort Worth, Lucy worked in a "bawdy house" and has come here to escape her past. Rufus might recognize her, so she's particularly eager to put a bullet in him before he tells anyone.

Shotgun ○ ○ (sawed off? ___)

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Name: **Hodges Olsen**

Character Type: Townsfolk

TN: 9 Base

Pistol - R ○ ○ ○ ○ ○ ○

Loot: \$3

Pain:

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Pistol - L ○ ○ ○ ○ ○ ○

Gear: A bowler hat and a very fine suit of clothes that would fit Rufus.

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

Notes/Restrictions:

Recently from England, he and his brother Clive are tailors and tent makers. Business is good but it could be better if the Fargles were driven away so more potential customers would move here.

Shotgun ○ ○ (sawed off? ___)

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Name: **Clive Olsen**

Character Type: Townsfolk

TN: 9 Base

He has an extra weapon: a Bowie Knife hidden in his boot.

Loot: \$2

Pain:

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Bowie Knife (boot)

TN 5, DEF 8, Dam 1d6+2

Gear: Clive never spends money on his own clothes, although they're still pretty nice and they would fit Cotton like a glove.

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

Notes/Restrictions:

Hodges' younger brother is secretly in love with Lucy and will risk his own life to save her.

Pistol - R ○ ○ ○ ○ ○ ○

Pistol - L ○ ○ ○ ○ ○ ○

Shotgun ○ ○ (sawed off? ___)

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○



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The Townsfolk of Muckhole

Name: **Martha Olsen**

Character Type: Townsfolk

TN: 9 Base

Specialties (has both)

Hard-to-Hit
(-1 to all attacks against you)
Speedy
Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Hodges wife runs a millinery department in the family shop. She knows how her brother-in-law feels about Lucy and she does not approve! There's just something seedy about that woman.

Pistol - R ○ ○ ○ ○ ○ ○

Pistol - L ○ ○ ○ ○ ○ ○

Shotgun ○ ○ (sawed off? ____)

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____) _____

TN 5, DEF 8, Dam 1d6+2

Loot: None

Gear: An exotic hat with a silver pin.

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Pain:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit

-2 to hit

Damage:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit, move - 33%

-2 to hit, move - 50%

Name: **Migel Moldenaro**

Character Type: Townsfolk

TN: 9 Base

Specialties (has both)

Hard-to-Hit
(-1 to all attacks against you)
Speedy
Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Migel and his cousin, Javier, run the livery stable for Old Man Williams (who isn't in this fight). The town treats them well, so they are eager to help. Plus, those Fargles beat them up last time they were here.

Pistol - R ○ ○ ○ ○ ○ ○

Pistol - L ○ ○ ○ ○ ○ ○

Shotgun ○ ○ (sawed off? ____)

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____) _____

TN 5, DEF 8, Dam 1d6+2

Loot: \$1

Gear: Half a bottle of tequila

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Pain:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit

-2 to hit

Damage:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit, move - 33%

-2 to hit, move - 50%

Name: **Javier Moldenaro**

Character Type: Townsfolk

TN: 9 Base

Specialties (has both)

Hard-to-Hit
(-1 to all attacks against you)
Speedy
Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Like his cousin, he's more than willing to help out. Besides, maybe he can impress Lucy enough that she'll notice him.

He has an extra weapon: a Bowie Knife hidden in his boot.

Bowie Knife (boot)

TN 5, DEF 8, Dam 1d6+2

Pistol - R ○ ○ ○ ○ ○ ○

Pistol - L ○ ○ ○ ○ ○ ○

Shotgun ○ ○ (sawed off? ____)

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____) _____

TN 5, DEF 8, Dam 1d6+2

Loot: \$1

Gear: A full bottle of tequila

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Pain:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit

-2 to hit

Damage:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit, move - 33%

-2 to hit, move - 50%

Name: **Terrence Smith**

Character Type: Townsfolk

TN: 9 Base

Specialties (has both)

Hard-to-Hit
(-1 to all attacks against you)
Speedy
Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Terrence owns the bakery, and he's had enough of this noise and fury. The Fargles are going down and this time they're going to stay down!

