

SUMMARY OF COMBAT

1. Using the hit chart		2. BE result		3. Finding damage		Explanation of Results
Action	Aim Time:	Modify range by:	BE is:	Cross-index	Result:	Effect:
Normal shot	Aim time on action ³ + AIM markers + skills ⁴ - wounds ⁵ zero ⁶ + one-handed shooting skill - both ARM wounds	+ Smoke ⁶ Range factor ⁷ -Eagle Eye bonus ⁸	Shooter's choice	hit and gun on the IMPACT TABLE	DROP GUN ARM n (Permanent) GUN HAND	If upright, turn DOWN, draw three delay cards and LOSE AIM. No effect if DOWN. Subtract n from aim time when using weapon in GUN HAND or BOTH HANDS box, or when making Bare Hands, BEAR HUG or LOCK attack.
Fanfire shot	Line of fire chance hit (optional)	+ Smoke ⁶ -Eagle Eye bonus ⁸	Shooter's choice	hit and gun on the IMPACT TABLE		1. Drop any weapon (or other object) in GUN HAND box into hex. If a gun is dropped, it goes off (WILD SHOT). 2. Move any weapon (or other object) in BOTH HANDS box to OTHER HAND box. 3. LOSE AIM.
Shotgun (non-target)	Aim time on action ³ + AIM markers + skills ⁴ - wounds ⁵ + shotgun bonus ¹⁰	+ Smoke ⁶ -Eagle Eye bonus ⁸	SIDE hit	hit and gun on the IMPACT TABLE	KILL (Permanent) LEG n	Out of game.
Dynamite	Shotgun bonus ¹⁰ -1 for lower height ¹¹	none	CRIT hit	hit and shotgun bonus ¹⁰ on the IMPACT TABLE	LIGHT n LOSE AIM OTHER ARM n (Permanent) OTHER HAND	1. Draw n fatigue cards each time you move to a new hex while upright. Do not get this penalty when you STAGGER or when you move while DOWN. 2. Subtract n from aim time when making KICK attack. Draw n fatigue cards.
THROW	Aim time on THROW ³ + AIM markers + skills ¹² - wounds ¹³	+ Smoke ⁶ Elevation note ¹³	Thrower's choice	hit and weapon on the IMPACT TABLE	SERIOUS n (Permanent) STAGGER	Remove all of your AIM markers from the map. Subtract n from aim time when using weapon in OTHER HAND or BOTH HANDS box, or when making BEAR HUG or LOCK attack.
Normal attack	Wielding factor ¹⁴ + skills ¹² - wounds ¹³ + STRENGTH ¹⁴	Maximum range is wielding factor (+ STRENGTH ¹⁴)	Stated on the attack ¹⁷	hit and weapon on the STRIKING TABLE	STUN n	1. Drop any weapon (or other object) in OTHER HAND box into hex. If a gun is dropped, it goes off (WILD SHOT). 2. Move any weapon (or other object) in BOTH HANDS box to GUN HAND box. 3. LOSE AIM.
BEAR HUG or LOCK attack	3 + Brawling skill - both ARM wounds	none. Maximum range is one hex	Stated on the attack ¹⁷	hit and attack on the STRIKING TABLE ¹⁵		1. Draw n fatigue cards at the start of each turn. 2. At end of showdown, draw a result card and add its DELAY value to the SERIOUS total. If the result is four or more, the character is killed.
KICK attack	3 + Brawling skill - LEG wound + STRENGTH ¹⁴	none. Maximum range is one hex	Stated on the attack ¹⁷	hit and KICK on the STRIKING TABLE ¹⁵	HILL	If upright, draw a direction card and move, draw a direction card and turn, then DROP. No effect if DOWN.
Movable obstacle	Depends on obstacle, (optional)	0	BODY	hit and obstacle on the STRIKING TABLE	GROUND	Draw n wound cards and LOSE AIM.

