

	- , , , ,
Character Name: Pa Burman	3 Actions per Turn
Target Number: 7 (6 with a Rifle)	(Roll this number or
Target Number. 7 (6 with a Kille)	higher to hit someone)
Character Type: Custom-1	
Specialties/Modifiers:	
Sure-Shot: Rifle (+1 to all attack rolls with a Rifle)	
Loot / Gear / Notes:	
\$10 - \$60 (roll 1d6), Rifle, Pistol, Double Ba	arrel Shotgun
and a Bowie Knife	
Ammo (mark out rounds for weapons not carried): 50 rifle ,	12 shotgun, 36 pistol

Ammo/Shots Fired

Pistol: Right Hand

Shotgun





Other Weapons:

Bowie Knife	vie Knife				
TN: 5	Dam: 1d6+1				
Armed Def. 8	Unarmed Def. 9				

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

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.

Light: No negative effect.
Moderate: -1 to hit, movement reduced by 33%

Severe: -2 to hit, movement reduced by 50% cannot "fan" gun,

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

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Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington [Double (i	f 2 barrels, fire	both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 1	866 Weap	on Weight: 2	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, Rer	nington '	1 874 (if 2	barrels, fire b	ooth as one	Attack), Weap	on 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 SH	OTGUN, F	Remingt	on 1874 (ii	2 barrels, fire	both as one A	ttack) Weapo	on Weight: 1
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

TOTAL INTO MITTOR	Tidd of dabirdot from Tittaon Tion.
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, wal	l, etc. +2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshi	aft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



- American			-
Character Name:	Jeb Burman	3 Actions pe	r Turn
Target Number: 7	7	(Roll this nu higher to hit	
Character Type:	Custom-1		
	/Modifiers: (pick on	e)	
<u>- </u>	(р	-,	
Loot / Gear	/ Notes:		
\$1 - \$6 (roll	1d6), Rifle, Bowie	Knife and two more weapons	
of your choi	ce		
Ammo (mark o	ut rounds for weapons not ca	arried): 50 rifle , 12 shotgun, 36 pi	stol
	,		
Ammo/Shot	is fileu	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	1"
(000000		Crawl Walk	3"
•••••••	•••••••	Trot	6"
Shotgun Marrel 1	Shotgun Barrel 1	Run	12"
\blacksquare \bullet \circ \circ \circ	■ ● ○ ○ ○ ○	Movement Modifie	rs
Barrel 2	Barrel 2		penalty
Rifle	Derringer	Door, opening	-1"
$\overline{\mathbb{A} \bullet \bullet \bullet \bullet \bullet}$	Barrel 1	Door, kicking open *	-3"
	Barrel 2	Hop over fence, bush, water trough, etc.	-1"
Note: Put an X thru we	■ • ○ ○ ○ □ apons you don't have,	Gate, opening	-2"
and indicate if the sho		Gate, opening & closing	-3"
Other Weap	ons:	Window, climb thru	-2"
Bowie Knife		Window, crash thru *Unpredictable Terrain	-3" -33%
TN: 5 Dam	n: 1d6+1	Dangerous Terrain	-50%
	rmed Def. 9	* Requires successful Action C	
Wounds (Appl	y modifiers to Attack Ro	olls & Action Checks)	
PAIN		DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	by 33%
	_		. 500/
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by cannot "far	n" gun,
When all Pain slots are filled.	a Character falls	reload at h	•

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Rer	nmington [Double (i	f 2 barrels, fire	e both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 18	866 Wear	oon Weight: 2	2.0		
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25"	1
Damage:	1d6	+3	+3	+2	0	-1	15
HOTGUN, Rei	nington 1	1874 (if 2	barrels, fire	both as one	Attack), Weap	on 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 SH	OTGUN, F	Remingto	on 1874 (if 2 barrels, fire	both as one A	ttack) Weapo	on Weight:
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 cummulative.	

unconscious for 2d6 Turns.

When all 15 Damage slots are full, you are dead.



