



Player Name:

Character Name: Pa Burman 3 Actions per Turn
(Roll this number or higher to hit someone)
Target Number: 7 (6 with a Rifle)

Character Type: Custom-1

Specialties/Modifiers:

Sure-Shot: Rifle (+1 to all attack rolls with a Rifle)

Loot / Gear / Notes:

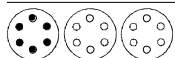
\$10 - \$60 (roll 1d6), Rifle, Pistol, Double Barrel Shotgun

and a Bowie Knife

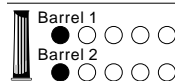
Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/Shots Fired

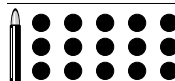
Pistol: Right Hand



Shotgun



Rifle



Other Weapons:

Bowie Knife

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

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	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.



Player Name: _____

Character Name: Jeb Burman

3 Actions per Turn

Target Number: 7

(Roll this number or higher to hit someone)

Character Type: Custom-1

Specialties/Modifiers: (pick one)

Loot / Gear / Notes:

\$1 - \$6 (roll 1d6), Rifle, Bowie Knife and two more weapons of your choice

Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/ Shots Fired

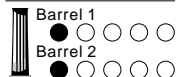
Pistol: Right Hand



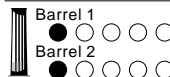
Pistol: Left Hand



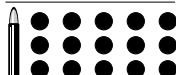
Shotgun



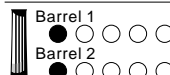
Shotgun



Rifle



Derringer



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

Other Weapons:

Bowie Knife

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.

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.



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.



Player Name:

Character Name: Zeke Burman

3 Actions per Turn

Target Number: 8

(Roll this number or higher to hit someone)

Character Type: Custom-2

Specialties/Modifiers: (pick two)

Loot / Gear / Notes:

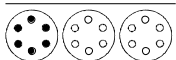
\$1 - \$6 (roll 1d6), Rifle, Bowie Knife and two more weapons

of your choice

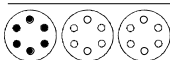
Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/Shots Fired

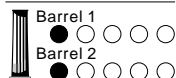
Pistol: Right Hand



Pistol: Left Hand



Shotgun



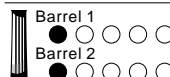
Shotgun



Rifle



Derringer



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

Other Weapons:

Bowie Knife

TN: 5

Dam: 1d6+1

Armed Def. 8

Unarmed Def. 9

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.



Player Name: _____

Character Name: Daniel Burman 3 Actions per Turn
 Target Number: **8** (Roll this number or higher to hit someone)

Character Type: Owihoot

Specialties/Modifiers: (has both)

Brawler (+1 to hand-to-hand attacks, +2 Pain inflicted, +1 to Stun checks)

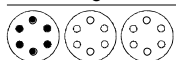
Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Loot / Gear / Notes: \$1 - \$6 (roll 1d6), Rifle, Pistol, Bowie Knife and two more weapons of your choice

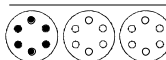
Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/Shots Fired

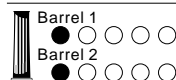
Pistol: Right Hand



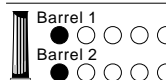
Pistol: Left Hand



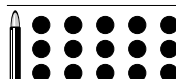
Shotgun



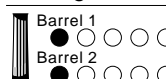
Shotgun



Rifle



Derringer



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

Other Weapons:

Bowie Knife

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.

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.



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.



Player Name: _____

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)

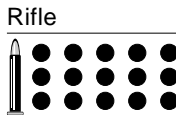
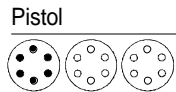
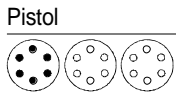
True Grit (once per game, ignore all Damage or Pain from a single attack)

Loot / Gear / Notes: \$100 - \$600 in saddle bags (roll 1d6)

Carries a Rifle, 2 Pistols and a Bowie Knife

Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/ Shots Fired



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 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.



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.



Player Name: _____

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: **Bounty Hunter**

Specialties/Modifiers: (you have both)

Sure-Shot: Rifle (+1 to all attack rolls with a Rifle)

Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Loot / Gear / Notes: \$100 - \$600 in saddle bags (roll 1d6)

Rifle, Bowie Knife and two more weapons of your choice

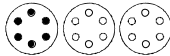
Ammo (mark out rounds for weapons not carried): 50 rifle, 12 shotgun, 36 pistol

Ammo/Shots Fired

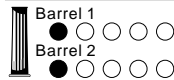
Pistol: Right Hand



Pistol: Left Hand



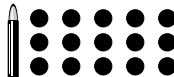
Shotgun



Shotgun



Rifle



Derringer



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

Other Weapons:

_____ dam/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.



Player Name: _____

Character Name: "Greasy" Jim Cobb 3 Actions per Turn

Target Number: **9** (8 with a Rifle) (Roll this number or 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 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 your choice

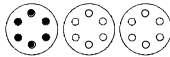
Ammo (mark out rounds for weapons not carried): 50 rifle , 12 shotgun, 36 pistol

Ammo/Shots Fired

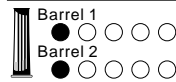
Pistol: Right Hand



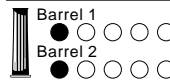
Pistol: Left Hand



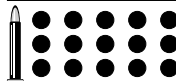
Shotgun



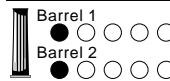
Shotgun



Rifle



Derringer



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

Other Weapons:

_____ dam/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.



Player Name: _____

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 bags (roll 1d6)

4 pistols, Bowie Knife

Ammo: 72 bullets

Ammo/Shots Fired

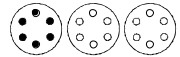
Pistol: Right Hand



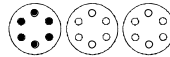
Pistol: Left Hand



Pistol: Right Hand



Pistol: Left Hand



Other Weapons:

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 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.



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.