PLAYER AID CARD 1

KILL TABLE

KNOCKOUT TABLE

WOUNDS

VICTORY POINTS

Victor's Fear	Victim's Fear:	Victor's Fear	Victim's Fear:
0-3	+ 2 Fear	+ 4 Fear	+ 5 Fear
4-7	+ 1 Fear	+ 2 Fear	+ 3 Fear
8-11	+ 1 Fear	+ 1 Fear	+ 2 Fear
12+	+ 0 Fear	+ 1 Fear	+ 1 Fear

Victor's Fear	Victim's Fear:	Victor's Fear	Victim's Fear:
0-3	0-3	0-3	0-3
4-7	4-7	4-7	4-7
8-11	8-11	8-11	8-11
12+	12+	12+	12+

Victor's Fear	Victim's Fear:	Victor's Fear	Victim's Fear:
0-3	+ 2 Fear	+ 4 Fear	+ 6 Fear
4-7	+ 1 Fear	+ 2 Fear	+ 4 Fear
8-11	+ 1 Fear	+ 1 Fear	+ 2 Fear
12+	+ 0 Fear	+ 1 Fear	+ 1 Fear

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ASSESSMENT		Respect value:	Fear value:
0 to 3	FAST DRAW	-3 to +3	-4 or less
4 to 6	BARKEEP, FAST DRAW, INNOCENTE	FAST DRAW, LING HO Note 5: FLOOZY	CLERK, LING HO Note 6: LADY Note 7: ANDY Note 8: HAPPY Note 9: OWNER Note 10: SMITH
7 to 9	BORDER RIDER, GUN ARTIST Note 3: AXE, HAWK	BARKEEP, BORDER RIDER, GAMBLER Note 1: ERNIE Note 2: FAST EDDIE Note 3: AXE, HAWK Note 7: YANKEE, VETERAN Note 8: REB, LIGHTNING	BARKEEP, CLERK, GAMBLER, SCOUT Note 1: IKE Note 2: DUDE, FASS Note 3: HAWK Note 7: GUARD, VILLE Note 8: FOREMAN, SLIM Note 10: SMITH
10 or more	EL JEFE, THE KID Note 3: CHIEF Note 4: RUNNING BOY Note 5: WOMAN Note 10: JOHN HENRY	BARKEEP, GAMBler, SCOUT Note 1: IKE Note 2: FAST EDDIE Note 3: CHIEF Note 7: VETERAN Note 8: MARSHAL, TEXAS Note 9: CATTLE B.	BARKEEP, GAMBler, SCOUT Note 1: IKE Note 2: DUDE Note 3: CHIEF Note 7: GUARD, VILLE Note 8: FOREMAN, TEXAS Note 9: CATTLE B.

Explanation: Cross-index the westerner's Fear and Respect to find out which characters he can become. Notes identify extra qualifications needed to become a character (see below).

oners (*any Fear, any Respect*).

QUIET MAN, SODBUSTER

Note 5: WOMAN

Note 10: JOHN HENRY WILSON

ORIGINS

Character	Money	Conf	Time	Fear	Resi
BANKER	30	+3	1	-1	0
CLERK	8	0	1	0	+1
DUDE	3	0	3	0	+1
FAST EDDIE	3	-1	3	0	-1
FLOOZY	6	-2	2	0	-1
GAMBLER	3 cards	-1	4	0	-1
BARKEEP	8	0	2	0	0
LADY	3	+2	0	-2	+1
LING HO	4	+1	3	-1	-1
MARSHAL	10	+1	4	0	+1
OWNER	20	0	1	-1	+1
SMITH	10	0	2	0	+1
ANDY	3	0	3	0	+1
CATTLE BARON	25	+1	1	0	+1
LITTLE ERNIE	2	0	3	0	+1
FOREMAN	10	0	2	0	+1
HAPPY	5	0	2	0	+1
IKE	3	0	3	0	+1
LUCKY	5	-1	2	0	+1
OLD MAN	4	0	2	+1	0
REB	5	-1	2	0	+1
RUNNING BOY	1	+1	1	-2	0
SODBUSTER	2 cards	+1	2	0	+1
WOMAN	1 card	+1	2	0	+1
NCO	6	+1	2	0	+1
U.S. SCOUT	8	-3	4	+1	+1
VETERAN	5	-1	2	0	+1
YANKEE	5	-1	2	0	+1
DRIVER	10	-1	2	0	+1
GUARD	7	0	3	0	+1
JOHN HENRY	3	0	3	0	0
LIGHTNING	5	0	3	0	+1
MOUNTAIN MAN	2 cards	+1	4	+1	0
PROSPECTOR	4 cards	-3	2	0	0
QUIET MAN	5	-1	3	0	+1
SLIM	5	-1	3	0	+1
TEXAS	5	-1	3	0	+1
AXE	1	+2	4	+1	-2
BORDER RIDER	2	-2	4	+1	-2
CHIEF	3	+1	3	+1	-1
THE DRIFTER	0	-2	3	0	-1
EAGLE	1	+2	4	+1	-2
FAST DRAW	1	-2	4	0	-1
GUN ARTIST	2	-2	4	+1	-2
HAWK	1	+2	4	+1	-2
INNOCENTE	2	-1	4	+1	-1
EL JEFE	4	-1	3	0	-1
THE KID	2	-2	4	0	-2

