

OUTLAWS

ADVENTURES IN THE OLD WEST

OPTIONAL &
SOLO RULES
3RD EDITION



FIRE
FOR
EFFECT
GAMES

A GAME OF GUNFIGHTS
AND ADVENTURE
SET IN THE
OLD WEST OF AMERICA
CIRCA, 1865-1890

OUTLAWS: ADVENTURES IN THE OLD WEST

OPTIONAL RULES

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MINATURES

Although designed as a board game several players have used these rules successfully with miniatures.

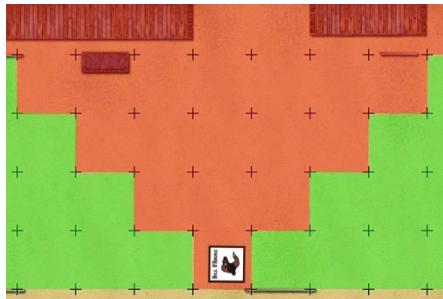
All that is required is to set a ground scale measurement, the rules state each square is 6-8 feet across. Use the base scale of your miniatures to set your own ground scale.

FOV+

Characters have an FOV that is expanded to 180° degrees.

The orange zone is the regular FOV and standard rules apply to it. The green zone represents an expanded FOV (FOV+) Characters may attempt Snapshots at targets in their FOV+ but they do so by adding 1 to their Snapshot attempt.

Corner, window, and door FOV are unchanged.



FIELD OF VISION EXAMPLE (RIGHT)

EIGHT POINT MOVEMENT

The original design of Outlaws used an eight point movement system. Presented here is a reimplementations of that system.



Characters can be placed in a square at a 45° angle, this gives the character a FOV same as a character using corner cover.

All other rules remain the same.

NO NEARER SNAPSHOT

When an enemy character moves adjacent to a character from outside their FOV, they make take a *No Nearer Snapshot* action. Only one such *Snapshot* action is allowed in any single turn.

The enemy must have been in FOV of the *Snapshot* character in the square immediately before moving into the character's square.

A successful *Snapshot* will only allow a character to take a *Turn* or *Hit the Dirt* action.

DRUNK

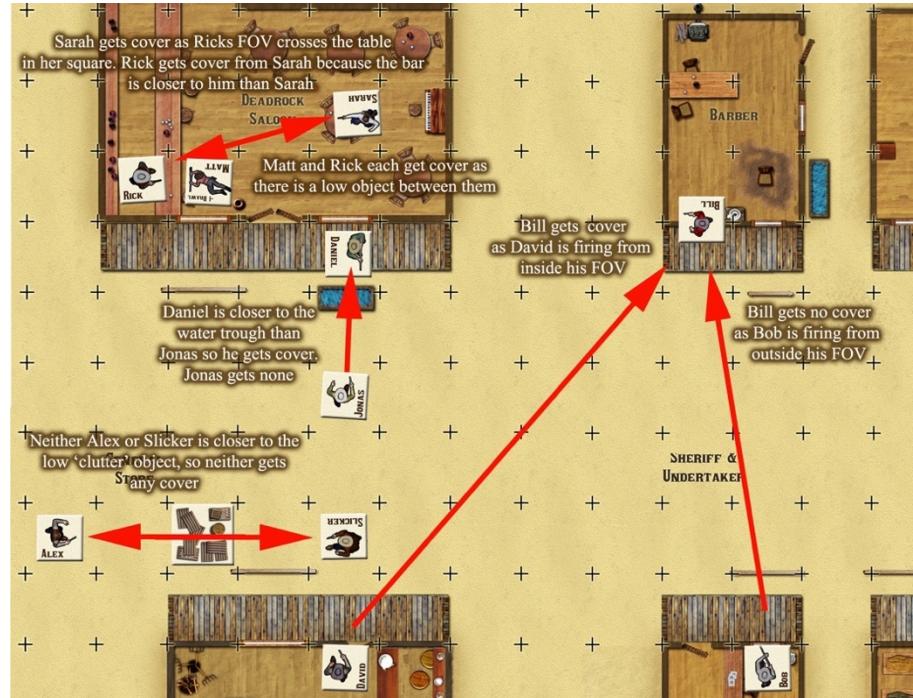
A *Shootout* might state that one or more characters are drunk. Place a *Drunk* counter on the *Character Card*. Any action undertaken by a *Drunk* character costs an additional 1 action. *All Actions* actions are preformed normally.

When a Drunk character runs, after each action used roll a regular die, on a 1 they fall prone.

Bob is sitting in the Saloon in Deadrock, he has been drinking all day and is now drunk. Jesse walks into the bar with his gun drawn. Bob clumsily turns around for a cost of 2 actions and fumbles to draw his handgun, also for two actions. After using all his actions to turn and draw he does not have enough remaining to shoot!

Drunk characters make less effective use of some cover. The benefits of being prone remain the same but for every other type of cover, wound counters with a symbol are not discarded.

A *Drunk* character attempts *Snapshots* with a +1 modifier to their die roll.



