

GUTSHOT™



PLAYER & GM HANDOUTS



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4.1 TIME, TURNS, ACTIONS, & TASKS

Campaign	A series of interconnected games (no fixed duration).
Adventure	The length of time it takes the players to achieve a single Victory Objective.
Turn	Lasts as long as there are names in the hat.
Action	A moment of time, which is enough for a Character to Move, Attack, perform a Fast Task, or Perform a longer Task. (See 4.1.4 to learn exactly what can be completed in a single Action.)
Task	An activity performed during an Action. It is something short and distinct, like drawing your pistol from your holster. There are different types of Tasks (see 4.1.5 for more details).
Free Task	Instantaneous - drop something, shout out, hit the dirt, spin 90-degrees in any direction.

4.1.4 ACTIONS

Do any **TWO** of the following, in any order:

Move
Attack
Perform a Fast Task

Remember: You *may not* "double up" to move twice or attack twice in the same Action. Also, you can do a Free Task at any time: it doesn't count against other things you are trying to do.

OR

Do **ONE** of the following while working on a Full Task (Task-1) or a Multi-Action Task (Task-2, Task-3, etc.):

Start
Continue
Complete

NOTE: The number indicates the number of Actions it takes to complete this Task. During this time you may not move or attack. See 4.1.5.4.

Note that you may choose to do any two of those three options. You do not have to. In fact, you don't have to do anything at all; you can pass on your Action. You don't get to take it later (unless, of course, you have the Contemplative Specialty), but you can choose to stay where you are, all nice and quiet, and hope nobody pays attention to you... until it's too late. Moving and Attacking are detailed in Sections 6, 9, and 10. Tasks, on the other hand, take a bit more explaining.

TABLE 4.1.5.2 FAST TASKS

Clothing: Fasten yer gunbelt or bandoleer.
Clothing: Get yer britches and boots on in a hurry (you can fasten yer gun belt and yer shirt on the run during your next Action).
Door: Quickly lock or block a door (turn key, brace chair under handle, etc.) or pull minor debris into the doorway (overturn table or chairs, etc.) to slow down people following you (-1 inch to their movement).
Door: Unlock it with a key (if you have one), otherwise try to kick it in (see 6.2.1).
Fire: Light a lantern or candle in normal, dry conditions (double time if it's wet or windy; requires one of them new-fangled matches).
Food: Sip yer whiskey or eat some vittles.
Items: Grab a sack of loot from a safe, pick something up off the ground.
Grab a fallen comrade and begin dragging him to safety (movement will be at 50%, see 6.5).
Jump on or off something (may require an Action Check, see 4.3 & 6.7).
Kiss a purty lady.
Read: Glance at a note or a map.
Robbery: Grab something and run (like a pie off a window sill, or stack of money from an open safe).

Weapons: Hand a weapon to someone. This counts as a Siege Condition (see 10.8.7), so the person receiving the weapon does not take a Wild Shot Penalty.

Weapons: Draw a one-handed weapon (pistol, derringer, sap, saber, etc.). If you draw and fire in the same Action, you take a -1 Wild Shot Penalty (see 10.4).

Weapons: Draw a two-handed weapon (rifle, any shotgun, etc.). You may not draw and fire a two-handed weapon in the same Action (see 10.7.1.3 & 10.7.1.4). You must wait until your next Action to fire (you do not take a Wild Shot penalty).

Weapons: Properly holster any weapon (including pistols, sabers, rifles, and shotguns).

Weapons: Pick up a stick, club, 3 stones, a bottle, or something else you intend to use as a makeshift weapon. If you pick it up and use it in the same Action, you take a -1 Wild Shot Penalty (see 10.4).

Weapons: Begin preparing for Cover Fire - you may move into position and draw your weapon, but you may not actually start shooting until your next Action (see 10.8.5).

