

Howdy ya'll!

If you're using this, then we reckon you must be ready to get Gutshot. Thanks a bunch, pardner, we really appreciate your support. This here collection of Character Sheets is designed to help get ya on the fast track with the game. As stated in Section 9 of the *Gutshot Core Rule Book*, each Character Type has its own Specialties and Target Number, so it's very important that you use the correct sheet with your Character.

We know that while you're trying to get a game together, the last thing you wanna do is have to stop to look up all this stuff... so we filled 'em all out for ya here. We've included every Character Type listed in the book and provided two special blank sheets. The first one, on the next page, is intended for use with the Custom Character Types (and, of course, it can be used for any Character Type when you run out of the other sheets). The last sheet is also blank, but we modified it with an extra set of pistols for Characters with the Two-Gun Shootist Specialty. We learned from experience that this is a popular Specialty and folks who have it like to pack an extra set of loaded pistols.

Finally, you are welcome to make as many copies of these sheets as you need for your game. In fact, we consider them to be disposable, so we encourage you to make a whole slew of 'em (especially the following sheets, which tend to get used more often: Blank, Blank w/Two-Gun Shootist, Deputy, Sheriff, Outlaw, and Owlhoot).

Mike Mitchell & Mike Murphy

Feb. 2005

Gutshot™ Character Sheets

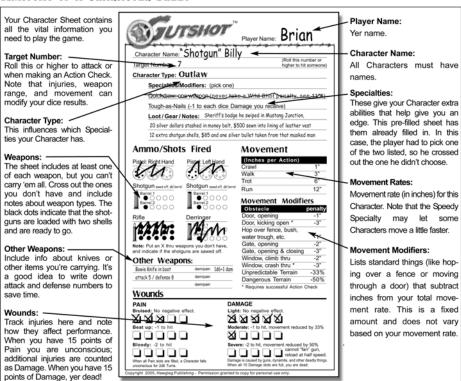
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NOTE:

These Character Sheets were specifically created for the game GutshotTM. They are not intended for use with other game systems. You will need the Gutshot™ Core Rule Book or Gutshot™ Quick Load guide in order to play this game. See our Website for availability. Gutshot is a Trademark of Hawgleg Publishing.

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ANATOMY OF A CHARACTER SHEET



ANATOMY OF A CHARACTER SHEET. PART TWO

Wea Attack,	Damag		ange	Modif	iers		The back of the Character Sheet includes the other vital information that you will need white playing Gutshot. Together, the front and bare of this sheet should provide you with about
Dama Bas		Close	Med.	Long	Far	Ammo Capacity	11
DERRINGER, Remmir	naton Doul	ble (if 2 ban	els both may	be fired as o	ne Attack)	$\overline{}$	90% of the information you'll need during sta
Range modifiers	+1	0	-1	-2	na		dard foot combat.
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 Characteristics:
Range modifiers	+3	+1	0	-1	-3		The following information is provided for each
Range in inches:	0 - 1"	1 - 3"	3 - 6"	6 - 9"	9 - 13"		The following information is provided for each
Damage: 1df	3 +2	+1	+1	+1	0	6	the five basic weapon types :
RIFLE, Winchester	Yellowbo	y 1866					
Range modifiers	- 0	+1	+2	- 0	-1		Range modifiers
Range in inches:	0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25		Based on shooter's distance from the
Damage: 1de		+3	+2	0	-1	15	Based on shooter's distance from the
SHOTGUN, Remingto	on 1874 (# :	2 barrels, bot	h may be fire	d as one All	ack)		target.
Range modifiers	+3	+2	+1	-1	-3		Range in inches
Range in inches:	0-1	1 - 2"	2 - 4"	4 - 6"	6 - 10"		3
Scatter area in inches:	70	0	1"	1.5"	2"		Most weapons have five ranges. Se
Damage: 1d6		+2	+1	-1	-3	1 or 2	Section 5 for more about measuring
SAWED-OFF SHOTGI			(if 2 barrels,			e Attack)	the distance between miniature
Range modifiers	+4	+3	1	-2	-4		
Range in inches:	0 - 1"	1-2	2 - 3	3-4"	4 - 5"		Remember, if you can't agree of
Scatter area in inches:	0	1"	1.5"	2	3"		whether something is 2.99 inches
Damage: 2-7 (1df	3+1) +4	+3	0	-2	-4	1 or 2	3.01 inches, always err on the side
Before game starts, indic. Scatter Damage: Center tan Reload Times: Derringer: Combat Modii If the shooter is: Aimed Shot (see 9.7.5) On Horseback In a moving wagon, coach Crawling	get takes full D 2/action; Pis fiers	amage, other	rs in scatter a r; Riffe: 5/A	rea take half ction; Shots r subtract f	Damage (n un: 2/Actic rom Attaci odifier: +2 / Act -1 -1 +1	k Roll.	caution and consider the figures to be farther apart, not nearer. Damage modifiers Based on shooter's distance from the target.
Trotting Running / Galloping		-			-1 -3		III
Shooting at Crawling Tary					-1		Combat modifiers
Shooting at Trotting Targ		ot.			-1 -2		
		84			-3		This includes most modifiers for movement
Shooting at Running / Ga Shooting at fully covered					-1		cover, and common combat situations. Oth
Shooting at fully covered Shooting Partially Covered			wall, etc.		+2		
Shooting at fully covered Shooting Partially Covered Shooting at a target climb		aucei, ciiii,					
Shooting at fully covered Shooting Partially Covered	ing a rope, I		t, mineshaf	t, etc.)	+4 -5		modifiers may apply, so remember to check the
Shooting at fully covered Shooting Partially Covered Shooting at a target climb Surprise Backshot	ing a rope, I ss: Blind Sho		t, mineshaf	t, etc.)			rule book.