THE TUWA

The Native Americans portrayed in *Outlaws* are from a fictitious Plains Indian tribe called the *Tuwa*. Former *Tuwa* territory includes the town of Deadrock (the setting used in the *Outlaws* game) and conflict with the town is at the heart of many of the *Tuwa shootouts*.

The *Tuwa* characters included in the game are warriors and each has the *Brave* special skill.

The *Brave* skill confers all the following benefits to the character:

Throw Tomahawk – allows a character to throw a Tomahawk.

Throw Lance – allows a character to throw a lance from horseback.

Quick Saddle-up – may use Saddle-up action for ‘1’ action cost.

Bow skill – added to the bow die.

Horsemanship – may fire a bow from horseback.

A character with *Horsemanship* skill, counts SA# & BS# results as successes on a gun die. When firing a bow, handgun from horseback count SA# results as successes.

Note: Tuwa is a Hopi word meaning. Earth. The Tuwa are loosely based on the Comanche.

TUWA WEAPONS

Three unique weapons are available to the Tuwa: *Bow*, *Tuwa War Lance* and *Tomahawk*. The Tuwa also favour the *Henry rifle*.

Bow is a two-handed weapon which can only be used by a character with *Bow* skill. Due to the use of a large arrowhead, bows have the same impact as large calibre guns. Bow use the aiming rules.

There are three actions available to a character armed with a bow. A bow uses the rifle *Gun Die* to resolve bow shots, but when taking a *Best Arrow* action the *BS#* is halved.

A template for making a bow die is available and may be used instead of the rifle Gun Die.

A bow may not be fired from a prone position.

Bow counters are single-sided as they are not loaded like a firearm. Use a character’s ammo track to record the number of arrows available.

Drawing a **Jam** wound counter equates to a bow string breaking, the weapon is then useless and is removed from the game.

A Bow may not take a *Poor Shot* or be used as a *Brawl object*. Horses do not move away from a *Bow* shot.

War Lance is 6 foot long and is most often used from horseback and thrown at close range. To throw a lance from horseback the character must have the *Throw Lance* skill.

Throw Lance: to throw a lance it must be held. Its target must be within 3 squares. Roll the *Brawl* die. A *Body* result causes 1 wound, and a *Head* result causes 2 wounds. Once thrown, even if the target is missed, remove the lance from play (it is assumed to become unusable.)

Any character may throw a lance whilst on foot.

In a *Brawl*, a lance armed character can use a *Stab* action – see *Brawl* rules.

Tomahawk is a versatile axe that was occasionally used in a fight. A held tomahawk may be thrown using a *Throw Tomahawk* action.

Throw Tomahawk: to throw a tomahawk it must be held. Resolve as if a thrown knife unless the throwing character has the *Brave* skill (in which case the number of knife symbols on the die are tripled). Draw and apply one wound counter if target is hit.

A tomahawk in a *Brawl* uses the same rules as a knife, but may be used by a prone character.

Henry rifle was a low velocity gun that used small calibre ammunition. It was made famous (or infamous) by its widespread use by the Sioux and Cheyenne at Little Big Horn in 1876.

GROUPS OF TUWA

A scenario may indicate starting locations for *groups of Tuwa*. Use the rules for *groups of townsfolk* for the *Tuwa*, with the following modifications.

If a ‘Shoot’ is rolled, then a *group of Tuwa* will take a pot-shot at the closest non-Tuwa character (*groups of Tuwa* have a 360° FOV). Roll the bow die using no modifiers and if a hit is scored draw a single wound. If no *non-Tuwa* are in view then the *group of Tuwa* do nothing.

Groups of Tuwa will enter tipis if directed to do so by a die roll.

GROUPS OF TOWNFOLK OR TUWA AND GUNFIRE

Group of Tuwa will attempt to move away from gunfire as *groups of townsfolk* would.

TARGETTING GROUPS OF TUWA

Tuwa characters may not fire through a square occupied by *Groups of Tuwa*. Non-*Tuwa* characters may fire at and through *Groups of Tuwa* using the *Outlaw* method in the core rules.

PRAIRIE CLUTTER

Rocks and groups of cacti represent high objects. No characters may enter their squares.

THE TIPI ENCAMPMENT

Tipis are wooden structures covered in buffalo hides. They offer little protection from bullets or arrows.

Tipis may be entered by means of the opening depicted for each tipi on the game board. There is no additional movement cost for entering a tipi.

A character occupying the square at the opening of the tipi may see into or out of the tipi depending on their facing. A character inside a tipi may not see, or be seen, by characters outside the tipi.

Characters can shoot blindly *into* a tipi even though it blocks FOV. To shoot blindly roll a regular six sided die along with the *Gun Die*, if the

regular die is equal or less than the number of characters inside, someone has been hit. Randomly determine who is hit by a roll of a further die. Characters inside a tipi may not shoot at characters outside.

Tipis may not be used for corner cover.

Tipis can be set on fire by any character spending **all** their actions adjacent to one. Place a *Fire* marker on the tipi. At the end of the following turn flip the fire counter over to its *Burning* side. Any characters still in the tipi are killed. Smoke from the burning tipi continues to block all *FOV* checks traced through the tipi's squares. No character may enter a burning tipi.