Write: Create a short note or scratch a message of about 10 words in the dirt



TABLE 4.1.5.3 FULL TASKS (TASK-1)

Chores: Milk a cow or goat (1 pint).
Chores: Pack yer saddlebags.
Chores: Move 4 bales of hay.
Clothing: Dress quickly but properly (hat, shirt, boots, britches, and gunbelt).
Door: Barricade a door, spike it, etc. GM must decide if this stops 'em or just slows 'em down (at least 3-inches).
Fire: Light a campfire in dry conditions (double time if it's wet or windy; requires one of them newfangled matches).
First-Aid: Apply direct pressure or a tourniquet to staunch bleeding, patch a wound, etc.
Knot: Tie a basic knot, including a noose, lariat, or make a hackamore (rope bridle).
Mounts: Tie an unconscious man to his saddle. Next Action you may jump up with him or just slap the horse on the rump and hope it finds its way home.
Mounts: Quickly saddle your horse. When you gallop, however, make an Action Check to see if the saddle falls off. If it does, treat as a Stumble (see 7.1.3.2).
Mounts: Get on or off a horse, donkey, or mule, whether or not it is saddled (Characters with the Horsemanship Specialty may mount and dismount as a Free Task).
Read: Memorize the major geographic points on a map; skim two pages of a book or the front page of a newspaper.
Reload: 1 or 2 bullets into a derringer or a shotgun.
Reload: 3 bullets into a pistol or rifle.
Robbery: Open a safe, if you know the combination.
Robbery: Herd the hostages into a corner.
Search: Examine a body or room for obvious valuables.
Vehicle: Get properly seated in a buggy, stage-coach, or wagon.
Weapons: Begin Aimed shot - must wait this Action, but may take the shot in your next Action (see 10.8.4).
Weapons: Start Cover Fire. You may not move more than 1-inch while laying down Cover Fire (see 10.8.5).
Write: a short letter or note.

TABLE 4.1.5.1 FREE TASKS

Call out a warning or greeting (one-way, may not stop to engage in conversation)
Change your movement rate (see Section 6.1.3)
Drop something on the floor/ground (an empty gun, for example)
Get up out of a chair or bed
Glance up or down to briefly examine something (spot an enemy, check for obvious traps, etc.)
Gulp down a shot of whiskey or milk
Hit the dirt (crouch or fall to the ground in a crawling position)
Hitch a horse to a post or tree with a loose knot
Insult a cat
Pick up a small, hand-held object off a table, shelf, etc.
Read one short sentence
Remove/put on a hat or other simple garment
Sit Down / Lie down
Spin 90 degrees in any direction
Stand up from a crawling position (see 6.1.1)
Take a Bullet (see 4.1.5.1.1)
Tip your hat to a lady



TABLE 4.1.5.4 MULTI-ACTION TASKS (TASK-2 & TASK-3)

Duration	Description
Task-2	Chores: Gather all the eggs from the hen house.
Task-2	Clothing: Get dressed completely. Everything is on, including weapons and gear.
Task-2	First-Aid: Caulterize a wound (if ya got a fire and iron handy), perform more advanced doctoring.
Task-2	Read: About four pages from a book or study a few pages of a newspaper, or memorize a map.
Task-2	Mounts: Properly saddle a tame donkey, horse, or mule.
Task-2	Search: Examine a body or room for concealed loot and valuables.
Task-3	Chores: Milk a cow completely.
Task-3	Clothing: Get dressed and "gussied up." Yer fully clothed, cleaned, and ready for church or a night on the town.
Task-3	First-Aid: Patch up a serious belly wound, wrap broken ribs, and get the feller on his horse so he can ride.
Task-3	Read: About 10 pages from a book or memorize details from a newspaper.
Task-3	Search: Thoroughly examine a body or room for well-hidden loot and valuables.
Task-3	Vehicles: Hitch two critters to a wagon, buggy, or stagecoach.