aracter Name:	
get Number: 6	(Roll this number or higher to hit someone
aracter Type: Bounty Hunter	3 Actions per Turn
Specialties/Modifiers: (pick two) Contemplative	(you may "hold" an Action, see 4.2)
Sure-Shot: One Weapon (indicate which)	
Tough-as-Nails (-1 to each die of Damage or Pain you recei	ve)
Two-Gun Shootist (you may use 2 pistols in a single Action)	
Loot / Gear / Notes:	

Ammo/Shots Fired

Pistol: Right Hand	Pistol: Left Hand
Shotgun	Shotgun

411	Onotgan
	Barrel 1 Barrel 2 O O O

Rifle	Derringer
	Barrel 1 Barrel 2 O O O

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)

The Contract (Apply Modificia to Aut	dek Rolls & Relieff Officers)
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, knives and other deadly things When all 15 Damage slots are full, you are dead.
unconecious for 2d6 Lurns	when all 15 Damade Siols are full, you are dead.

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Firearms Attack, Damage & Range Modifiers

	_			11.5,0			_
	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington l	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 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"	ı
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Rei	mington '	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 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

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.	



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Character Name:	, , , , ,	, , , , , , , , , , , , , , , , , , , ,
Target Number:	В	(Roll this number or higher to hit someor
Character Type:	Cowboy	3 Actions per Turn
Specialties	/Modifiers: (pick tw	0)
Horsemansh	IIP (+2 to horse-related ro	olls, +1 when shooting on horseback)
Reliable (do r	not roll on Snake-eyes t	able)
	One Weapon (usually	,
Loot / Gear /	• ` ` `	poter of file)
Loot / Gear /	NOICS.	
Ammo/Shot	te Eirad	Maxiamant
Allino/Siloi	is riieu	Movement
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action) Crawl 1"
(° 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	••••••	Crawl 1" Walk 3"
•••	·•• · · · · · · · · · · · · · · · · · ·	Trot 6"
Shotgun	Shotgun	Run 12"
Barrel 1	Barrel 1	
Barrel 2	Barrel 2	Movement Modifiers
■ ●0000	■ ●0000	Obstacle penalt
Rifle	Derringer	Door, opening -1"
	Barrel 1	Door, kicking open * -3" Hop over fence, bush,
	Barrel 2	atautuaala ata 4"
Note: Put an X thru we		Coto opening 2"
and indicate if the shot		Gate, opening & closing -3"
Other Weap	nns.	Window, climb thru -2"
Other Weap	dam/pain	— Window, crash thru * -3"
	dam/pain	Unpredictable Terrain -33%
	dam/pain	Dangerous Terrain -50%
Wounds (Appl)	· · · · · · · · · · · · · · · · · · ·	* Requires successful Action Check
	y modifiers to Attack K	DAMAGE
PAIN 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,
When all Pain slots are filled.	a Character falls	لسا لسا لسا السا السا reload at half spee Damage is caused by guns, knives and other deadly thin

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Rer	nmington l	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, 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"	1
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

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 15 Damage slots are full, you are dead.

unconscious for 2d6 Turns.