Character Name:	Zeke Burman	3 Actions p	oer Turn
Target Number: 8	<u> </u>	(Roll this n higher to h	umber or it someone)
Character Type: C	Custom-2	· ·	
	Modifiers: (pick tw	0)	
<u>Specialities/</u>	woulders. (pick tw	0)	_
Loot / Gear /	Notos		
		K-it- and the area was	
		Knife and two more weapons	<u>S</u>
of your choice	ce		
Ammo (mark ou	t rounds for weapons not ca	arried): 50 rifle , 12 shotgun, 36 p	oistol
Ammo/Shot	s Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
••••••••••••••••••••••••••••••••••••••	••••••	Crawl Walk	<u>1"</u> 3"
••••••	(•••)(••)(••)	Trot	6"
Shotgun	Shotgun	Run	12"
Barrel 1	Barrel 1 Barrel 2	Movement Modifi	ers
Barrel 2	Barrer 2		penalty
Rifle	Derringer	Door, opening	-1"
$\overline{\mathbb{A}} \bullet \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open *	-3"
	Barrel 2	water traugh ata	-1"
Note: But an Y thru wa	anone you don't have	Cata ananina	-2"
Note: Put an X thru we and indicate if the shot		Gate, opening & closing	
Other Weapo	nns.	Window, climb thru	-2"
Bowie Knife	<i>,</i>	— Window, crash thru *	-3"
	1d6+1	Unpredictable Terrain	-33%
	med Def. 9	Dangerous Terrain	-50%
		* Requires successful Action	Check
Wounds (Apply			
PAIN Bruised: No negative		DAMAGE Light: No negative effect.	
	1		
Beat up: -1 to hit		Moderate: -1 to hit, movement reduce	ed by 33%
	_	The state of the s	by 0070
Bloody: -2 to hit	_	Severe: -2 to hit, movement reduced	by 50%
When all Pain slots are filled, a	a Character falls	cannot "f	an" gun, half speed. r deadly things.

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Rer	nmington [Double (i	f 2 barrels, fir	e both as one	Attack), Wea	pon 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, Winches	ster Yello	wboy 18	866 Wear	oon Weight: 2	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, Rei	mington '	1874 (if 2	barrels, fire	both as one	Attack), Weap	on 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 SH	OTGUN, F	Remingto	on 1874 (if 2 barrels, fire	both as one A	ttack) Weapo	on Weight:
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

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 cummulative.	



			-
Character Name:	Daniel Burman	3 Actions pe	
Target Number:	8	(Roll this nui higher to hit	
Character Type:	Owlhoot		
Specialties	/Modifiers: (has both)		
		Pain inflicted, +1 to Stun checks)	
		mage or Pain you receive)	
		<u> </u>	:fl
•		I 1d6), Rifle, Pistol, Bowie Kn	ite and
two more we	eapons of your choi	ce	
Ammo (mark o	ut rounds for weapons not carr	_{ied)} : 50 rifle , 12 shotgun, 36 pi	stol
Ammo/Shot	ts Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
••••••	••••••	Crawl	1"
	••••••	Walk Trot	3" 6"
Shotgun	Shotgun	Run	12"
Barrel 1	Barrel 1		
Barrel 2	Barrel 2	Movement Modifie	
Rifle		Obstacle Door, opening	penalty -1"
A O O O O	Derringer M Barrel 1	Door, kicking open *	-3"
	\blacksquare \bullet \circ \circ \circ	Hop over fence, bush,	
	Barrel 2	water trough, etc.	-1"
	eapons you don't have,	Gate, opening	-2"
and indicate if the shot		Gate, opening & closing Window, climb thru	-3" -2"
Other Weap	ons:	- Window, climb thru *	- <u>2</u> -3"
Bowie Knife		Unpredictable Terrain	-33%
TN: 5 Dam	: 1d6+1	Dangerous Terrain	-50%
Armed Def. 8 Una	rmed Def. 9	* Requires successful Action C	heck
Wounds (Appl)	y modifiers to Attack Rol	ls & Action Checks)	
PAIN		AMAGE	
Bruised: No negative	effect. Li	ight: No negative effect.	
		┛╵▃┛╵▃┛╵▃┛	
Beat up: -1 to hit	<u>M</u>	oderate: -1 to hit, movement reduced	by 33%
Bloody: -2 to hit	S	evere: -2 to hit, movement reduced by	
		cannot "far reload at h	

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Ren	nmington [Double (i	if 2 barrels, fire	e both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 1	866 Wear	on Weight: 2	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, Rer	nington '	1874 (if 2	2 barrels, fire	both as one	Attack), Weap	on 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 SH	OTGUN, F	Remingt	on 1874 (if 2 barrels, fire	both as one A	.ttack) Weapo	on Weight:
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 cummulative.	