TABLE 6.1.1 UNMOUNTED MOVEMENT

The distance a figure may move during a single Action is based on its movement Rate

Rate	Distance	Combat Modifier if you are moving	Combat Modifier if your target is moving
Crawl	1 inch	+1	-1
Walk	3 inches	na	na
Trot	6 inches	-1	-1
Run	12 inches	-3	-2

TABLE 6.3 TERRAIN TYPES & MODIFIERS

Terrain Type	Description	Movement Reduction	Action Check Required
Safe	Flat, stable ground.	na	na
Unpredictable	Uneven ground	-25%	At the end of every Action*
Dangerous	Rocky	-50%	Often*

* Your movement rate determines how often you need to make an Action Check on these terrains.

TABLE 6.3.1.1.A INJURY CHECK ON UNPREDICTABLE TERRAIN

On 2d6	Trotting on Unpredictable Terrain	Running on Unpredictable Terrain
6 - up	Whew! You made it!	No problemo!
3 - 5	Ouch! Stub yer toe: take 1-3 points of Pain.	Ouch! Trip for 1d6 points of Pain.
2	Dang! Take 1d6 points of Pain, and you hurt yer ankle. All movement -25% for 1-3 Actions.	Dang! Take 1d6 + 2 points of Pain, and you twisted yer ankle. All movement -50% for 1d6 Actions.

TABLE 6.3.1.1.B INJURY CHECK ON DANGEROUS TERRAIN

On 2d6	Trotting on Dangerous Terrain	Running on Dangerous Terrain
10 - up	Whew! You made it!	Yup, you made it!
5 - 9	Ouch! 1-6 points of Pain.	Ouch! Trip for 1d6 +2 points of Pain.
2 - 4	Dang! Take 1d6 +2 points of Pain. All movement -25% for 1-6 Actions.	Dang! Take 2d6 points of Pain, and you twisted your ankle. All movement -50% for rest of the Adventure.



TABLE 6.4 MOVEMENT MODIFIERS

Obstacle	Movement Penalty (in inches)	Chance of Injury	Pain Received if you fail
Brush, hopping over it	-1"		
Door, opening (closed but not locked)	-1"		
Door, kicking open	-3"	Make Action Check	1-3 points
Fence, hopping over it	-1"		
Fence Gate, opening it	-2"		
Fence Gate, opening & closing it	-3"		
Water Trough (or other small obstacle), hopping over it	-1"		
Window, opening (closed but not locked)	-2"		
Window, crashing through	-3"	Make Action Check	1-3 points
Sneaking or moving quietly	-50%		
Unpredictable Terrain	-33%	See 6.3.1.1.a	
Dangerous Terrain	-50%	See 6.3.1.1.b	

Modifiers are cumulative and will combine with injury-based modifiers (see Section 12 and 6.3). Apply injury modifiers first.

TABLE 6.5.1.1 WEAPON WEIGHTS

Weapon Weight	Weapon
0.00	Small (Bottle, Sap, Brass Knuckles, etc.)
0.25	Bowie Knife
0.50	Derringer (w/3 reloads)
0.50	Saber, Club
1.00	Pistol (w/2 reloads)
1.50	Sawed-off Shotgun (w/3 reloads)
2.00	Rifle (& 1 reload)
2.00	Shotgun (w/3 reloads)

TABLE 6.5.1.2 OTHER ITEM WEIGHTS

Weapon Weight	Item
2.00	Small bale of hay
2.50	Sack of greenbacks
3.00	Very small sack of gold
3.00	Sack of oats
4.00	Large bale of hay
5.00	Large sack of gold
5.00	Wagon (on working wheels, not damaged)
8.00	Unconscious/dead Person
12.00	Wagon (w/broken wheel, or stuck in the mud)
16.00	Loaded Chuck Wagon (on working wheels, not damaged)
20.00	Unconscious/dead Horse
22.00	Loaded Chuck Wagon (w/broken wheel, or stuck in the mud)

TABLE 6.5.1.3 ENCUMBRANCE PENALTIES

Encumbrance Level	Weapon Weight Limit	Attack Penalty*	Movement Penalty**
Normal	0 - 4.25	n/a	n/a
Encumbered	4.26 - 6.50	n/a	- 25%
Loaded	6.51 - 9.00	- 1	- 33%
Overloaded	9.01 - 12.00	- 2	- 50%
Bust a gut	12.01 - 15.00	- 3	- 75%
Rupture something	15.01 - 18.00	- 4	- 90%
Impossible	18.01 - up	- 8	Can't move it!