Character Name:	, , ,		
Target Number:	8	(Roll this nur higher to hit	
Character Type:	Deputy	3 Actions pe	r Turn
Specialties	/Modifiers: (you ha	ave both)	
Hard-to-hit (-	1 to all attack rolls agai	nst you)	
Lucky (once n	er Turn, re-roll dice and	take the hest roll)	
Lucky (once p	er rum, re-ron dice and	take the best folly	
	(1)		
Loot / Gear	Notes:		
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	wovement wounte	ers
■ ● ○ ○ ○ ○	■ ●0000	Obstacie	penalty
Rifle	Derringer	Door, opening	-1"
$A \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open * Hop over fence, bush,	-3"
	Barrel 2	water traugh ata	-1"
	■ • 0 0 0 0	Cata ananina	-2"
Note: Put an X thru we and indicate if the sho		Gate, opening & closing	-3"
_		Window, climb thru	-2"
Other Weap		— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
34/2000	dam/pain	* Requires successful Action C	heck
Wounds (Appl	y modifiers to Attack R	Rolls & Action Checks)	
PAIN		DAMAGE	
Bruised: No negative	errect. ■	Light: No negative effect.	
Book vine 4 to 5		Madagata 4 to bit assures to 1	h., 200/
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	by 33%
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by cannot "far	
		reload at h	alf speed.
When all Pain slots are filled, unconscious for 2d6 Turns	a Character falls	Damage is caused by guns, knives and other di When all 15 Damage slots are full, you are dead	

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
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 18	366 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	mington '	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	Remingto	on 1874 (i	f 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:	4-4-4-4-4	-4	4-5-4					
Target Number: 1	1	(Roll this nu higher to hit						
Character Type:	Eastern Ter	nderfoot 4 Actions pe	er Turn					
	Modifiers: (you ha							
Hard-to-hit (-	1 to all attack rolls agai	inst you)						
	Lucky (once per Turn, re-roll dice and take the best roll)							
Spontaneous (add an extra Action Slip to the hat)								
Loot / Gear	/ Notes: NPCs 16	enderfoots make morale checks	s at -3					
Ammo/Shot	s Fired	Movement						
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	1"					
••••••	••••••	Crawl Walk	3"					
•••		Trot	6"					
Shotgun	Shotgun	- Run	12"					
Barrel 1 Barrel 2	Barrel 1 Barrel 2	Movement Modific	ers					
■ ●○○○○	■ ●0000	Obstacle	penalty					
Rifle	Derringer	Door, opening	-1"					
$\overline{\mathbb{A}} \bullet \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open * Hop over fence, bush,	-3"					
	Barrel 2	water travel ate	-1"					
Note: Put an X thru we		Coto oponina	-2"					
and indicate if the shot		Gate, opening & closing	-3"					
Other Weapo	nns.	Window, climb thru	-2"					
onici ireapi	dam/pain	Window, crash thru *	-3"					
	dam/pain	Unpredictable Terrain	-33%					
	dam/pain	— Dangerous Terrain	-50%					
Wounds (Appl)	· · · · · · · · · · · · · · · · · · ·	* Requires successful Action (Спеск					
PAIN		DAMAGE						
Bruised: No negative	effect.	Light: No negative effect.						
Beat up: -1 to hit		Moderate: -1 to hit, movement reduce	d by 33%					
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by cannot "fa						
	_	reload at I	half speed.					
When all Pain slots are filled, unconscious for 2d6 Turns.	a Character falls	Damage is caused by guns, knives and other When all 15 Damage slots are full, you are dea						

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
ISTOL, 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
HOTGUN, Rer	nington '	1 874 (if 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

COMME INTO WITTELD	Add of Subtract from Attack Non.
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, wa	II, etc. +2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, minesh	naft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



Character Name:	4-1-3-4-1		,			
Target Number: 8	3	(Roll this nur higher to hit				
Character Type:	Gambler	3 Actions per Turn (4 if you choose Spontal	neous)			
	Modifiers: (pick tw	` ,				
Lucky (once pe	er Turn, re-roll dice and	take the best roll)				
Spontaneous (add an extra Action Slip to the hat)						
Sure-Shot: One Weapon (usually derringer or pistol)						
Loot / Gear /	Notes:					
Ammo/Shot	s Fired	Movement				
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	4.11			
(°°)(°°)	••••••	Crawl Walk	<u>1"</u> 3"			
•••		Trot	6"			
Shotgun	Shotgun	Run	12"			
Barrel 1 Barrel 2	Barrel 1 Barrel 2	Movement Modifie	ers			
		Obstacle	penalty			
Rifle	Derringer	Door, opening	-1"			
$\overline{A} \bullet \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open * Hop over fence, bush,	-3"			
	Barrel 2	water traugh ata	-1"			
Note: Put an X thru we	O O O O • •	Coto oponina	-2"			
and indicate if the shot		Gate, opening & closing	-3"			
Other Weapo	ons:	Window, climb thru	-2"			
o tilo.	dam/pain	— Window, crash thru *	-3"			
	dam/pain	Unpredictable Terrain	-33%			
	dam/pain	 Dangerous Terrain * Requires successful Action C 	-50%			
Wounds (Apply	y modifiers to Attack R		- IIGOK			
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 cannot "far				
	_	reload at h	alf speed.			
When all Pain slots are filled, unconscious for 2d6 Turns.		Damage is caused by guns, knives and other downwhen all 15 Damage slots are full, you are dead				