Pistol - R ○ ○ ○ ○ ○ ○

Pistol - L ○ ○ ○ ○ ○ ○

Shotgun ○ ○ (sawed off? ____)

Rifle ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Bowie Knife (_____) _____

TN 5, DEF 8, Dam 1d6+2

Loot: None

Gear: None

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Pain:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit

-2 to hit

Damage:

Light: □ □ □ □ □ □

Mod: □ □ □ □ □ □

Sev: □ □ □ □ □ □

-1 to hit, move - 33%

-2 to hit, move - 50%



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The Townsfolk of Muckhole

Name: **Thomas "Tick" Jones**

Character Type: Townsfolk

TN: 9 Base

He has an extra weapon: a Derringer tucked in his pocket.

Loot: \$5

Pain:

Light:

Mod:

-1 to hit

Sev:

-2 to hit

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Derringer

Pistol - R

Pistol - L

Shotgun (sawed off? ___)

Rifle

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Gear: None

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light:

Mod:

-1 to hit, move - 33%

Sev:

-2 to hit, move - 50%

Notes/Restrictions:

Tom's got a nervous tick, and an itchy trigger finger for Cotton, the fella who busted him up good last time. This church deacon is tired of being "meek."

Name: **Betty Jones**

Character Type: Townsfolk

TN: 9 Base

Pistol - R

Pistol - L

Loot: \$25 in her bodice

Pain:

Light:

Mod:

-1 to hit

Sev:

-2 to hit

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Shotgun (sawed off? ___)

Rifle

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Gear: None

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light:

Mod:

-1 to hit, move - 33%

Sev:

-2 to hit, move - 50%

Notes/Restrictions:

Tick's wife is a Godly woman, but she's tired of turning the other cheek!

Name: **Bertha Jones**

Character Type: Townsfolk

TN: 9 Base

Shotgun (sawed off)

Loot: \$5 in her bodice

Pain:

Light:

Mod:

-1 to hit

Sev:

-2 to hit

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Additionally, she has four total reloads for her gun... and none of them are rock salt!

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light:

Mod:

-1 to hit, move - 33%

Sev:

-2 to hit, move - 50%

Notes/Restrictions:

Bertha is Tick's sister, and this large woman is handy with her favorite weapon, a sawed-off shotgun!

Name: **Bedina Jones**

Character Type: Townsfolk

TN: 9 Base

Pistol - R

Pistol - L

Loot: \$7.50 in a coin purse hidden under her skirts

Pain:

Light:

Mod:

-1 to hit

Sev:

-2 to hit

Specialties (has both)

Hard-to-Hit

(-1 to all attacks against you)

Speedy

Crawl 3, Walk 5, Trot 8, Run 14

Shotgun (sawed off? ___)

Rifle

Bowie Knife (_____)

TN 5, DEF 8, Dam 1d6+2

Gear: None

NPC Morale: (use this space to track their current morale level, see Table 13.3.1)
Start tests at +3 because NPCs outnumber the Fargles

Damage:

Light:

Mod:

-1 to hit, move - 33%

Sev:

-2 to hit, move - 50%

Notes/Restrictions:

This Sunday school teacher believes that the Lord helps those who help themselves, and she aims to help those no-good Fargles to an early grave!

NAMESLIPS FOR STAND-OFF AT MUCKHOLE	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
GARFIELD DOLAN (TN 9)	GARFIELD DOLAN (TN 9)	PETUNIA DOLAN (TN 9)
UNITA "NITA" DOLAN (TN 9)	UNITA "NITA" DOLAN (TN 9)	PETUNIA DOLAN (TN 9)
HANK BOSWORTH (TN 9)	HANK BOSWORTH (TN 9)	HODGES OLSEN (TN 9)
LUCY LARAMIE (TN 9)	LUCY LARAMIE (TN 9)	HODGES OLSEN (TN 9)
MARTHA OLSEN (TN 9)	MARTHA OLSEN (TN 9)	CLIVE OLSEN (TN 9)
MIGUEL MOLDENARO (TN 9)	MIGUEL MOLDENARO (TN 9)	CLIVE OLSEN (TN 9)
JAVIER MOLDENARO (TN 9)	JAVIER MOLDENARO (TN 9)	BERTHA JONES (TN 9)
TERRENCE SMITH (TN 9)	TERRENCE SMITH (TN 9)	BERTHA JONES (TN 9)
THOMAS "TICK" JONES (TN 9)	THOMAS "TICK" JONES (TN 9)	BEDINA JONES (TN 9)
BETTY JONES (TN 9)	BETTY JONES (TN 9)	BEDINA JONES (TN 9)