* Cumulative with all other Attack Modifiers, including wounds.

** Cumulative with all other Movement Modifiers, including wounds & terrain.



TABLE 9.3.1 DAMAGE & ACCURACY SPECIALTIES

Specialty Name	Description
Brawler	You gain a +1 Attack Bonus and inflict an additional +2 Pain points per successful attack in hand-to-hand or melee combat (chairs, fists, bottles, etc). Bonus applies only when you inflict Pain; if Pain becomes Damage, you stop getting the bonus. Add +1 to 1d6 roll when you try to Stun someone (see 11.1.1).
Dodge	This may only be used in Hand-to-hand combat (see Section 11) or to avoid area attacks like an avalanche. When someone scores a successful attack on you, roll 2d6. If your roll is higher than the roll that hit you, you have dodged the attack and no Pain or Damage is inflicted on you. If you roll Snake-eyes, however, they inflict double Pain or Damage on you and you are Stunned for 1-3 Actions (see 11.1.1).
Fanning the Gun	You can "fan" a pistol, emptying multiple cartridges in the process. See "fanning" rules in 10.8.8.
Hard-to-hit	Everyone takes -1 when trying to shoot or attack you (applies to firearms, fists, and melee weapons).
Quick-Draw:	You can draw one weapon type as a Free Task: you never take a penalty for a Wild Shot with that particular weapon type. You must pick that weapon type when you first create the Character. If you also have the Two-Gun Shootist Specialty, this applies to both hands. Finally, you add +2 to all rolls if you are in a Showdown (see 10.8.9). Only one-handed weapons work with this Specialty: derringer, dagger, knife, pistol, saber, sap, sword, or whip. You may not use this specialty with these weapons: Gatling Gun, Rifle, or any Shotgun (no matter how it's been modified).
Riding Shotgun	You are trained to protect the driver and passengers of a vehicle. While riding on a buggy, wagon, stagecoach, or train, you ignore the -1 penalty that everyone else has in this situation and you add +2 to your Attack rolls. Despite the name, you may apply this bonus to any firearm (pistol, rifle, Derringer, etc.).
Sure-Shot:	Pick one weapon type (derringer, pistol, rifle, shotgun, sap, saber, throwing knife, etc.). You gain a +1 accuracy bonus when using that type of weapon. May only be taken once per weapon (you may not take it twice for a +2 bonus). You may, however, take it once for a pistol and again for a rifle.
Two-Gun Shootist	Using both hands, you may fire two pistols each Action without penalty. If taken with Sure-Shot, the +1 bonus applies to each weapon; make each attack and Damage roll separately. If your first shot is Snake-eyes, you do not get a second shot. Also, combined with Horsemanship, you may hold the reins of your horse in your teeth and fire both weapons.



From one GM to another...

Here's some advice to help yuh get yer games set up and running smoothly.

Starting Weapons & Ammo

When creating a band of desperados, we suggest that you give each one a Bowie Knife and any two weapons of their choice (when in doubt, roll 1d6):

- 1-4 Pistol & rifle
- 5 Pistol & shotgun
- 6 Pistol & sawed off shotgun

Use some common sense, though. If someone has the Two-Gun Shootist Specialty, then

he should have two pistols. Each fella should also have the following extra ammo available (stored in pockets, gun belts, etc.):

- Pistol: 18 bullets
- Rifle: 15 bullets
- Shotgun: 10 shells
- Derringer: 6 bullets

Horsing Around

We call it the "Standard Horse" for a reason. Most folks have 'em. We recommend using the other mounts sparingly. Standard Horses may go from standing still to a Trot instantly, but the horse must Trot for one full Action before it may gallop. When moving that fast, a

horse takes 6 inches to skid to a stop. Additionally, unless a Character has the Horsemanship Specialty, mounting or dismounting a horse, wagon, or mule is a Full Task -- that is, he cannot move or attack during that Action (see 4.1.5.3).