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	1			
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

	ida or odomaci rom rittaen riem
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, mineshaf	t, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



A Service Ann	A CONTRACTOR OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TO THE PERSON N	the special control to the control t	-				
Character Name:	,	, , , , , , , , , , , , , , , , , , , ,					
Target Number: 1	0	(Roll this nu higher to hit					
Character Type: (3 Actions pe	er Turn				
	Modifiers: (you h	ava hath)					
Hard-to-hit (-1 to all attack rolls against you)							
True Grit (onc	True Grit (once per game, ignore all Damage or Pain from a single attack)						
Loot / Gear	/ Notes: NPC Gre	eenhorns get +2 to morale chec	ks				
		<u> </u>					
Ammo/Shot	s 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	wovement wounte	ers				
■ ●○○○○	■ ●0000	Obstacle	penalty				
Rifle	Derringer	Door, opening Door, kicking open *	-1" -3"				
	Barrel 1						
	Barrel 2		-1"				
Note: Put an X thru we		Gate, opening	-2"				
and indicate if the shot	guns are sawed off.	Gate, opening & closing	-3"				
Other Weapo	ons:	Window, climb thru	-2"				
-	dam/pain	Window, crash thru *	-3" -33%				
	dam/pain	Unpredictable TerrainDangerous Terrain	-50%				
	dam/pain	* Requires successful Action (
Wounds (Apply	/ modifiers to Attack F	•					
PAIN		DAMAGE					
Bruised: No negative	effect.	Light: No negative effect.					
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	d by 33%				
Bloody: -2 to hit		Severe: -2 to hit, movement reduced b					
		cannot "fa	n" gun, nalf speed.				
When all Pain slots are filled,	a Character falls	Damage is caused by guns, knives and other of	deadly things.				
unconscious for 2d6 Turns.		When all 15 Damage slots are full, you are dea	a.				

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"	1
Damage:	1d6	+3	+3	+2	0	-1	15
HOTGUN, Rer	mington '	1 874 (if 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	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.	



Character Name:	, , , , ,		
Target Number: 5	5	(Roll this nu higher to hit	
Character Type:	Gunslinger	3 Actions pe	r Turn
Specialties/	Modifiers: (you ha	ave both)	
Fanning the	Gun (fire multiple sh	nots in one Action, see 10.8.8)	
Ouick-Draw:	Pistol (never take s	a Wild Shot penalty, see 10.4)	
Quick Diaw.	1 ISIOI (Hevel take a	wild office perianty, see 10.4)	
Loot / Gear	/ Notes: NPC Gu	nslingers never make morale c	hecks_
Ammo/Shot	s 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	wovement wounte	ers
■ ●○○○○	■ ●0000	Obstacle	penalty
Rifle	Derringer	Door, opening	-1"
$A \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open * Hop over fence, bush,	-3"
	Barrel 2	water traugh ata	-1"
Notes But as V three wa		Cata ananina	-2"
Note: Put an X thru we and indicate if the shot		Gate, opening & closing	-3"
_	•	Window, climb thru	-2"
Other Weapo		Window, crash thru *	-3"
	dam/pain	 Unpredictable Terrain 	-33%
	dam/pain	Dangerous Terrain	-50%
34/	dam/pain	* Requires successful Action C	Check
Wounds (Apply	y modifiers to Attack R	colls & Action Checks)	
PAIN		DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	l by 33%
Bloody: -2 to hit	_	Severe: -2 to hit, movement reduced by	
	_	cannot "far reload at h	
When all Pain slots are filled,	a Character falls	Damage is caused by guns, knives and other d	

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
ERRINGER, 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
ISTOL, 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
HOTGUN, Rer	nington '	1 874 (if 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

	Trade of Galotrade Hom Treader Trom
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, wa	II, etc. +2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, minesh	naft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



Character Name:	1 - 3 - 4 -		
Target Number:	5	(Roll this nur higher to hit	
Character Type:	Marshal	3 Actions per Turn (4 if you choose Spo	ntaneous)
	/Modifiers: (pick of	` '	
Contemplativ	/e (you may "hold" an	Action, see 4.2)	
	S (add extra Action SI	·	
Sure-Shot. C	One Weapon (usuall	ly pistoi or rifle)	
Loot / Gear /	Notes: NPC Marsh	nals receive +2 to all morale checks	
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	wiovement wiounie	
■ ●○○○○	■ ●0000	Obstacle	penalty -1"
Rifle	Derringer	Door, opening Door, kicking open *	-3"
	Barrel 1		
	Barrel 2	water trough etc	-1"
Note: Put an X thru we		Cata ananina	-2"
and indicate if the shot		Gate, opening & closing	-3"
Other Weap	nns.	Window, climb thru	-2"
onici ireapi	dam/pain	Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	— Dangerous Terrain	-50%
Wounds (Apply	·	* Requires successful Action C	heck
PAIN	, meamore to raidon :	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	
		cannot "far reload at h	
When all Pain slots are filled,	a Character falls	Damage is caused by guns, knives and other d	eadly things.