When all Pain slots are filled, a Character falls

unconscious for 2d6 Turns.

Damage is caused by guns, dynamite, and other deadly things.

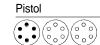
When all 15 Damage slots are full, you are dead.



Character Name: "One-Eye" Smith	3 Actions per Turn
Target Number: 7	(Roll this number or higher to hit someone)
Character Type: Custom-1	
Specialties/Modifiers: (You have one)	
True Grit (once per game, ignore all Damage or Pain fro	om a single attack)
Loot / Gear / Notes: \$100 - \$600 in saddle ba	ags (roll 1d6)
Carries a Rifle, 2 Pistols and a Bowie Knife	
Ammo (mark out rounds for weapons not carried): 50 rifle , 12	2 shotgun, 36 pistol

Ammo/Shots Fired

Pistol



Rifle



unconscious for 2d6 Turns.

Other Weapons:

Bowie Knife		
TN: 5	Dam: 1d6+1	
Armed Def. 8	Unarmed Def. 9	

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

Wounds (Apply modifiers to Atta	NOUNGS (Apply modifiers to Attack Rolls & Action Checks)				
PAIN	DAMAGE				
Bruised: No negative effect.	Light: No negative effect.				
Beat up: -1 to hit	Moderate: -1 to hit, movement reduced by 33%				
Bloody: -2 to hit	Severe: -2 to hit, movement reduced by 50%				
	cannot "fan" gun, reload at half speed.				
When all Pain slots are filled, a Character falls	Damage is caused by guns, dynamite, and other deadly things.				

When all 15 Damage slots are full, you are dead.

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Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington [Double (i	if 2 barrels, fire	both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 1	866 Weap	on Weight: 2	2.0		
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25"	1
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Rer	nington '	1874 (if 2	2 barrels, fire b	ooth as one	Attack), Weap	on Weight: 2	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 SH	OTGUN, F	Remingt	on 1874 (ii	2 barrels, fire	both as one A	ttack) Weapo	n Weight:
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

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 cummulative.	



	. , ,	
Character Name: Chance Tanner		3 Actions per Turn
Target Number: 6 (5 with a Rifle)		(Roll this number or higher to hit someone)
Character Type: BO	unty Hunter	
Specialties/Mo	difiers: (you have both)	
Sure-Shot: Rifle	(+1 to all attack rolls with a Rifle))
Tough-as-Nails	-1 to each die of Damage or Pai	n you receive)
Loot / Gear / N	otes: \$100 - \$600 in sadd	le bags (roll 1d6)
Rifle, Bowie Kni	fe and two more weapons	s of your choice
Ammo (mark out rou	nds for weapons not carried):50 rifle	, 12 shotgun, 36 pistol

Ammo/Shots Fired

Pistol: Right Hand		
Shotgun		

•••





Pistol: Left Hand

Rifle







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

Other Weapons:

•
dam/pain
dam/pain
dam/pain

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

Requires successful Action Check

Wounds (Apply modifiers to Attack Rolls & Action Checks)

(11)	
PAIN	DAM
Bruised: No negative effect.	Light:
Beat up: -1 to hit	Mode
Bloody: -2 to hit	Sever

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.

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Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
ERRINGER, Ren	nmington [Double (i	if 2 barrels, fir	e both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 1	866 Wear	oon Weight: 2	O		
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
HOTGUN, Rer	nington '	1874 (if 2	2 barrels, fire	both as one	Attack), Weap	on 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
AWED-OFF SH	OTGUN, F	Remingt	on 1874 (if 2 barrels, fire	both as one A	ttack) Weapo	on Weight:
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

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 cummulative.	