Quick Hits

- Most Characters get 3 Actions per Turn
- Cover is based on visibility, not the hardness of the cover (see 10.8.3)
- When you miss your target, everyone within 1 inch is at risk of being hit. Starting with the nearest person, roll 1d6. If you roll a 6, that person is hit (see 10.8.1)

TABLE 9.3.2 OTHER SPECIALTIES

Specialty Name	Description
Armed-to-the-Teeth	You're a walking arsenal because you can carry more weapons than most people. You can carry up to 6.50 Weapon Weights and not suffer movement or attack penalties. Above that amount, normal penalties apply (see 10.7.2.4). You must have a TN of 8 or better to take this Specialty.
Contemplative	Upon drawing your Action Slip from the hat, you can choose to "hold" that Action and use it later during the Turn. Other people have their Actions normally, and when it seems more advantageous, you can choose to use that "held" Action. You can only hold one at a time, if you draw a second while one is in hand, the first one is immediately lost, preventing you from having two Actions in a row. Unused Actions cannot be taken into the next Turn (see 4.2).
Horsemanship	You were born in the saddle and can do everything better on horseback. Get +1 to Attacks when firing from a horse (other movement penalties still apply). You may mount/dismount as a Free Task (meaning you can mount and start moving in the same Action). You also get +2 to all rolls where you attempt to control or manage horses (like riding up alongside a runaway stagecoach, grabbing the reins and bringing it to a halt). This bonus is also imparted to any checks that your horse makes, including Gallop Checks (see 7.1.3). Finally, by holding the reins in your teeth and steering your mount with your knees, you may use two-handed weapons, such as a rifle, shotgun, or even two pistols (if you have the Two-Gun Shootist Specialty, of course).
Lucky	Lady Luck just seems to like you. Once per Turn , you may re-roll any dice roll that you made (Attack, Action Check, Boxcars result, Damage, Gallop Checks, Pain, Snake-eyes result, etc.) that you don't like and then pick the better of the two.
Quick-Load	You may reload 3 bullets into a pistol or rifle as a Fast Task, meaning you may move as you reload your weapon (see 4.1.5.2). This also doubles the number of bullets you can reload as a Full Task (see 4.1.5.3). In one Action you may fully reload a pistol or put 6 bullets into a rifle as a Full Task.
Reliable	The Character does not roll on the Snake-Eyes Table when he rolls a pair of ones. The shot misses, the Action fails, but nothing else bad happens. Fortunately, you do get to roll on the Boxcars table when you roll a 12.
Reputation	Affects morale by modifying attack rolls for others (not for yourself): -1 for foes, +1 for comrades, neutrals are unaffected. Area of effect: line of sight or 48 inches. If the Character with Reputation is knocked out, captured, killed, surrenders, or retreats, the tide of battle is turned and all attack rolls are modified: +2 for foes, -2 for comrades for the rest of the Adventure (see 9.3.2.1). You must have a TN of 6 or better to take this Specialty.
Speedy	You are faster than most people. Add 2 inches to each Movement rate. You can Crawl 3 inches, Walk 5 inches, Trot 8 inches, and Run 14 inches. If your movement rate is decreased due to injury or encumbrance, round down to the nearest half-inch.
Spontaneous	Put another Action-slip in hat; you get four Actions per Turn. Not available to Custom 1 Character Type during Character Creation. May be purchased later with Victory Points.
Tough-as-Nails	Take -1 from each die of Damage or Pain that you receive from all gunshots, wounds, or other injuries. With this Specialty it is possible to take zero Damage or Pain from an attack: a gunshot that does one point does not hurt you (1 - 1 = 0). Also, if you are stunned (see 11.1.1), take -1 from the number of Actions you would be affected (again, 1 - 1 = 0, so it is possible to completely negate a stunning attack). Finally, add +2 to all "Knocking on Heaven's Door" rolls (see 12.4).
True Grit	Once per Adventure, may ignore all Damage from one single attack or injury (both blasts from a double-barreled shotgun and multiple shots from "Fanning the Gun" count as one attack, but simultaneous attacks from a Two-Gun Shootist count as two attacks). You can also, miraculously, survive any fall or explosion.