Stand-off at Muckhole

Player Name: _____

Character Name: **Tobias Fargle**

Target Number: **5** (Roll this number or higher to hit someone)

Character Type: **Gunslinger**

Specialties/Modifiers: (you have both)

Fanning the Gun (fire multiple shots in one Action, see 10.8.8)

Quick-Draw: Pistol (never take a Wild Shot penalty, see 10.4)

Notes: Once they teach these townies who's in charge, they'll be running this place.

Loot / Gear: \$110, Bowie Knife in boot, & pick 3 more weapons

Ammo/Shots Fired

Pistol: Right Hand



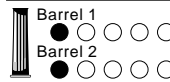
Pistol: Left Hand



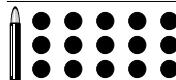
Shotgun



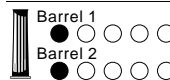
Shotgun



Rifle



Derringer



Note: Put an X thru weapons you don't have, and indicate if the shotguns are sawed off.

Other Weapons:

Bowie Knife (Attack 5, Def. 8, Unarmed Def. 9, 1d6+1 Pain)

dam/pain

dam/pain

Wounds (Apply modifiers to Attack Rolls & Action Checks)

PAIN

Bruised: No negative effect.



Beat up: -1 to hit



Bloody: -2 to hit



When all Pain slots are filled, a Character falls unconscious for 2d6 Turns.

DAMAGE

Light: No negative effect.



Moderate: -1 to hit, movement reduced by 33%



Severe: -2 to hit, movement reduced by 50% cannot "fan" gun, reload at half speed.



Damage is caused by guns, dynamite, and other deadly things. When all 15 Damage slots are full, you are dead.

Movement

(Inches per Action)

Crawl	1"
Walk	3"
Trot	6"
Run	12"

Movement Modifiers

Obstacle	penalty
Door, opening	-1"
Door, kicking open *	-3"
Hop over fence, bush, water trough, etc.	-1"
Gate, opening	-2"
Gate, opening & closing	-3"
Window, climb thru	-2"
Window, crash thru *	-3"
Unpredictable Terrain	-33%
Dangerous Terrain	-50%

* Requires successful Action Check



Firearms

Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Remington Double (if 2 barrels, fire both as one Attack), Weapon Weight: 0.5							
Range modifiers		+1	0	-1	-2	na	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	na	
Damage:	1-3	+1	0	-1	-2	na	1 or 2
PISTOL, Colt Army 1873 Weapon Weight: 1.0							
Range modifiers	+3	+1	0	-1	-3		
Range in inches:	0 - 1"	1 - 3"	3 - 6"	6 - 9"	9 - 13"		
Damage:	1d6	+2	+1	+1	+1	0	6
RIFLE, Winchester Yellowboy 1866 Weapon Weight: 2.0							
Range modifiers	0	+1	+2	0	-1		
Range in inches:	0 - 1"	1 - 6"	6 - 12"	12 - 18"	18 - 25"		
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 2.0							
Range modifiers	+3	+2	+1	-1	-3		
Range in inches:	0 - 1"	1 - 2"	2 - 4"	4 - 6"	6 - 10"		
Scatter area in inches:	0	0	1"	1.5"	2"		
Damage:	1d6	+3	+2	+1	-1	-3	1 or 2
SAWED-OFF SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack) Weapon Weight: 1.5							
Range modifiers	+4	+3	0	-2	-4		
Range in inches:	0 - 1"	1 - 2"	2 - 3"	3 - 4"	4 - 5"		
Scatter area in inches:	0	1"	1.5"	2"	3"		
Damage:	2-7 (1d6 + 1)	+4	+3	0	-2	-4	1 or 2

Before the game starts, indicate how many barrels are on shotguns & Derringers!

