



GUTSHOTTM

CHARACTER SHEETS

REWARD
THE REDLEG GANG

 \$2,000 Bob (David Butler)	 \$2,000 Buckshot Budiah (Robert Ross)	 \$2,000 El Gallo Negro (Gabe Trevino)	 \$2,000 "Shutty" (Lyle Lee)	 \$1,000 Man With No Name (John Morgan)
 \$1,500 Buckshot Bill (Don Black)	 \$1,000 Shady James I (David Michael)	 \$1,000 Boy Named Sue (Lyle Morgan)	 \$1,500 "Splintertooth" Jim Connor (Thought to be hiding in Mexico) (Scott Green)	 DEAD! Alec (Jeff Hays)
 \$150 Slim (Paul Bruchman)	Wanted for the MURDER of two TEXAS RANGERS! ★ AND OTHER VIOLENT CRIMES TOO HEAVY TO LIST!! Get GUTSHOT! www.gutshot.net			

Aug. 2004

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 Gutshot™. 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

Your Character Sheet contains all the vital information you need to play the game.

Target Number:
Roll this or higher to attack or when making an Action Check. Note that injuries, weapon range, and movement can modify your dice results.

Character Type:
This influences which Specialties your Character has.

Weapons:
The sheet includes at least one of each weapon, but you can't carry 'em all. Cross out the ones you don't have and include notes about weapon types. The black dots indicate that the shotguns are loaded with two shells and are ready to go.

Other Weapons:
Include info about knives or other items you're carrying. It's a good idea to write down attack and defense numbers to save time.

Wounds:
Track injuries here and note how they affect performance. When you have 15 points of Pain you are unconscious; additional injuries are counted as Damage. When you have 15 points of Damage, yer dead!

Player Name:
Yer name.

Character Name:
All Characters must have names.

Specialties:
These give your Character extra abilities that help give you an edge. This pre-filled sheet has them already filled in. In this case, the player had to pick one of the two listed, so he crossed out the one he didn't choose.

Movement Rates:
Movement rate (in inches) for this Character. Note that the Speedy Specialty may let some Characters move a little faster.

Movement Modifiers:
Lists standard things (like hopping over a fence or moving through a door) that subtract inches from your total movement rate. This is a fixed amount and does not vary based on your movement rate.

ANATOMY OF A CHARACTER SHEET, PART TWO

The back of the **Character Sheet** includes the other vital information that you will need while playing Gutshot. Together, the front and back of this sheet should provide you with about 90% of the information you'll need during standard foot combat.

Weapon Characteristics:

The following information is provided for each of the five basic weapon types:

- **Range modifiers**
Based on shooter's distance from the target.
- **Range in inches**
Most weapons have five ranges. See Section 5 for more about measuring the distance between miniatures. Remember, if you can't agree on whether something is 2.99 inches or 3.01 inches, always err on the side of caution and consider the figures to be farther apart, not nearer.
- **Damage modifiers**
Based on shooter's distance from the target.

Combat modifiers

This includes most modifiers for movement, cover, and common combat situations. Other modifiers may apply, so remember to check the rule book.



Player Name: _____

Character Name: _____

Target Number: 6

(Roll this number or higher to hit someone)

Character 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)

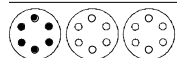
Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Two-Gun Shootist (you may use 2 pistols in a single Action)

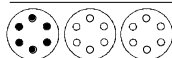
Loot / Gear / Notes:

Ammo/Shots Fired

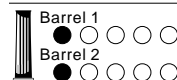
Pistol: Right Hand



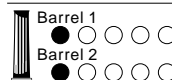
Pistol: Left Hand



Shotgun



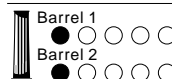
Shotgun



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

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, knives 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
<i>Remember, all modifiers are cumulative.</i>	



Player Name: _____

Character Name: _____

Target Number: **8** (Roll this number or higher to hit someone)

Character Type: **Cowboy** 3 Actions per Turn

Specialties/Modifiers: (pick two)