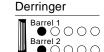


Character Name: "Greasy" Jim Cobb	3 Actions per Turn
	(Roll this number or
Target Number: 9 (8 with a Rifle)	higher to hit someone)
Character Type: Custom-3	
Specialties/Modifiers: (You have all three), Hard-to	-hit (-1 to all attack
rolls against you), Sure-Shot: Rifle (+1 to all attack rolls with	n a Rifle)
True Grit (once per game, ignore all Damage or Pain from a	single attack)
Loot / Gear / Notes: \$100 - \$600 in saddle bags	(roll 1d6)
Rifle, Bowie Knife and two more weapons of you	r choice
Ammo (mark out rounds for weapons not carried): 50 rifle, 12 sh	otgun, 36 pistol
Amount /Charle Final	_

Ammo/Shots Fired

Pistol: Right Hand	Pistol: Left Hand	
Shotgun	Shotgun	
Barrel 1 Barrel 2	Barrel 1 Barrel 2	

A



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

Other Weapons:

dam/pain
dam/pain
dam/pain

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%
* Poquiros successful Action	Chock

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 faunconscious for 2d6 Turns.

DAMAGE Light: No negative effect.

Moderate:	-1 to	hit, m	ovement	reduced	by 33

Severe: -2 to hit, movement reduced by 50% cannot "fan" gun,

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

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Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
ERRINGER, Ren	nmington [Double (i	if 2 barrels, fire	both as one	Attack), Wea	pon 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, Winches	ster Yello	wboy 1	866 Weap	on Weight: 2	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
HOTGUN, Rer	nington '	1874 (if 2	2 barrels, fire I	ooth as one	Attack), Weap	on Weight: 2	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
AWED-OFF SH	OTGUN, F	Remingt	on 1874 (i	f 2 barrels, fire	both as one A	ttack) Weapo	n Weight:
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

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 cummulative.	



**************************************	- + +
Character Name: "Wildman" O'Neil	3 Actions per Turn
Target Number: 8 (7 with a Pistol)	(Roll this number or higher to hit someone)
Character Type: Custom-2	
Specialties/Modifiers: (you have both)	
Sure-Shot: Pistol (+1 to all attack rolls with a pistol)	
Two-Gun Shootist (if you have two pistols, you get two	attacks per Action)
Loot / Gear / Notes: \$100 - \$600 in saddle bag	gs (roll 1d6)
4 pistols, Bowie Knife	
Ammo: 72 bullets	

Ammo/Shots Fired

Pistol: Right Hand

Pistol: Left Hand



Pistol: Right Hand



Pistol: Left Hand



Other Weapons:

TN: 5	Dam: 1d6+1
Armed Def. 8	Unarmed Def. 9

When all Pain slots are filled, a Character falls

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%
* 5 1 (1.4.4)	<u> </u>

^{*} Requires successful Action Check

Wounds (Apply modifiers to Attack Rolls & Action Checks)

Troditas (Apply Illoulliers to A	ack Rolls & Action Checks)			
PAIN	DAMAGE			
Bruised: No negative effect.	Light: No negative effect.			
Beat up: -1 to hit	Moderate: -1 to hit, movement re			
Bloody: -2 to hit	Severe: -2 to hit, movement redu			
	canr			

unconscious for 2d6 Turns. Copyright 2007, Hawgleg Publishing, rev. 7.0 Permission granted to copy for personal use only.

reduced by 33%

uced by 50% not "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.

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Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Ren	nmington [Double (if 2 barrels, fire	e both as one	Attack), Wea	pon 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 Ar	my 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, Winches	ster Yello	wboy 1	866 Wear	oon Weight: 2	2.0		
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25"	1
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Rer	nington '	1874 (if 2	barrels, fire	both as one	Attack), Weap	on Weight: 2	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 SH	OTGUN, F	Remingt	on 1874 (if 2 barrels, fire	both as one A	ttack) Weapo	n Weight:
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 cummulative.		