Scatter Damage: Center target takes full Damage, others in scatter area take half-Damage (round down).

Reload Times: Derringer: 2/Full Task; Pistol: 3/Full Task; Rifle: 5/Full Task; Shotgun: 2/Full Task

Combat Modifiers

Add or subtract from Attack Roll.

If the shooter is:	Modifier:
Aimed Shot (see 10.8.4)	+2 / Action
On Horseback	-1
In a moving wagon, coach, or train	-1
Crawling	+1
Trotting	-1
Running / Galloping	-3
Shooting at Crawling Target	-1
Shooting at Trotting Target	-1
Shooting at Running / Galloping Target	-2
Shooting at Target with Full Cover (about 90%)	-3
Shooting at Target with Partial Cover (about 50%)	-1
Shooting at a target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshaft, etc.)	-5
Wild Shot (draw & fire in same Action, see 10.4)	-1

Remember, all modifiers are cumulative.



Stand-off at Muckhole

Player Name: _____

Character Name: **Cotton Fargle**

Target Number: **8**

(Roll this number or higher to hit someone)

Character Type: Custom 2

Specialties/Modifiers (He has both):

Spontaneous (You get an extra Action each Turn)

Two-Gun Shootist (If you have two pistols in hand, you get to attacks per Turn.)

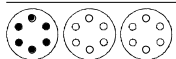
Notes: The oldest brother, and possibly the meanest when he's

drunk. He sure ain't letting no townies keep him from a night of drinking and fighting.

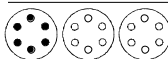
Loot / Gear: \$200, a matched set of ivory handled Colt revolvers

Ammo/ Shots Fired

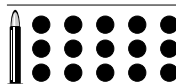
Pistol: Right Hand



Pistol: Left Hand



Rifle



Note: You have two pistols and a Bowie Knife. Select ONE more weapon; put an X thru weapons you don't have, and indicate if the shotguns are sawed off.

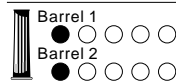
Reloads:

Pistols: 36 extra bullets

Rifle: 15 bullets

Shotgun: 10 extra shells (Before the game starts, please note how many are lead and how many are rock salt.)

Shotgun



Other Weapons:

Bowie Knife (Attack 5, Def. 8, Unarmed Def. 9, 1d6+1 Pain)

dam/pain

dam/pain

Wounds (Apply modifiers to Attack Rolls & Action Checks)

PAIN

Bruised: No negative effect.



Beat up: -1 to hit



Bloody: -2 to hit



When all Pain slots are filled, a Character falls unconscious for 2d6 Turns.

DAMAGE

Light: No negative effect.



Moderate: -1 to hit, movement reduced by 33%



Severe: -2 to hit, movement reduced by 50% cannot "fan" gun, reload at half speed.



Damage is caused by guns, dynamite, and other deadly things. When all 15 Damage slots are full, you are dead.

Movement

(Inches per Action)

Crawl 1"

Walk 3"

Trot 6"

Run 12"

Movement Modifiers

Obstacle penalty

Door, opening -1"

Door, kicking open * -3"

Hop over fence, bush, water trough, etc. -1"

Gate, opening -2"

Gate, opening & closing -3"

Window, climb thru -2"

Window, crash thru * -3"

Unpredictable Terrain -33%

Dangerous Terrain -50%

* Requires successful Action Check



Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
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DERRINGER, Remington Double (if 2 barrels, fire both as one Attack), Weapon Weight: 0.5

Range modifiers	+1	0	-1	-2	na		
Range in inches:	0 - 1"	1 - 2"	2 - 3"	3 - 4"	na		
Damage:	1-3	+1	0	-1	-2	na	1 or 2

PISTOL, Colt Army 1873 Weapon Weight: 1.0

Range modifiers	+3	+1	0	-1	-3		
Range in inches:	0 - 1"	1 - 3"	3 - 6"	6 - 9"	9 - 13"		
Damage:	1d6	+2	+1	+1	+1	0	6