Horsemanship (+2 to horse-related rolls, +1 when shooting on horseback)

Reliable (do not roll on Snake-eyes table)

Sure-Shot: One Weapon (usually pistol or rifle)

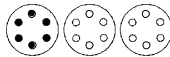
Loot / Gear / Notes:

Ammo/Shots Fired

Pistol: Right Hand



Pistol: Left Hand



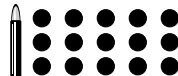
Shotgun



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, knives 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: _____

Target Number: **8** (Roll this number or higher to hit someone)

Character Type: **Deputy** 3 Actions per Turn

Specialties/Modifiers: (you have both)

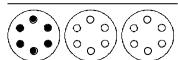
Hard-to-hit (-1 to all attack rolls against you)

Lucky (once per Turn, re-roll dice and take the best roll)

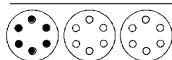
Loot / Gear / Notes:

Ammo/Shots Fired

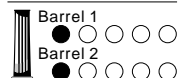
Pistol: Right Hand



Pistol: Left Hand



Shotgun



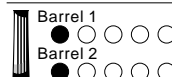
Shotgun



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, knives 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: _____

Target Number: **11** (Roll this number or higher to hit someone)

Character Type: **Eastern Tenderfoot** 4 Actions per Turn

Specialties/Modifiers: (you have all three)

Hard-to-hit (-1 to all attack rolls against you)

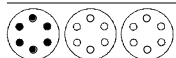
Lucky (once per Turn, re-roll dice and take the best roll)

Spontaneous (add an extra Action Slip to the hat)

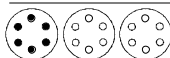
Loot / Gear / Notes: NPCs Tenderfoots make morale checks at -3

Ammo/Shots Fired

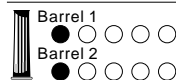
Pistol: Right Hand



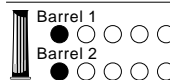
Pistol: Left Hand



Shotgun



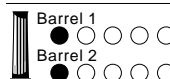
Shotgun



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

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, knives 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: _____

Target Number: **8** (Roll this number or higher to hit someone)

Character Type: **Gambler**

3 Actions per Turn
(4 if you choose Spontaneous)

Specialties/Modifiers: (pick two)

Lucky (once per Turn, re-roll dice and take the best roll)

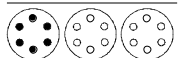
Spontaneous (add an extra Action Slip to the hat)

Sure-Shot: One Weapon (usually derringer or pistol)

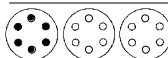
Loot / Gear / Notes:

Ammo/Shots Fired

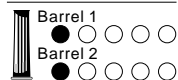
Pistol: Right Hand



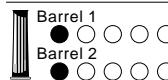
Pistol: Left Hand



Shotgun



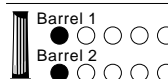
Shotgun



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, knives 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: _____

Target Number: **10**

(Roll this number or higher to hit someone)

Character Type: **Greenhorn**

3 Actions per Turn

Specialties/Modifiers: (you have both)

Hard-to-hit (-1 to all attack rolls against you)

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

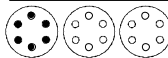
Loot / Gear / Notes: NPC Greenhorns get +2 to morale checks

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, knives 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: _____

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

Character Type: **Gunslinger** 3 Actions per Turn

Specialties/Modifiers: (you have both)

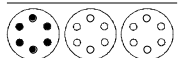
Fanning the Gun (fire multiple shots in one Action, see 10.8.8)

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

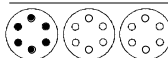
Loot / Gear / Notes: NPC Gunslingers never make morale checks

Ammo/Shots Fired

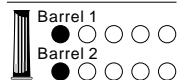
Pistol: Right Hand



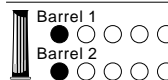
Pistol: Left Hand



Shotgun



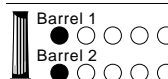
Shotgun



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, knives 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: _____