STRIKING TABLE

WEAPON	HIT LOCATION			ARM			LEG		
	VITAL	CRT	BODY	SIDE	HEAD	GUN	ARM	LEG	
Bare hands	LIGHT 4	LIGHT 3	LIGHT 2	LIGHT 1	STUN 1	LIGHT 1 LOSE AIM	LIGHT 1	LIGHT 1	
PAIL, DYN	LOSE AIM	LOSE AIM	LOSE AIM	LOSE AIM	LIGHT 3	LIGHT 1 LOSE AIM	LIGHT 2	LIGHT 2	
Bottle (B)	LIGHT 5	LIGHT 4	LIGHT 3	LIGHT 1	LIGHT 6	LIGHT 2 GUN HAND	OTHER HAND		
one-handed gun	LOSE AIM	LOSE AIM	LOSE AIM	LOSE AIM	LOSE AIM				
ammo source									
SPD, CHAIR	STUN 4	LIGHT 6	LIGHT 3	LIGHT 2	STUN 3	LIGHT 3 GUN HAND	LIGHT 3	LIGHT 3	
two-handed gun		LOSE AIM	LOSE AIM	STUN 3		OTHER HAND			
BEAR HUG									
KICK attack									
TABLE, BALE	LIGHT 10	LIGHT 8	LIGHT 6	LIGHT 2	STUN 4	STUN 2 GUN HAND	STUN 2	STUN 2	
Rock (R)	LOSE AIM	LOSE AIM	LOSE AIM	STUN 4	STUN 2	OTHER HAND	STAGGER		
LOCK attack	DROP	DROP	DROP	STUN 4	STUN 2	OTHER ARM 2	LEG 0		
Tomahawk	KILL	LIGHT 5	LIGHT 4	LIGHT 2	STUN 4	GUN HAND	STUN 2	LIGHT 3	
(TWK)		LOSE AIM			SERIOUS 0	OTHER HAND	OTHER HAND		
Knife (KNF)	KILL	STUN 3	LIGHT 4	STUN 1	STUN 3	LIGHT 3 STUN 1	LIGHT 3	LIGHT 3	
	SERIOUS 1	LOSE AIM	LOSE AIM	STUN 1	SERIOUS 1	OTHER HAND	LEG 0		
Pitchfork (PF)	KILL	STUN 6	STUN 3	LIGHT 3	STUN 1	STUN 2 GUN HAND	STUN 3	STUN 3	
	SERIOUS 2	SERIOUS 1	SERIOUS 1	STUN 3	SERIOUS 1	OTHER ARM 1	OTHER ARM 1		
AXE	KILL	STUN 6	STUN 4	STUN 2	STUN 8	STUN 3 GUN HAND	STUN 3	STUN 3	
Sabre (SBR)	SERIOUS 2	SERIOUS 1	SERIOUS 1	SERIOUS 2	SERIOUS 2	SERIOUS 0 GUN ARM 3	OTHER HAND	STAGGER	
						SERIOUS 0	SERIOUS 0	SERIOUS 0	
						OTHER ARM 3	OTHER ARM 3	LEG 2	

IMPACT TABLE

GUN	HIT LOCATION			ARM			LEG		
	SHOTGUN BONUS	0-1	VITAL	CRT	BODY	SIDE	HEAD	GUN	
SD58	KILL	KILL	KILL	STUN 6	STUN 4	KILL	STUN 4	STUN 5	
SH50				STAGGER	STAGGER	SERIOUS 1	OTHER HAND	STAGGER	
				SERIOUS 3	SERIOUS 2	SERIOUS 1	SERIOUS 2	SERIOUS 3	
W44	KILL	KILL	KILL	STUN 4	STUN 2	STUN 8	STUN 4	STUN 3	
C45				STAGGER	STAGGER	STUN 4	OTHER HAND	STAGGER	
C45c				SERIOUS 2	SERIOUS 2	SERIOUS 1	SERIOUS 1	SERIOUS 2	
W44s	KILL	STUN 8	STUN 3	STUN 2	STUN 6	STUN 3	STUN 3	STUN 3	
H44		STAGGER	SERIOUS 3	SERIOUS 2	SERIOUS 2	SERIOUS 1	OTHER HAND	DROP	
C44							SERIOUS 1	SERIOUS 1	
SW45							OTHER ARM 3	LEG 3	
C41	KILL	STUN 6	STUN 2	LIGHT 4	STUN 4	STUN 2	STUN 2	STUN 2	
C36c		SERIOUS 3	SERIOUS 1			GUN HAND	OTHER HAND	DROP	
C32	KILL	STUN 4	LIGHT 4	LIGHT 2	LIGHT 4	LIGHT 2	LIGHT 2	LEG 2	
R41d		SERIOUS 2				GUN ARM 1	OTHER ARM 1	LEG 1	
SW38									