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington [Double (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"	
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

	Trade of Galotrade Hom Treader Trom
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, wa	II, etc. +2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, minesh	naft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



Character Name:	, , , , ,		
Target Number: 7	7	(Roll this nui higher to hit	
Character Type:	Outlaw	3 Actions pe	r Turn
	/Modifiers: (pick or	ne)	
Quick-Draw:	Pistol (never take	a Wild Shot penalty, see 10.4)	
Tough-as-Na	ails (-1 to each die of I	Damage or Pain you receive)	
Loot / Gear /		Samage of Fam you receive,	
Loot / Gear /	Notes.		
Ammo/Shot	ts Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	4 !!
••••••	••••••	- Crawl Walk	1"
••••••	•••••	Trot	
Shotgun	Shotgun	- Run	12"
Barrel 1	Barrel 1		
Barrel 2	Barrel 2	Movement Mounte	
	— •00000	Obstacle	penalty -1"
Rifle	Derringer	Door, opening Door, kicking open *	-3"
	Barrel 1		
	Barrel 2	water traugh ate	-1"
Note: Put an X thru we	_ • • • • •	Cata ananina	-2"
and indicate if the shot		Gate, opening & closing	-3"
Other Weap	ons:	Window, climb thru	-2"
	dam/pain	— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	— Dangerous Terrain	-50%
Wounds (Appl	y modifiers to Attack F	* Requires successful Action C Rolls & Action Checks)	леск
PAIN	,	DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit	_	Moderate: -1 to hit, movement reduced	l by 33%
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by	
		cannot "far reload at h	
When all Pain slots are filled,	a Character falls	Damage is caused by guns, knives and other d	eadly things.
unconscious for 2d6 Turns.		When all 15 Damage slots are full, you are dead	1.

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capaci
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
ISTOL, 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
HOTGUN, 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
AWED-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:	, , , ,		
Target Number:	8	(Roll this nui higher to hit	
Character Type:	Owlhoot	3 Actions pe	r Turn
Specialties/	Modifiers: (you hav	ve both)	
Brawler (+1 to	hand-to-hand attacks,	+2 Pain inflicted, +1 to Stun checks)	
Tough-as-Na	ails (-1 to each die of [Damage or Pain you receive)	
	,	Samage of Fair you receive)	
Loot / Gear	Notes:		
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	wovement wounte	ers
■ ●○○○○	■ ●000C	Obstacle	penalty
Rifle	Derringer	Door, opening	-1" -3"
$A \bullet \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open * Hop over fence, bush,	-3
	Barrel 2	water traugh etc	-1"
Note: But on Y thru we		Cata ananina	-2"
Note: Put an X thru we and indicate if the sho	• •	Gate, opening & closing	-3"
Other Weap	nne.	Window, climb thru	-2"
Onici weap	dam/pain	— Window, crash thru *	-3"
	dam/pain	 Unpredictable Terrain 	-33%
	dam/pain	Dangerous Terrain	-50%
Wounds (Appl	· · · · · · · · · · · · · · · · · · ·	* Requires successful Action C	Check
PAIN	y modifiers to Attack I	DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	l by 33%
			=
Bloody: -2 to hit	_	Severe: -2 to hit, movement reduced by	
	_	cannot "far reload at h	
When all Pain slots are filled,	a Character falls	Damage is caused by guns, knives and other d	eadly things
unconscious for 2d6 Turns		When all 15 Damage slots are full, you are dead	1.

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 A	rmy 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, Winche	ster Yello	wboy 18	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
HOTGUN, 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.	



A desired	Acres de la Constitución de la C	in the city of public de colonies de col	minde
Character Name:			
Target Number: 7	1	(Roll this num higher to hit so	
Character Type:	Sheriff	3 Actions per	
	Modifiers: (pick o	no)	
	· ·	•	
Brawler (+1 to	hand-to-hand attacks,	+2 Pain inflicted, +1 to Stun checks)	
Quick-Draw:	Pistol (never take	a Wild Shot penalty, see 10.4)	
True Grit (on	ce per game, ignore a	Il Damage or Pain from a single attack)	
Loot / Gear /	Notes:		
Ammo/Shot	s Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
•••••	•••••	Crawl Walk	1" 3"
••••••	••••••	Trot	
Shotgun	Shotgun	- Run	12"
Barrel 1	Barrel 1		
Barrel 2	Barrel 2	wovement wounter	s enalty
Rifle		Door, opening	-1"
A A A A A A	Derringer Barrel 1	Door, kicking open *	-3"
	Barrel 2	Hop over fence, bush,	
			-1"
Note: Put an X thru we		Gate, opening	-2"
and indicate if the shot	•	Gate, opening & closing Window, climb thru	-3" -2"
Other Weapo	ons:	Window, crash thru *	- <u>2</u> -3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
	dam/pain	* Requires successful Action Ch	eck
Wounds (Appl)	modifiers to Attack F	Rolls & Action Checks)	
PAIN		DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
			000/
Beat up: -1 to hit	¬ .	Moderate: -1 to hit, movement reduced by	у 33%
	_		=00/
Bloody: -2 to hit	_	Severe: -2 to hit, movement reduced by a cannot "fan"	
	- Oh	Damage is caused by guns, knives and other dea	If speed.
When all Pain slots are filled, a unconscious for 2d6 Turns.	a Unaracter falls	When all 15 Damage slots are full, you are dead.	auly triings.