Target Number: **6** (Roll this number or higher to hit someone)

Character Type: **Marshal** 3 Actions per Turn
(4 if you choose Spontaneous)

Specialties/Modifiers: (pick one)

Contemplative (you may "hold" an Action, see 4.2)

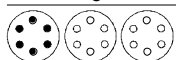
Spontaneous (add extra Action Slip to the hat)

Sure-Shot: One Weapon (usually pistol or rifle)

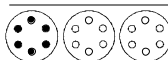
Loot / Gear / Notes: NPC Marshals receive +2 to all morale checks

Ammo/Shots Fired

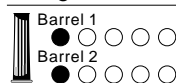
Pistol: Right Hand



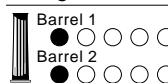
Pistol: Left Hand



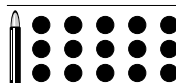
Shotgun



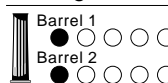
Shotgun



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

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, knives 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: _____

Target Number: **7** (Roll this number or higher to hit someone)

Character Type: **Outlaw** 3 Actions per Turn

Specialties/Modifiers: (pick one)

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

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

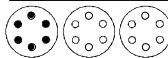
Loot / Gear / Notes:

Ammo/Shots Fired

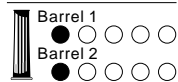
Pistol: Right Hand



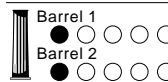
Pistol: Left Hand



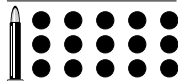
Shotgun



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, knives 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: _____

Target Number: **8** (Roll this number or higher to hit someone)

Character Type: **Owlhoot** 3 Actions per Turn

Specialties/Modifiers: (you have both)

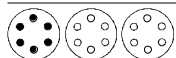
Brawler (+1 to hand-to-hand attacks, +2 Pain inflicted, +1 to Stun checks)

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

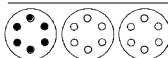
Loot / Gear / Notes:

Ammo/Shots Fired

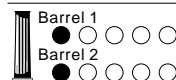
Pistol: Right Hand



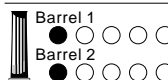
Pistol: Left Hand



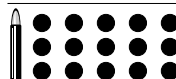
Shotgun



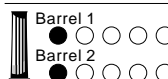
Shotgun



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, knives 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: _____

Target Number: **7**

(Roll this number or higher to hit someone)

Character Type: **Sheriff**

3 Actions per Turn

Specialties/Modifiers: (pick one)

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

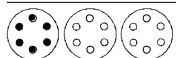
Quick-Draw: Pistol (never take a Wild Shot penalty, see 10.4)

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

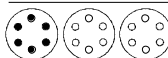
Loot / Gear / Notes:

Ammo/Shots Fired

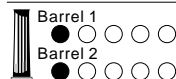
Pistol: Right Hand



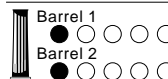
Pistol: Left Hand



Shotgun



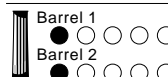
Shotgun



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, knives 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: _____

Target Number: **9** (Roll this number or higher to hit someone)

Character Type: **Sodbuster** 3 Actions per Turn

Specialties/Modifiers: (you have all three)

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

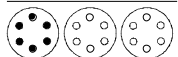
Hard-to-hit (-1 to all attack rolls against you)

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

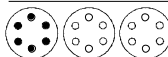
Loot / Gear / Notes: NPC Sodbusters do not make Morale Checks when defending their homestead

Ammo/Shots Fired

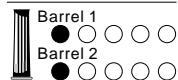
Pistol: Right Hand



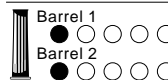
Pistol: Left Hand



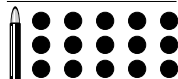
Shotgun



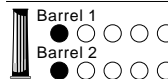
Shotgun



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, knives 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: _____

Target Number: **6** (Roll this number or higher to hit someone)

Character Type: Texas Ranger 3 Actions per Turn
(4 if you choose Spontaneous)
(fire multiple shots in one Action, see 10.8.8)

Specialties/Modifiers: (pick two) Fanning the Gun

Sure-Shot: One Weapon (usually pistol or rifle)

Spontaneous (add extra Action Slip to the hat)

Two-Gun Shootist (you may use 2 pistols in a single Action)

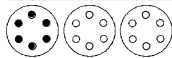
Loot / Gear / Notes: NPC Rangers never make Morale Checks.