AMMO SOURCES:

CB

GB

BD

6

AUTOMATIC ACTIONS

TAC A

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	AS(0)	MOVE	MOVE	MOVE
Segment 2	—	—	—	—
Segment 3	JAB	MOVE	MOVE	MOVE
Segment 4	—	—	—	—
Segment 5	KICK	MOVE	MOVE	MOVE

TAC B

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	AS(0)	MOVE	AS(4)	MOVE
Segment 3	AS(0)	MOVE	AS(2)	MOVE
Segment 4	—	—	—	—
Segment 5	HOOK	AS(2)	MOVE	MOVE

TAC C

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	AS(2)	AS(4)	AS(6)	MOVE
Segment 3	—	—	—	—
Segment 4	AS(2)	AS(4)	AS(6)	MOVE
Segment 5	AS(0)	AS(4)	AS(6)	MOVE

TAC D

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	C/AS(4)	C/AS(4)	C/AS(6)	MOVE
Segment 3	—	—	—	—
Segment 4	C/AS(2)	C/AS(4)	C/AS(6)	MOVE
Segment 5	C/AS(0)	C/AS(4)	C/AS(6)	MOVE

Explanation: Find the chart for the automatic character's TAC marker and then cross-index from him to his current target and the current segment number. The entries are explained in optional rule 9.

OPTIONAL HEIGHTS

	<i>Terrain Feature or Counter</i>
—	30. Treetrunks, regardless of elevation
THIRD FLOOR	29. any counter on two-story roof 28. edges of two-story roofs
FOLIAGE	27. Foliage 26. any counter on ladder above second floor
SECOND FLOOR	25. upright counter on second floor or on one-story roof 24. obstacles ¹ on second floor <i>bottom edge of table</i> 23. DOWN body counter on second floor or on one-story roof 22. edges of two-story roofs
HILL	21. <i>bottom edge of Foliage</i> 20. any counter on horse ² or on roof, seat or tailgate of stagecoach 19. horses ³ 18. upright counter on hill, stairs or ladder ³ 17. obstacles ⁴ , stagecoach walls, <i>bottom edge of horse², bottom edge of table</i> 16. DOWN body counter on hill or stairs 15. stagecoach walls, edge of stagecoach roof
GROUND	14. slope hexsides 13. upright counter on wagon floor ⁶ or horse ⁵ 12. horses ³ 11. upright counter 10. buckboard walls ⁷ 9. DOWN body counter on wagon floor ⁶ 8. obstacles ⁴ , <i>bottom edge of buckboard⁹, bottom edge of horse⁵, bottom edge of table</i> 7. DOWN body counter 6. bank hexsides
GULLY	5. any counter on horse ¹⁰ 4. horse ¹⁰ 3. upright counter 2. obstacles ¹¹ , <i>bottom edge of horse¹⁰</i> 1. DOWN body counter

SUMMARY OF ACTIONS

- All options must be stated when the action is revealed.
- A player has the option to instantly release a weapon from his hand(s) any time he reveals any action. See rule 10.22.

Foot Actions (see rule 9)

Action	Card(s)	Time	Movement:
ADVANCE ¹	1	2	Move ahead ²
ADVANCE ¹	B1	1	Move ahead ²
BACK UP ¹	(1)	2	Move back ²
GET UP/DOWN	(5)	3	Flip body counter
HEAD OUT/BACK	(8),(9)	2	Place or remove head
LEAP/DROP	(4)	1	Flip body counter
RUN ¹	2	1	Move ahead ²
SPIN AROUND	(2)	2	Turn to face back ²
SPRINT ¹	3,4	1	Move straight ahead ²
TURN	(3)	1	Turn to face ahead ²

- Notes:** 1. Get two delay points if DOWN.
2. Right, left or straight.
3. Draw two delay cards.
4. Draw one delay card.

