

Title : "Fistful of Dice" Rule system
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Date : 27/04/03
Version : 001.000.003 A

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Introduction

This is a quick play rule set designed for playing games set within the Wild West genre. The scale is designed for 28mm figures. Throughout the ruleset the game rules will be spoken about in generic terms there will be specific reference to “*Fistful of Dice*” which will be referred to throughout as “*FOD*”.

1. Acknowledgements

Much thanks to the members of MADGAMERS for play testing the ruleset. Special thanks to Tony Baker for his help and encouragement. And to my family for their continuing support in hobby.

2. Setting Up

To play “*FOD*” you will need some 28mm figures, some scenery, dice, ruler and some paper.

Rules

The game is made up of turns. Each turn is made up of phases. There are three phases to a turn. During each phase a character may do one of the following items

- Move
- Combat
- Special Action

All dice rolls are made using a d10 (a ten sided dice). On the dice rolls generally ten is good and one is bad. The exception to this is a luck roll – which is always equal to or lower then the required roll.

Characters

Each character will have the following characteristics

Speed

This decides when the character will move in the turn. A character with a speed of one acts in phase one of the turn. See appendix A – Speed Chart for the speed. For “*FOD*” a Player Character has a speed of three. Speed is also the number of wounds a character has. When a character is damaged he may lose a wound. This is recorded by reducing the speed of the character by one. See injuries

Luck – This is the measure of how lucky a character is (surprisingly enough). This can be any number between one and twenty. For “*FOD*” a character starts with D6 plus 4, which will give a range from range from 5 to 10.

Reputation – This is a measure of how famous or infamous a character is. This will effect certain actions that happen (In “*FOD*” this will effect classic gunfights and duels). A “*FOD*” character will start with a reputation of d20 plus 10. Giving a range of 11 to 30.

Equipment

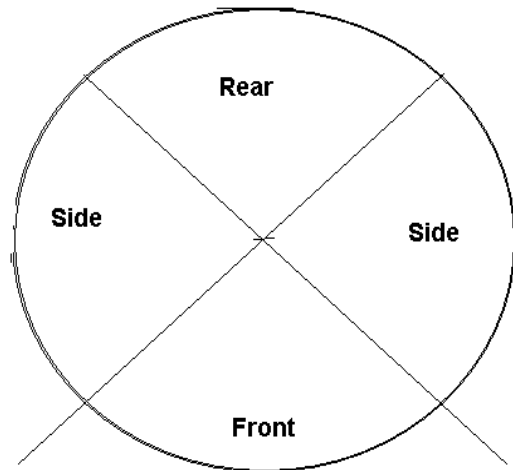
Each character will start an “*FOD*” scenario with the following pieces of equipment

- A six-gun with a full load of ammunition (Six Bullets).
- 6 Reloads for the above.
- 20 silver dollars.
- A horse.

3. Game Mechanics

The gamesmaster has a number of methods open to him for deciding the run of the game. The preferred method is that at the beginning of the phase the gamesmaster gathers in the character cards and shuffles them. He places them face down in front of him and turns over the first card. That player's character may act if his speed allows him to do so in the current phase. If not the GM moves to the next card until every player has had a turn.

Moving



Using the movement chart a player decides to move. Any turning is counted as moving. See facing diagram above

Combat

Combat is broken down into three types.

Shooting

Shooting is the use of any weapon (see weapon charts) to attack another player. The player designates a target. The base roll starts with 5 the shooting modifiers are applied. This will give a resulting figure, which must be equalled or greater than when rolled with a d10. If the target is hit then the target may make a luck roll to avoid the damage inflicted by the shot. If the luck roll fails then the target is knocked prone, their speed is reduced by one and they are knocked out for four phases. A roll of a 1 on a d10 indicates that the weapon has jammed (give the player a jam marker). A roll of 10 on a d10 means that the shot was particularly damaging requiring the player hit to make two luck rolls (The first at current luck , the second at the new value).

Fighting

In order to fight a target the fighter must be in base-to-base combat with the target. If the target is not knocked out then the target and the fighter rolls a d10 the highest roll is the winner of the fight. The result of the fight is the difference between the dice rolls with the fighting modifiers applied. The loser may decide to use luck to get out of the result otherwise the result is applied.

Special Actions

Remove Counters

Counters are removed in the following order. Stun Markers, Jam markers then any other markers as required.

Drink

Draw Weapon/Holster Weapon

Load/unload weapon

Aim

Any character may aim. Each aim action adds to the accuracy of a shot when the character shoots. You may only aim at a target to your front. The only valid action after aim is a shooting action, any other action destroys the aiming sequence. You only have a maximum of three (3) aim counters on your character at any time.