Firearms
Attack, Damage & Range Modifiers

Atta	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington l	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"	1
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Rer	nington '	1874 (if 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	Remingto	on 1874 (if	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

If the set of the least	The state of the s
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, minesha	aft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



6 Sanione	Acres de la constitución de la c	ومالي بوادر واستهادات واستعماده	-
Character Name:	, , , , , ,	, , , , , , , , , , , , , , , , , , , ,	
Target Number: 9	•	(Roll this nu higher to hit	
Character Type: S	Sodbuster	3 Actions pe	
		-II 4b \	
	odifiers: (you have		
Brawler (+1 to h	nand-to-hand attacks, +	2 Pain inflicted, +1 to Stun checks)	
Hard-to-hit (-	1 to all attack rolls again	nst you)	
Tough-as-Nai	ils (-1 to each die of D	amage or Pain you receive)	
Loot / Gear /		usters do not make Morale Checks	;
Loot / Geal /	when defer	nding their homestead	
. /25			
Ammo/Shot	s Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
•••••	•••••	Crawl	1"
	••••••	Walk Trot	<u>3"</u> 6"
Shotgun	Shotgun	Run	12"
Barrel 1	Barrel 1		
Barrel 2	Barrel 2	Movement Modifie	
■ •0000	■ ● ○ ○ ○ ○		penalty
Rifle	Derringer	Door, opening Door, kicking open *	-1" -3"
	■ Barrel 1	Hop over fence, bush,	
	Barrel 2	water trough, etc.	-1"
Note: Put an X thru we	_ • • • • •	Coto oponina	-2"
and indicate if the shot		Gate, opening & closing	-3"
Other Weapo	ns:	Window, climb thru	-2"
onici ireape	dam/pain	— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
Wounds		* Requires successful Action C	neck
Wounds (Apply		DAMAGE	
PAIN Bruised: No negative		Light: No negative effect.	
	1		
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	d by 33%
			, 00 / 0
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by	v 50%
	_	cannot "fai	n" gun,
When all Pain slots are filled, a		Damage is caused by guns, knives and other c	leadly things.
unconscious for 2d6 Turns		When all 15 Damage slots are full, you are dead	d.

Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Ren	nmington [Double (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"	
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Rer	nington '	1874 (if 2	2 barrels, fire b	oth 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.	

unconscious for 2d6 Turns.



C - Strice	Lycharden	- Andrew State Sta	Anna
Character Name:			
Target Number: 6)	(Roll this nui higher to hit	
Character Type: 1	Texas Randa	3 Actions per Turn	
		(fire multiple sh	nots in one
Specialties/N	flodifiers: (pick two) Fanning the Gun Action, see 10.	8.8)
Sure-Shot: O	ne Weapon (usuall	y pistol or rifle)	
Spontaneous	(add extra Action SI	ip to the hat)	
Two-Gun Sho	ootist (you may use 2	pistols in a single Action)	
Loot / Gear /	Notes: NPC Ra	ngers never make Morale Ched	cks.
Ammo/Shot	s Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	4.11
(°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°°	••••••	Crawl Walk	1" 3"
•••••••	·•••••••••••••••••••••••••••••••••••••	Trot	
Shotgun	Shotgun	- Run	12"
Barrel 1	Barrel 1		
Barrel 2	Barrel 2	Movement Mounte	
■ ●○○○○	■ • • • • • • • • • • • • • • • • • • •	Obstacie	penalty -1"
Rifle	Derringer	Door, opening Door, kicking open *	-3"
	Barrel 1		
	Barrel 2	atamtma.colo ata	-1"
Note: Put an X thru wea		Cata ananina	-2"
and indicate if the shoto		Gate, opening & closing	-3"
Other Weapo		Window, climb thru	-2"
Other Weapo	dam/pain	— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
Wounds (Apply	· · · · · · · · · · · · · · · · · · ·	* Requires successful Action C	heck
PAIN	modifiers to Attack N	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	
		cannot "far reload at h	-
When all Pain slots are filled, a	Character falls	Damage is caused by guns, knives and other d When all 15 Damage slots are full, you are dead	eadly things.
Uniconscious for 206 Turns		an io paniago oloto ale iuli, you ale ucat	••