Hand Actions (see rule 11)

Action	Card(s)	Time	Effect on weapon
COCK/AIM/SHOOT	5,6	2	Aim ¹ , shoot ¹ or cock ²
DRAW AND COCK	9	3	Move and cock ²
DRAW AND COCK	B2	2	Move and cock ²
DRAW AND COCK	B3	1	Move and cock ²
LOAD	8	3	Load (see 10.4, 27)
SHOOT	7,(B2),(B3)	1	Shoot ¹ or do nothing ¹
THROW	(6)	2	Throw ¹ or do nothing ¹

- Notes:** 1. Can transfer aim when action is revealed. See rule 12.5
2. A one-handed gun can fanfire instead of being cocked.

Attack Actions (see rules 18 and 28)

Action	Card	Time	BE hits: (upwards)
BEAR HUG ³	B8	3	VITAL (LEG)
BELT ¹	12	3	CRIT (BODY)
CHOP ¹	B4	2	HEAD (GUN)
HOOK ¹	B6	2	BODY (ARM)
JAB ¹	10	2	SIDE (SIDE)
KICK ²	B7	3	CRIT (BODY)
LOCK ³	B5	3	GUN (LEG)
SWING ¹	11	3	HEAD (LEG)

- Notes:** 1. Aim time is weapon's wielding factor (3 for barehanded attacks).
2. Aim time is 3 (ignore weapons).
3. Target is frozen and aim time is 3 (ignore weapons).

Defense Actions (see rule 19)

Action	Card	Time	Stops:
BLOCK ²	(11)	2	JAB, BELT, HOOK, BEAR HUG
COVERUP ¹	(B6)	2	JAB, SWING, BELT, LOCK, HOOK
DUCK ¹	(10)	1	JAB, SWING, CHOP, LOCK
GUARD ²	(12)	2	SWING, BELT, LOCK, HOOK, KICK
HIP THROW ³	(B5)	2	JAB, SWING, CHOP, BEAR HUG
SIDESTEP ¹	(B4)	1	JAB, BELT, HOOK, KICK
TRIP ³	(B7)	2	SWING, BELT, LOCK, KICK

- Notes:** 1. Attacker's penalty is one delay card.
2. Attacker's penalty is two delay cards.
3. Attacker's penalty is DROP and LIGHT 1.

STRENGTH Actions (see rule 20)

Card	Time	Effect on attack or throw:
(7)	2	Add 4 to wielding or 2 to damage
(B8)	2	Add 8 to wielding or 4 to damage
B9	1	Add 3 to wielding or 1 to damage
(B9)	2	Add 6 to wielding or 3 to damage

Notes:

- Includes movable obstacles on second floors.
- Upright horse in hill hex.
- Only ladders between ground floor and second floor.
- Includes movable obstacles and DOWN horses on hills.
- Upright horse in ground level hex.
- Or on floor of stagecoach.
- Or window at side of stagecoach.
- Includes movable obstacle or DOWN horse in ground level hex.
- And stagecoach.
- Upright horse in gully hex.
- Includes movable obstacle or DOWN horse in gully.

LIST OF CHARACTERS

TOWNSFOLK (light brown counters)

C Character	Weapons	Bonus Cards	Skills					
			1H	2H	BR	OH	St	Fear
B BANKER	W44, SW45 (d.a.)	—	0	0	0	no	—	3
C CLERK	R10s, C32 (d.a.), KNF	—	0	0	0	no	—	6
D DUDE	R10s, SW45, SW38 (d.a.)	3	+2	+2	0	no	—	9
E FAST EDDIE	W44s, C44, KNF	2	+1	0	0	no	—	9
F FLOOZY	R41d, KNF	1,4,7	0	-2	0	no	—	3
G GAMBLER	R10, C44, R41d, KNF, KNF	2,4	+2	0	+2	-1	10	9
K BARKEEP	R10s, C45, KNF	5,8	0	0	+2	no	—	9
L LADY	(none)	—	-2	-2	-2	no	15	0
L LING HO	SD58	1,4,5,6,7	0	0	+2	0	—	0
M MARSHAL	W44, C45, C45, KNF	2,5,6,9	+3	+3	0	-2	—	12
O OWNER	R10, SW38, KNF	—	0	0	0	no	—	6
S SMITH	SD58, C45c, KNF	8	0	0	+2	no	30	6