Ammo/Shots Fired

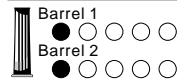
Pistol: Right Hand



Pistol: Left Hand



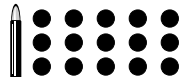
Shotgun



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, knives 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: _____

Target Number: **9** (Roll this number or higher to hit someone)

Character Type: **Thug** 3 Actions per Turn

Specialties/Modifiers: (you have all three)

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

Hard-to-hit (-1 to all attack rolls against you)

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

Loot / Gear / Notes: All NPC Thugs receive a -2 to morale checks if their leader is killed, captured, knocked out, or surrenders.

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, knives 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: _____

Target Number: **9** (Roll this number or higher to hit someone)

Character Type: **Townfolk** 3 Actions per Turn

Specialties/Modifiers: (you have boh)

Hard-to-hit (-1 to all attack rolls against you)

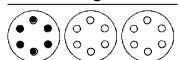
Speedy (you are faster than most people, see Movment table below)

Loot / Gear / Notes:

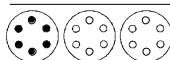
Many NPC Townfolk only get two Actions per Turn.

Ammo/Shots Fired

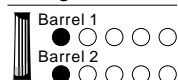
Pistol: Right Hand



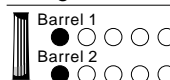
Pistol: Left Hand



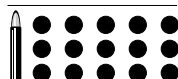
Shotgun



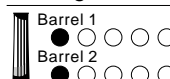
Shotgun



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, knives and other deadly things. When all 15 Damage slots are full, you are dead.

Movement

(Inches per Action)

Crawl 3"

Walk 5"

Trot 8"

Run 14"

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: _____

Target Number: **6** (Roll this number or higher to hit someone)

Character Type: **Villain** 3 Actions per Turn

Specialties/Modifiers: (you have both)

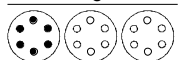
Contemplative (you may "hold" an Action, see 4.2)

Reputation (+1 for your friends, -1 to your enemies, see 9.3.2.1)

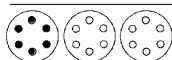
Loot / Gear / Notes: NPC Villains never make morale checks.

Ammo/Shots Fired

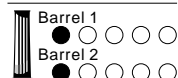
Pistol: Right Hand



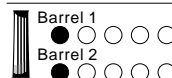
Pistol: Left Hand



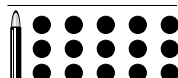
Shotgun



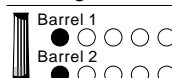
Shotgun



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, knives 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: _____

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

Character Type: _____ 3 Actions per Turn
(4 if you choose Spontaneous)

Specialties/Modifiers:

Two-Gun Shootist

Loot / Gear / Notes:

Ammo/Shots Fired

Pistol: Right Hand



Pistol: Left Hand



Pistol: Right Hand



Pistol: Left Hand



Shotgun



Shotgun



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, knives 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: _____

Target Number: _____

(Roll this number or
higher to hit someone)

Character Type: _____

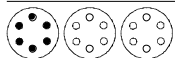
3 Actions per Turn
(4 if you choose Spontaneous)

Specialties/Modifiers:

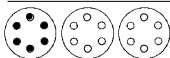
Loot / Gear / Notes:

Ammo/Shots Fired

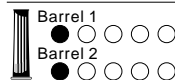
Pistol: Right Hand



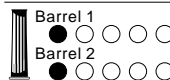
Pistol: Left Hand



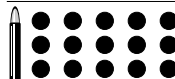
Shotgun



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, knives 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.