TABLE 10.9 COMBAT MODIFIERS

Modifier:	If the shooter is:
+1	Crawling/Prone
-1	Trotting
-2	Running
-1	Shooting at Crawling Target
-1	Shooting at Trotting Target
-2	Shooting at Running Target
-3	Shooting at fully covered Target
-1	Shooting at Partially Covered target (about 50%)
+2	Shooting at a Target climbing a tree, wall, building, cliff, etc.
-1	Wild Shot
+2	Aimed Shot (per Action spent aiming, up to 3 Actions see 10.8.4)
+4	Surprise Back Shot (see 10.7.5.1)
-5	Blind Shot (total darkness, mine shafts, etc.)
SPECIAL Fanning the Gun (see 10.8.8 for details)	
All modifiers are Cumulative with shooter's health, weapon range, and movement.	



HEY, DEAD-EYE!

We've seen plenty of fellas meet an ill end because he didn't keep this stuff in mind during a shootout:

- You cannot draw and fire a rifle or shotgun in the same Action.
- If you have a Readied Weapon in your hand, you may take a Retaliation Shot.
- You may only retaliate if the person purposefully targeted you, which means you cannot retaliate if you were hit by a miss or by Cover Fire.
- Damage and movement make it harder for you to hit - keep track of these during the game.
- You may move then shoot, or shoot then move.
- Damage is only applied at the end of the Action.
- Not only does Snake-eyes count as an instant failure, but it also ends the Action.
- Boxcars is an automatic success, and it does not end the Action.

TABLE 10.7.2.2 WEAPON RANGES & DAMAGE MODIFIERS

	Damage Base	Point Blank	Close	Med.	Long	Far	Ammo Capacity
DERRINGER, Remington Double (per barrel – holds two shots, both may be fired at once)							
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							
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							
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 (per barrel – holds two shots, both may be fired as one attack)							
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 (per barrel – holds two shots, both may be fired at once)							
Range Modifiers:		+4	+3	0	-3	-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

Shotgun Damage: Shotguns are special. They do lots of damage. To compensate for this, a shotgun can only hold two shots at a time. When you successfully hit with a shotgun or sawed-off shotgun, roll 1d6 per barrel and consult this chart to determine just how much hurtin' you inflicted. Shotguns also scatter their ammo over a small area: all figures within this area take half Damage from the attack.



TABLE 10.2 SNAKE-EYES: FIREARMS

Roll 2d6	Result
2	Dang! Roll twice on this table: ignore 2 and 12. Note: If you roll two Gun Jams, it applies to two different weapons you are carrying (if you're not carrying two guns, then ignore second roll).
3	Gun blows up in hand: roll Damage and apply to self at Point-Blank range. Gun is now useless and cannot be repaired.
4	Shoot self in foot: cannot run for rest of Adventure; the fastest you can move is at a Trot. Roll Damage and apply to self at Point-Blank range.
5	Twisted ankle: cannot Run or Trot this Turn: you may only Walk or Crawl. You will recover at the start of the next Turn.
6 - 9	GUN JAMS! Roll 1d6 to repair
1	Weapon breaks – cannot be used for rest of Adventure!
2	Weapon still Damaged: next Action roll 1d6 again on this sub-table to attempt clearing it.
3-5	Weapon cleared but Damaged: every time you shoot, you take 1 point of Damage from the discharge.
6	Weapon cleared and may be fired normally on next Action.
10	Misfire/Flub: cannot fire weapon for the rest of this Turn, or you fail what you were attempting. You may fire weapon in the next Turn.
11	Bad Bullet/Fail Action: Cannot fire in this Action, or you fail what you were attempting. You may fire in your next Action.
12	Startled/Lost Nerve: Whew! You got lucky! You freeze (don't fire/or you fail your Action), but nothing else bad happens.