RURAL FOLK (golden brown counters)

C Character	Weapons	Bonus Cards	Skills					
			1H	2H	BR	OH	St	Fear
A ANDY	SH50, C45, KNF	4,6,9	0	0	0	no	25	6
C CATTLE BARON	W44, C45, KNF	—	0	0	0	no	—	9
B LITTLE ERNIE	H44, SW45, KNF	1,2	+1	0	0	-2	15	6
F FOREMAN	W44, C44, KNF	5,8	0	+1	0	no	25	9
H HAPPY	H44, C45, KNF	—	0	0	0	no	—	6
I IKE	W44, C44, KNF	3	+2	+2	0	-1	—	9
L LUCKY	W44, C44, KNF	6	0	0	0	no	—	6
O OLD MAN	R10, C36c, KNF	5,7,8	0	0	+1	no	25	9
R REB	W44, C36c, KNF	3	0	0	0	no	—	6
R RUNNING BOY	KNF	1	-1	0	-2	no	15	3
S SODBUSTER	SD58, C45c, KNF	9	0	0	0	no	—	6
W WOMAN	KNF	4,7	-1	0	0	-1	25	6

U.S. ARMY (dark blue counters)

C Character	Weapons	Bonus Cards	Skills					
			1H	2H	BR	OH	St	Fear
N NCO	C41, SBR	9	0	0	+1	no	—	6
U U.S. SCOUT	W44, C44, KNF	7	+2	+2	+1	-1	25	9
V VETERAN	SD58, C45, KNF	—	0	+1	0	-1	—	9
Y YANKEE	SD58, C45, KNF	3,6	0	0	+1	no	—	6

WANDERERS (light blue counters)

C Character	Weapons	Bonus Cards	Skills					
			1H	2H	BR	OH	St	Fear
D DRIVER	R10, C45, KNF	3	0	0	+1	no	—	6
G GUARD	W44, C44, KNF	6	+1	+1	0	no	—	9
J JOHN HENRY	SH50, C45, KNF	5,6,8,9	0	0	+2	no	40	9
L LIGHTNING	W44, C41	2	0	0	0	no	—	9
M MOUNTAIN MAN	SH50, C45c, TWK, KNF, KNF	4,5,7,8	0	+3	+2	0	30	12
P PROSPECTOR	H44, C44, KNF	—	0	0	0	no	25	6
Q QUIET MAN	W44, C44, C32, KNF	3	+2	0	0	no	—	9
S SLIM	W44s, C44, KNF	—	0	+1	0	no	—	6
T TEXAS	W44, C45, KNF	3,9	+1	+1	+1	no	25	12

OUTLAWS (red counters)

C Character	Weapons	Bonus Cards	Skills					
			1H	2H	BR	OH	St	Fear
A AXE	R10, TWK, KNF, KNF	4,5,6,7,8	0	0	+2	-1	30	9
B BORDER RIDER	H44, C45, R41d	3	+2	+2	0	no	—	9
C CHIEF	SH50, C45c, KNF	8,9	+1	0	0	no	—	6
D THE DRIFTER	W44, C44, C32, KNF	3	0	+2	0	no	—	6
E EAGLE	H44, TWK, KNF	—	0	+1	+1	no	—	6
F FAST DRAW	H44, C44, KNF	2	+1	0	0	no	—	6
G GUN ARTIST	W44, C45, SW38	—	+3	+3	0	0	—	9
H HAWK	W44s, KNF	1	0	+2	0	no	—	9
I INNOCENTE	R10, C45, C45, KNF	7,8	+2	0	0	no	25	6
J EL JEFE	W44, C44, C44, KNF	—	0	+2	0	no	—	12
K THE KID	W44, C45, C32, KNF	2,2	+3	0	0	-1	—	12

Bonus cards: The bonus cards the character has.

Skills: The skills that affect the character's aim time.

1H: His skill when shooting a one-handed gun.

2H: His skill when shooting a two-handed gun.

BR: His Brawling skill, used when he attacks or throws.

OH: His Other Hand skill, used when he uses a one-

handed weapon in his OTHER HAND box. "no" indicates he cannot use a weapon in his OTHER HAND box.

St: The number of endurance boxes the character has.

“—” indicates he has the normal 20.

Fear: The character's own Fear value (when he is *not* a westerner).