RIFLE, Winchester Yellowboy 1866 Weapon Weight: 2.0

Range modifiers	0	+1	+2	0	-1		
Range in inches:	0 - 1"	1 - 6"	6 - 12"	12 - 18"	18 - 25"		
Damage:	1d6	+3	+3	+2	0	-1	15

SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 2.0

Range modifiers	+3	+2	+1	-1	-3		
Range in inches:	0 - 1"	1 - 2"	2 - 4"	4 - 6"	6 - 10"		
Scatter area in inches:	0	0	1"	1.5"	2"		
Damage:	1d6	+3	+2	+1	-1	-3	1 or 2

SAWED-OFF SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack) Weapon Weight: 1.5

Range modifiers	+4	+3	0	-2	-4		
Range in inches:	0 - 1"	1 - 2"	2 - 3"	3 - 4"	4 - 5"		
Scatter area in inches:	0	1"	1.5"	2"	3"		
Damage:	2-7 (1d6 + 1)	+4	+3	0	-2	-4	1 or 2

Before the game starts, indicate how many barrels are on shotguns & Derringers!

Scatter Damage: Center target takes full Damage, others in scatter area take half-Damage (round down).

Reload Times: Derringer: 2/Full Task; Pistol: 3/Full Task; Rifle: 5/Full Task; Shotgun: 2/Full Task

Combat Modifiers

Add or subtract from Attack Roll.

If the shooter is:	Modifier:
Aimed Shot (see 10.8.4)	+2 / Action
On Horseback	-1
In a moving wagon, coach, or train	-1
Crawling	+1
Trotting	-1
Running / Galloping	-3
Shooting at Crawling Target	-1
Shooting at Trotting Target	-1
Shooting at Running / Galloping Target	-2
Shooting at Target with Full Cover (about 90%)	-3
Shooting at Target with Partial Cover (about 50%)	-1
Shooting at a target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshaft, etc.)	-5
Wild Shot (draw & fire in same Action, see 10.4)	-1

Remember, all modifiers are cumulative.



Stand-off at Muckhole

Player Name: _____

Character Name: **Rufus Fargle**

Target Number: **8**

(Roll this number or higher to hit someone)

Character Type: Custom 2

Specialties/Modifiers (He has both):

Spontaneous (You get an extra Action each Turn)

Two-Gun Shootist (If you have two pistols in hand, you get to attacks per Turn.)

Notes: Just 'cause he's the "baby brother" don't mean he's no less ready fer a fight.

Them townies are gonna regret this day!

Loot / Gear: \$100, matched set of ivory handled Colt revolvers, gold pocket watch (\$50)

Ammo/Shots Fired

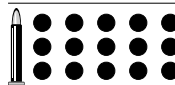
Pistol: Right Hand



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Rifle



Note: You have two pistols and a Bowie Knife. Select ONE more weapon; put an X thru weapons you don't have, and indicate if the shotguns are sawed off.

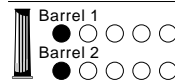
Reloads:

Pistols: 36 extra bullets

Rifle: 15 bullets

Shotgun: 10 extra shells (Before the game starts, please note how many are lead and how many are rock salt.)

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Other Weapons:

Bowie Knife (Attack 5, Def. 8, Unarmed Def. 9, 1d6+1 Pain)

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Light: No negative effect.



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Firearms

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	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
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Range modifiers		+1	0	-1	-2	na	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	na	
Damage:	1-3	+1	0	-1	-2	na	1 or 2
PISTOL, Colt Army 1873 Weapon Weight: 1.0							
Range modifiers		+3	+1	0	-1	-3	
Range in inches:		0 - 1"	1 - 3"	3 - 6"	6 - 9"	9 - 13"	
Damage:	1d6	+2	+1	+1	+1	0	6
RIFLE, Winchester Yellowboy 1866 Weapon Weight: 2.0							
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 - 12"	12 - 18"	18 - 25"	
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 2.0							
Range modifiers		+3	+2	+1	-1	-3	
Range in inches:		0 - 1"	1 - 2"	2 - 4"	4 - 6"	6 - 10"	
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Range modifiers		+4	+3	0	-2	-4	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	4 - 5"	
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