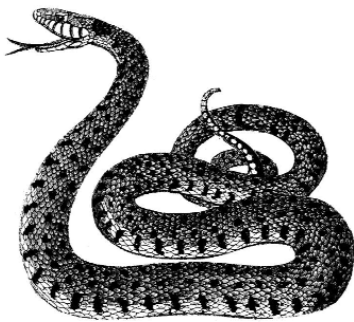


TABLE 11.4.1 SNAKE-EYES: MELEE & OTHER WEAPONS

Roll 2d6	Result
2	Dang! Roll twice on this table: ignore 2 and 12.
3	Huh? You are confused and lose your next Action.
4	Ouch! Inflict full Damage or Pain on self +1 (use Point-Blank range, if applicable)
5-7	Clumsy! Smash foot/stub toe, cannot run for 1d6 Actions; the fastest you can move during this time is at a Trot. Roll Damage or Pain and apply to self (use Point-Blank range, if applicable).
8-10	Lose Weapon: It falls and rolls away (or ya accidentally kicked it out of reach). It will take one Action to recover it (you cannot attack with it during your next Action).
11	Drop Weapon: It falls harmlessly from your hand. You may retrieve it on your next Action, but your next attack will be a Wild Shot.
12	Startled/Lost Nerve: Whew! You got lucky! You freeze (lose this Action), but nothing else bad happens.

TABLE 10.3 BOXCARS: FIREARMS

Roll 2d6	Result
2	+1 Damage
3 - 5	+2 Damage
6 - 9	Roll an extra die of Damage (no range modifiers apply).
10	Roll two extra dice of Damage (no range modifiers apply).
11	Roll three extra dice of Damage (no range modifiers apply).
12	Roll on this table two more times, ignoring results of 12.

Note: Characters with the Reliable Specialty do get to roll on this table! They only ignore Snake-Eyes.

TABLE 11.4.2 BOXCARS: MELEE & OTHER WEAPONS

Roll 2d6	Result
2	+1 Damage or Pain
3-6	+2 Damage or Pain
7-9	+3 Damage or Pain
10	Roll an extra die of Damage or Pain (no range modifiers apply).
11	Roll two extra dice of Damage or Pain (no range modifiers apply).
12	Roll on this table two more times, ignoring results of 12.

Remember: Knives, swords, and edged weapons inflict Damage, whereas fists, stones, and other weapons inflict Pain.



TABLE 11.1 HAND-TO-HAND COMBAT

Attack Type	Target No.	Pain	Defensive No.
Short Punch	5	1d6 -2	8
Long Punch	7	1d6	5
Kick	6	1-3	7
Backhand	4	1	7
Smash, (Knee or Elbow)	4	1	6
Slam *	8 *	1 *	6 *

* Roll 1d6: If you roll a 6, the person you attacked is Stunned for 1-3 Actions (see 11.1.1). Characters with the Brawler Specialty add +1 to this roll. Characters with the Tough-as-nails Specialty take -1 to the number of Actions they are stunned (see below, and 9.3.2.1).

TABLE 11.2 MELEE WEAPONS

Weapon	Target No.	Damage	Armed Def. No.	Unarmed Def. No.
Dagger, (Arkansas Toothpick)	7	1d6	7	8
Knife, Bowie	5	1d6 +1	8	9
Knife, Butcher	6	1d6 -2	6	7
Saber	7	1d6 +2	7	9
Sword (requires two hands)	9	1d6 +3	6	9

TABLE 11.3 IMPROVISED & OTHER WEAPONS

Attack Type	Target No.	Pain	Defensive No.
Bottle (vase, lamp, etc.)**	4	1-3**	5
Brass Knuckles*	5	1d6+2*	7
Chair	5	1-3	6
Club (includes rifle butt, table leg etc.)	6	1d6	7
Farm Tool (rake, hoe, etc.)	8	1d6 -2	7
Frying Pan	5	1-3**	7
Rock***	6	1-3	
Sap (add +1 to stun roll) *	8	1-3*	7

* **Roll 1d6+1:** If you roll a 6, the person you attacked is Stunned and is unable to act in his next Action (he loses his next Action, and does not get any Free Tasks). Even if a Stunned Character is punched and takes additional Pain, this does not increase the duration of being Stunned. Note: Characters with the Brawler Specialty get to add an additional +1 to the Stun Check (for a total of +2).