WEAPON LISTS

ONE-HANDED GUNS (Wielding = 4)

Code	Description	Calibre	Ammo	Range	Loading
C32	Sneak gun	.32	5	—	normal
C36c	Navy	.36cb	6	—	cap & ball
C41	Lightning	.41	6	—	normal
C44	Colt Frontier	.44	6	—	normal
C45	Peacemaker	.45	6	—	normal
C45c	Dragoon	.45cb	6	—	cap & ball
R41d	derringer ¹	.41	2	—	breakopen
SW38	Target pistol	.38	6	—	breakopen
SW45	Schofield	.45u	6	—	breakopen

TWO-HANDED GUNS (Wielding = 2)

Code	Description	Calibre	Ammo	Range	Loading	
H44	Henry rifle	.44r	16	D3	breakopen	
R10	Shotgun ¹	10g	2	B7	breakopen	
R10s	Sawed-off shotgun ¹	shotgun ¹	10g	2	B5	breakopen
SH50	Sharps Old 50	.50	1	D4	normal	
SD58	trapdoor	.58	1	D3	normal	
W44	Winchester 73	.44	16	D4	normal	
W44s	carbine	.44	13	D2 ²	normal	

MELEE WEAPONS

Code	Description	Hands	Wielding
KNF	Knife	1 hand	4
SBR	Sabre	1 hand	2
THK	Tomahawk	1 hand	4
AXE	Two-handed axe	2 hands	1
PF	Pitchfork	2 hands	1
SPD	Spade	2 hands	1
PAIL	Pail	1 hand	2
B	Bottle	1 hand	4
DYN	Dynamite	1 hand	4

MOVABLE OBSTACLES (Optional)

Code	Description	Hands	Wielding
R	Rock	2 hands	-3
CHAIR	Chair	2 hands	-3
BALE	Bale of hay	2 hands	-6
TABLE	Table	2 hands	-6

AMMO SOURCES (Role Playing)

Code	Description	Ammo	Hands	Wielding
GB	Gunbelt	20 ³	1 hand	2
BD	Bandolier	48 ³	2 hand	2
CB	Cartridge box	40 ⁴	1 hand	4

Notes:

1. Double-barrelled gun (see rule 25).
2. Shooter needs only two or more AIM points on his target.
3. Handloaded or storebought shells only.
4. Cap and ball shells only.

Key: **Wielding** is the weapon's wielding factor. See rules 16, 17 and 18.

Code is the gun's manufacturer, calibre and model (if unusual). The manufacturers are Colt (C), Henry (H), Remington (R), Sharps (SH), Springfield (SD), Smith and Wesson (SW) and Winchester (W). The models are cap and ball (c), derringer (d) and short barreled (s).

Calibre is the size and make of the gun's shells. The letters indicate cap and ball shells (cb), derringer shells (d), undersized shells (u), rimfire shells (r) and the gauge of a shotgun shell (g).

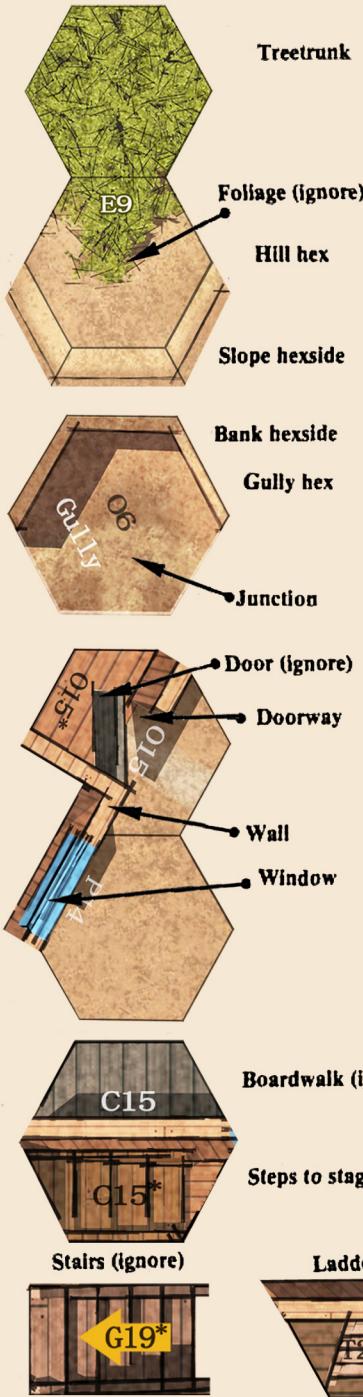
Ammo is the maximum number of shells the gun (or ammo source) can hold.