Carousing

Distract

Verbal Abuse/Encouragement

Gunfight

Duel

Special Items

Dynamite

Each Dynamite counter is uniquely identified Dynamite comes in batch of 8 sticks which will explode in 4+d6 phases (GM to roll secretly). It can be thrown (sequence is Lit fuse, aim, throw) 6" on a 6+. +1 for each 3" up to 12". A miss scatters the stick 3". A fumble (1) it drops at the characters feet.

Dynamite is phase independent. One stick has a blast radius of 3" (knocked down, 1 wound, 4 stun effect), There is a further 3" stun radius (Knocked down, 2 stun), Dynamite is an automatic distraction for all characters. Any character can choose to shorten the fuse on a stick by describing the amount cut off to the GM (half, quarter etc). A lit stick can be picked up and snuffed out and used again later (the new fuse rate is the time left on that stick). When a number of sticks are added together the following happens. The fuse rate is the lowest fuse rate. Each stick above 1 adds 1" to the blast radius and 2" to the stun radius. Various items have a dynamite strength rating (DS) this is the number of stick to destroy that item.

Distractions

Anything that crosses the firing view while aiming any anything else designated as a distraction. This is terminate any aiming being done and disrupt any shooting/fighting being carried out.

Campaign Rules

Experience

Rewards

Appendix A: Speed Chart

Speed	Phase One	Phase two	Phase Three
1	1	X	X
2	1	1	X
3	1	1	1
4	2	1	1
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2
9	3	3	3
10	4	3	3
11	4	4	3
12	4	4	4

Appendix B: Weapon Charts

Name	0"-3"	4"-6"	7"-9"	10"-12"	13"-15"	16"-18"	19"-21"	22"-24"
Pistol	-1	0	+1	+2	+3	+4	+5	+6
Shotgun	-2	0	+2	+3	+5	+7	+8	+10
Rifle	+3	+2	+1	0	-1	-2	-3	-4

Appendix C: Movement Charts

Name	Crawl	Walk/Trot	Run/Gallop	Flee
Human	1"	3"	6"	9"
Zombie	X	4"	X	X
Horse	X	6"	9"	12"
Steer	X	6"	6"	9"
Raptor	X	6"	12"	X

Appendix D: Shooting Modifier Table

Target prone	+1
Firer ran that turn	+1
Firer using two six-guns	+2
Firer shooting to side	+1
Firer shooting to rear	+3
Firer on Horseback	+2
Aiming modifier	-1 (for each phase spent aiming)
Distractions	+1 (for each distraction)
Zombie Firing	+3
Weapon modifier	see weapon chart

Appendix E: Fighting Modifier Table

Target moved that turn	+1
Target prone	-3
Targets rear attacked	-2
Targets side attacked	-1
Target Dodged	+2
Fighter moved that turn	+1
Fighter fighting to side	+1
Fighter fighting to rear	+3
Distractions	+1 (for each distraction)

Appendix F: Fighting Weapon Charts

Bottle	+2	(one off weapon)
Chair leg	+2	
Club	+3	
Rifle	+2	
Pistol	+1	
Shotgun	+2	
Drunk	-1	for each 5 point of alcohol taken

Appendix G: Fighting Result Chart

Result	Effect	Move	Stun
9	Knocked Out	3"	4
8	Knocked out	0"	4
7	Knocked Down	3"	3
6	Knocked Down	0"	3
5	Stunned	3"	2
4	Stunned	0"	2
3	Shaken	3"	1
2	Shaken	0"	1
1	No Effect	3"	0
0	No Effect	0"	0

Appendix H: Price Charts

Item Name	Price	Availability
Sixgun	60.00	Common
Shotgun	100.00	Uncommon
Rifle	150.00	Uncommon
Knife	15.00	Common
Dynamite	10.00 (a stick)	Common
Reloads	5.00	Common
Whiskey	2.00 (a bottle)	Common
Cart	100.00	Rare
Beers	2.00	Common
Horse	50.00 – 200.00	Rare- Scarce
Saddle	50.00	Uncommon
Rope	1.00	Common
Clothes	10.00 – 100.00	Common - Rare
Meal	1.00 – 10.00	Common
“Companionship”	10.00 – 20.00	Common
Laundry	1.00 (a bundle)	Common

Appendix I: Revision History

Date	Author	Version	Reason
27/04/03	Denis Jackman	001.000.000.A	Original Version
14/05/03	Denis Jackman	001.000.001.A	Corrected typos
16/05/03	Denis Jackman	001.000.002.A	Added in Dynamite, Distractions
20/06/03	Denis Jackman	001.000.003.A	Aim restrictions
20/07/03	Denis Jackman	001.000.004.A	Post Bovington Changes