** This also has the potential to stun the target; women get a +2 to their attack rolls with this weapon, and all men are at -2 to defend.

***When used to deliver a crushing blow. See below for thrown rocks.

TABLE 11.5 THROWN WEAPONS

	Damage Base	Point Blank	Close	Med.	Long	Far	Ammo Capacity
BOTTLES							
Range Modifier		+1	+1	0	-1	na	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	na	
Damage:	1 pt	+2	+1	-	-	na	1
ROCKS							
Range Modifier		+2	+1	0	0	-1	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	4-5"	
Damage:	1 pt	+2	+1	+1	-	na	1-3*
KNIVES							
Range Modifier		+2	+1	0	-1	-1	
Range in inches:		0 - 1"	1 - 2"	2 - 4"	4 - 6"	7 - 8"	
Damage:	1-3	+2	+1	+1	-	-	1-2*

* You may throw this many if you have them at hand.



TABLE 13.3.1 NPC MORALE MODIFIERS

Mod.	Description
+1	NPCs outnumber opponents 2-to-1
+2	NPCs outnumber opponents 3-to-1
+3	NPCs outnumber opponents 3-to-1
+1	NPCs kill a member of opposing group
+2	NPCs are drunk or "liquored up"
+2	NPCs kill or capture opposing leader
+5	NPCs kill a special character (usually identified in the Victory Objectives)
-1	NPC group member killed or captured
-1	NPCs are Outnumbered 2-to-1
-2	NPCs are Outnumbered 3-to-1
-3	NPCs are Outnumbered more than 3-to-1
-5	NPC Special Character Killed
-5	NPCs Mission failed (usually identified in the Victory Objectives)
These apply to individuals, not groups	
-1	Wounded, Moderate
-2	Wounded, Severe

TABLE 13.3.2 NPC MORALE MODIFIERS BY CHARACTER TYPE

Modifier	NPC Type
+3	Bounty Hunter
-3	Eastern Tenderfoot
+2	Greenhorn
na	Gunslinger
+2	Marshal
See note 1	Sodbuster
Na	Texas Ranger
See note 2	Thug
Na	Villain

Note 1: NPC sodbusters do not have to make morale checks if they are defending their own homestead.

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

TABLE 13.3.3 NPC MORALE CHECK RESULTS

Roll 2d6	Result
12	Boxcars! They'll Never Take Me Alive! One Extra Action in the beginning of the next Turn, to be used before any slips are pulled out of the hat. Ignore Morale Checks for the rest of the game. Negates negative modifiers from Snake-eyes.
11	Man on a Mission! +2 for next Morale Check!
10	I ain't scared of you! +1 for next Morale Check!
6 - 9	Passed: No negative or positive effects.
5	Shaken: All Combat at -1 for the rest of this Turn.
4	Women and children first: Must flee and remain hidden for the rest of this Turn. (Trots or Runs away to nearest cover). However, they will slow down to pick up wounded people, if possible. Will recover in 1d6 Actions. All Combat at -1 for 1d6 Actions.
3	Every man for himself: Must leave area, (and any wounded buddies), to seek safety. Maintains grip on their gun or weapons, though. Will recover in 1d6 Actions (must remain hidden with cover until then; may not initiate combat, but may make Retaliation Shots). All Attack rolls at -1 for rest of game. This is negated by the subsequent roll of 12 on a Morale Check.
2	Snake-eyes! Whimper & beg for mercy: Mob will break and flee at maximum movement rate away from all players involved in Combat, or if unable to escape, will surrender and plead for mercy (do whatever they are asked). They drop guns and weapons en route, ignoring fallen friends and family. Will recover in 1d6 Actions. All Attack rolls at -2 for rest of game. This is negated by the subsequent roll of 12 on a Morale Check (if the GM determines there is a need for an additional check).

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