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Rer	nmington l	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 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'	,
Damage:	1d6	+3	+3	+2	0	-1	15
HOTGUN, Rei	nington	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:	, , , ,	1-1-2-1-7	
Target Number:	9	(Roll this nui higher to hit	
Character Type:	Thug	3 Actions pe	
Specialties	/Modifiers: (you ha	ve all three)	
Brawler (+1 to	hand-to-hand attacks, -	+2 Pain inflicted, +1 to Stun checks)	
Hard-to-hit	(-1 to all attack rolls aga	ainst vou)	
-		amage or Pain you receive)	
	All NPC Th	ugs receive a -2 to morale checks if t	heir leader
Loot / Gear /	Notes: is killed, ca	ptured, knocked out, or surrenders.	
Ammo/Shot	ts Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
	(°°°)	Crawl	1"
•••		Walk	3"
Shotgun	Shotgun	Trot	6"
Barrel 1	Barrel 1	Run	12"
Barrel 2	Barrel 2	Movement Modifie	ers
■ ●○○○○	■ ●○○○○	Obstacle	penalty
Rifle	Derringer	Door, opening	-1"
$\overline{A} \bullet \bullet \bullet \bullet \bullet$	Barrel 1	Door, kicking open *	-3"
	Barrel 2	Hop over fence, bush,	-1"
	■ ●0000	water trough, etc. Gate, opening	-1
Note: Put an X thru we and indicate if the shot	eapons you don't have,	Gate, opening & closing	-3"
	•	Window, climb thru	-2"
Other Weap		— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
3.4 (dam/pain	* Requires successful Action C	Check
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	I by 33%
Bloody: -2 to hit	;	Severe: -2 to hit, movement reduced by	
		cannot "far reload at h	alf speed.
When all Pain slots are filled, unconscious for 2d6 Turns.		Damage is caused by guns, knives and other d When all 15 Damage slots are full, you are dead	

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Amm Capac
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	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	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

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:	4-1-3-4-1		· · · ·
Target Number:)	(Roll this nu higher to hit	
Character Type:	Townsfolk	3 Actions pe	r Turn
	/Modifiers: (you ha	ave boh)	
Hard-to-hit	(-1 to all attack rolls ag	gainst you)	
	-	ople, see Movment table below)	
Speedy (you a	are raster than most per	opie, see Moviment table below)	
	/ Notes		
Loot / Gear /			
Many NPC 1	Townsfolk only get	two Actions per Turn.	
Ammo/Shot	ts Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	3"
(° • (° °) (° ° °)	(••)(••)(••)	- Crawl Walk	
	••••••	Trot	8"
Shotgun	Shotgun	- Run	14"
Barrel 1 Barrel 2	Barrel 1 Barrel 2	Movement Modifie	ers
			penalty
Rifle	Derringer	Door, opening	-1"
$\overline{A \bullet \bullet \bullet \bullet \bullet}$	Barrel 1	Door, kicking open *	-3"
	Barrel 2	water traugh ata	-1"
	■ • 0 0 0 0	Coto oponina	-2"
Note: Put an X thru we and indicate if the shot		Gate, opening & closing	-3"
Other Weap	9	Window, climb thru	-2"
Other weap	dam/pain	Window, crash thru *	-3"
	dam/pain	 Unpredictable Terrain 	-33%
	dam/pain	Dangerous Terrain	-50%
Wounds (Apply	•	* Requires successful Action C	heck
PAIN	y modificial to Attack 1	DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit	_	Moderate: -1 to hit, movement reduced	l by 33%
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by	
		cannot "fair reload at h	alf speed.
When all Pain slots are filled, unconscious for 2d6 Turns.	a Character falls	Damage is caused by guns, knives and other d 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, Ren	nmington l	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 Ar	my 1873	Weapon	Weight: 1.0	1			
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'	,
Damage:	1d6	+3	+3	+2	0	-1	15
HOTGUN, Rer	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:	4-1-9-4-1		+ -5-4
Target Number:	5	(Roll this nu higher to hit	
Character Type:	Villain	3 Actions pe	
	/Modifiers: (you ha	ave hoth)	
		·	
Contemplativ	/e (you may "hold" an	Action, see 4.2)	
Reputation	(+1 for your friends,	-1 to your enemies, see 9.3.2.1)	
Loot / Gear	/ Notes: NPC Villa	ains never make morale checks	S
Ammo/Shot	ts Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action) Crawl	1"
••••••	(••)(••)(••)	Walk	3"
	••••••	Trot	6"
Shotgun	Shotgun	- Run	12"
Barrel 1	Barrel 1	Movement Modifie	
■ Barrel 2 ● ○ ○ ○ ○	Barrel 2		penalty
Rifle		Door, opening	-1"
Anne	Derringer Barrel 1	Door, kicking open *	-3"
	■ ● ○ ○ ○ ○		
	Barrel 2	water trough, etc.	-1"
Note: Put an X thru we	eapons you don't have	Gate, opening	-2"
and indicate if the shot	tguns are sawed off.	Gate, opening & closing	-3"
Other Weap	ons:	Window, climb thru	-2"
	dam/pain	— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	 Dangerous Terrain * Requires successful Action C 	-50%
Wounds (Appl	v modifiers to Attack F		JIIEUK
PAIN		DAMAGE	
Bruised: No negative	effect.	Light: No negative effect.	
Beat up: -1 to hit		Moderate: -1 to hit, movement reduced	l by 33%
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by	
		cannot "fair reload at h	
When all Pain slots are filled, unconscious for 2d6 Turns.	a Character falls	Damage is caused by guns, knives and other d When all 15 Damage slots are full, you are dead	leadly things.