Range is the range factor that affects the range when the gun shoots: D2 means divide the range by 2, D3 means divide the range by 3 and D4 means divide the range by 4. B5 and B7 identify blast patterns and shotgun bonus (see rule 24).

Loading is the loading method that defines how the gun is loaded. See rule 27.

Hands indicates whether the weapon is one-handed or two handed.

TERRAIN



HEIGHTS

Elevation	Terrain Feature or Counter
HILL	10. All walls and treetrunks 9. upright counters 8. obstacles 7. DOWN body counters
GROUND	6. slope hexsides 5. upright counters 4. windows, obstacles 3. DOWN body counters 2. bank hexsides
GULLY	1. all counters

1. To find the height of a feature or counter, find the elevation of its hex and then find its height within that elevation. When comparing a counter and a feature, the entry showing the higher number has the greater height.
2. If a body counter is upright, use the **upright counters** entry. If it is DOWN, use the **DOWN body counters** entry. Head counters always use the **upright counters** entry. **EXCEPTION:** A DOWN counter on an obstacle is upright in height and uses the **upright counters** entry.
3. Foliage does not block LOS.

MOVEMENT EFFECTS

Type of terrain:	Movement cost:	Head counter:
Wall hexside	cannot cross ³	cannot cross ³
Corner	can move around corner without penalty	can put head around corner without penalty
Door hexside	no penalty to cross	no penalty to cross
Window hexside	2 delay cards to cross	no penalty to cross
Bank hexside	2 delay cards to cross	no penalty to cross
Slope hexside	2 delay cards to cross	no penalty to cross
Door hexside	2 delay cards to cross	no penalty to cross
Fence hexside	2 delay cards to cross	no penalty to cross
Obstacle hex	2 delay cards to enter or leave ¹	no penalty to enter or leave
Well or Forge	if enter, killed	no penalty to enter
Steps hex	no penalty to enter or leave ²	no penalty to enter or leave
Boardwalkhex	no penalty to enter or leave	no penalty to enter or leave
Floorboards	no penalty to enter or leave	no penalty to enter or leave
Treerunk hex	cannot enter ³	cannot enter ³
Small treerunk	cannot enter ³	cannot enter ³

Notes:

1. A character draws two delay cards if he tries this move.
2. There is no penalty to move from steps hex to stage hex or vice versa.
3. A character cannot even try to move onto the treerunk—it is not a hex.

OPTIONAL HEIGHTS

Elevation	Terrain Feature or Counter
—	30. Treerunks, regardless of elevation
THIRD FLOOR	29. any counter on two-story roof 28. edges of two-story roofs
FOLIAGE	27. Foliage 26. any counter on ladder above second floor
SECOND FLOOR	25. upright counter on second floor or on one-story roof 24. obstacles ¹ on second floor <i>bottom edge of table</i> 23. DOWN body counter on second floor or on one-story roof 22. edges of two-story roofs
HILL	21. <i>bottom edge of Foliage</i> 20. any counter on horse ² or on roof, seat or tailgate of stagecoach 19. horses ² 18. upright counter on hill, stairs or ladder ³ 17. obstacles ⁴ , stagecoach walls, <i>bottom edge of horse², bottom edge of table</i>
GROUND	16. DOWN body counter on hill or stairs 15. stagecoach walls, edge of stagecoach roof 14. slope hexsides 13. upright counter on wagon floor ⁶ or horse ⁵ 12. horses ⁵ 11. upright counter 10. buckboard walls ⁷ 9. DOWN body counter on wagon floor ⁶ 8. obstacles ⁸ , <i>bottom edge of buckboard⁹, bottom edge of horse⁸, bottom edge of table</i> 7. DOWN body counter 6. bank hexsides
GULLY	5. any counter on horse ¹⁰ 4. horse ¹⁰ 3. upright counter 2. obstacles ¹¹ , <i>bottom edge of horse¹⁰</i> 1. DOWN body counter

Notes:

1. Includes movable obstacles on second floors.
2. Upright horse in hill hex.
3. Only ladders between ground floor and second floor.
4. Includes movable obstacles and DOWN horses on hills.
5. Upright horse in ground level hex.
6. On floor of stagecoach.
7. Or window at side of stagecoach.
8. Includes movable obstacle or DOWN horse in ground level hex.
9. And stagecoach.
10. Upright horse in gully hex.
11. Includes movable obstacle or DOWN horse in gully.