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 A	rmy 1873	Weapon	Weight: 1.0	1			
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	366 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	mington '	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	Remingto	on 1874 (if 2 barrels, fire	both as one A	uttack) 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, minesha	ft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



Character Name:	1 1 1 -4 -4	, - +	
Target Number:		(Roll this nun higher to hit s	
Character Type:		3 Actions per Turn	<u> </u>
		(4 if you choose Spor	itaneous)
Specialties/	Modifiers:		
Two-Gun Sh	ootist		
L a a t / C a a m	/ Noton		
Loot / Gear /	Notes:		
Ammo/Shot	s Fired	Movement	
Pistol: Right Hand	Pistol: Left Hand	(Inches per Action)	
(°°)(°°)	(•°•)(°°°)	Crawl	1"
••••••	••••••	Walk	3"
Distal: Diaht Hand	Diataly Laft Hand	Trot	6"
Pistol: Right Hand	Pistol: Left Hand	Run	12"
		Movement Modifie	
Shotgun	Shotgun		oenalty -1"
Barrel 1	Barrel 1	Door, opening Door, kicking open *	-3"
Barrel 2	Barrel 2	Hop over fence, bush,	
		water trough, etc.	-1"
Note: Put an X thru we	apons vou don't have	Coto oponina	-2"
and indicate if the shot		Gate, opening & closing	-3"
Other Weapo	ons:	Window, climb thru	-2"
ottioi iroupi	dam/pain	— Window, crash thru *	-3"
	dam/pain	Unpredictable Terrain	-33%
	dam/pain	Dangerous Terrain	-50%
Wounds (Apply	modifiers to Attack R	* Requires successful Action C	neck
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	
		cannot "fan reload at ha	
When all Pain slots are filled, a	Character falls	Damage is caused by guns, knives and other de	

Firearms
Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
ERRINGER, 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	1			
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
HOTGUN, Rer	mington '	1874 (if 2	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

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, mineshaf	ft, etc.) -5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	



Character Name:		(Dall this nu				
Target Number:		(Roll this nur higher to hit				
Character Type:		3 Actions per Turn (4 if you choose Spontaneous				
Specialties/	/Modifiers:	(*) = 1				
<u> </u>						
Loot / Gear	/ Notes:					
Ammo/Shot	ts Fired	Movement				
		(Inches per Action)				
Pistol: Right Hand	Pistol: Left Hand	Crawl	1"			
		Walk	3"			
-		Trot	6"			
Shotgun	Shotgun	Run	12"			
Barrel 1 Barrel 2	Barrel 1 Barrel 2	Movement Modifie	rs			
			penalty			
Rifle	Derringer	Door, opening	-1"			
	Barrel 1	Door, kicking open *	-3"			
	Barrel 2	Hop over fence, bush,				
		water trough, etc.	-1"			
	eapons you don't have,	Gate, opening	-2"			
and indicate if the sho	tguns are sawed off.	Gate, opening & closing	-3"			
Other Weapo	ons:	Window, climb thru	-2"			
	dam/pain	Window, crash thru *Unpredictable Terrain	-3" -33%			
	dam/pain	 Onpredictable Terrain Dangerous Terrain 	-50%			
	dam/pain	* 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%			
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by				
		cannot "far reload at h	alf speed.			
When all Pain slots are filled,		Damage is caused by guns, knives and other d				

Firearms
Attack, Damage & Range Modifiers

Alle	ich, Du		C ~ 111	4115,0	VIO GIII		
	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capaci
DERRINGER, Rer	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 A	rmy 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, Winche	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, Rei	mington 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	IOTGUN, F	Remingt	on 1874 (i	f 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.	