TREES

On the Tipi encampment game board, there is a tree.

Cover for a character standing in a tree's square;

- Shot originates from within their *FOV*, they gain corner cover.
- Shot originates from outside their *FOV*, they gain no cover.

Prone characters are out of sight from any fire originating from their *FOV*.

Trees do not block *FOV* in any other situations.

DIVERSION & DECOYS

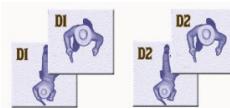
Diversion & Decoys add an element of concealed movement to *Outlaws*.

Diversion counters make the exact location of an out of sight character uncertain. Use of the *Diversion* rule does add an additional degree of complexity to the game, and so is only recommended for smaller scenarios, and works particularly well with the *Rivals* rules.

THE COUNTERS

Diversion & Decoys uses a set of light blue and light red

Diversion & Decoy



Counters, each counter is double-sided and labelled with a letter and number, i.e. D1 and D2. These counters are used on the game board

Each of the above counters has a double sided ? Counter. These are used on a

Character's Card.



USING DIVERSION & DECOY COUNTERS

At the start of a scenario decide which side will use the red and which the blue counters.

At the start of character's turn if they are out of the *FOV* of all opponents, may generate *Diversion & Decoy* counters.

Replace the character's counter with two *Diversion & Decoy* counters that share the same letter, i.e blue D1 & D2. The *Diversion & Decoy* counters assume the same stance at the counter they replace.

A player takes two ? Counters that match the colour and letter of the *Diversion & Decoy* counter, selects one and places it face-down on the *Character Card*. The chosen counter indicates which of the two *Diversion & Decoy* counters represents the actual character.

Luke is in danger of being surrounded and so has climbed through a window into the barber shop.

At the start of his turn he is out of FOV of all enemy characters and so can generate Diversion & Decoy counters. Two Diversion & Decoy counters, Blue D1 & D2, replace his character's counter –in the same square and in the same stance as he was in.

The player controlling Luke then takes both the Blue D1 and D2?

Counters. One of these counters is chosen and placed face-down on Luke's character card – this counter indicated which of the two *Diversion & Decoy* counters on the game board



represents Luke.

During Luke's turn both Diversion & Decoy counters are moved as if they were both a real characters, using as many actions as Luke has – D1

Diversion & Decoy counter moves to the front door, opens it and looks around the door, down the street. **D2** *Diversion Counter* moves to the back door, opens it and looks out around the back of the building.

Characters approaching the Barbers are now not sure where Luke is!

MOVING DIVERSION COUNTERS

Both *Diversion & Decoy* counters are moved separately each turn when the characters *action counter* is drawn. This continues until the following occurs:

- it is in the *FOV* of an opponent character;

Diversion & Decoy counters can undertake any movement action, but may never move into the FOV of an opponent character or *Diversion & Decoy* counter.

If a *Diversion & Decoy* counter opens a door only that counter can move through, unless the player reveals that it is the real character, in which case remove both *Diversion & Decoy* counters and replace with the real character's counter.

When a character who is using *Diversion & Decoy* counters takes a non-movement action, such as drawing or reloading a gun, both *Diversion & Decoy* counters must expend the same number of non-movement actions. When both *Diversion & Decoy* counters have completed their turn, the player reveals what the action was and records it on the *Character Card*.

*Bill has *Diversion & Decoy* counters on the game board and he wishes to draw a handgun. The first of Bill's *Diversion & Decoy* counters is moved and the player states that one action is being spent on a non-movement action. The second of Bill's *Diversion & Decoy* counters is moved and the player states that that counter is also spending one action on a non-movement action. When the second counter has completed its turn the player states that the non-movement action was Bill drawing his handgun. The player moves the handgun counter on Bill's Character Card to the held box.*

COUNTERS IN THE FOV OF AN ENEMY

When an opponent moves into the FOV of a *Diversion & Decoy* counter:

- If it represents the real character, remove and replace with the character's counter. Remove the other *Diversion & Decoy* counter.
- If it does not represent the real character then move it on top of

the other *Diversion & Decoy* counter. The character can then change the ? Counter to ensure that it is not clear which *Diversion & Decoy* counter is the real character.

Any just revealed character may attempt a Snapshot, if able, at the revealing character

*Mark knows that Jesse is closing in on him but is not sure which side of the building he is approaching from. Mark takes his chances and moves to the corner of the Bank and looks around the corner. He can now see Jesse's *Diversion & Decoy* counter.*



If D1 is really Jesse then Mark has made a good call and the D1 counter would be replaced with Jesse's real counter (D2 would also be removed as is now known to be a decoy). Mark could then fire at Jesse who would have no cover!

*If D1 is not the real Jesse, then the counter would be moved on top of the D2 counter. Jesse then could change his ? Counter so Mark would not know which *Diversion & Decoy* counter was really him. Let's hope Mark has enough actions remaining to turn around and get to some cover before Jesse makes the corner!*

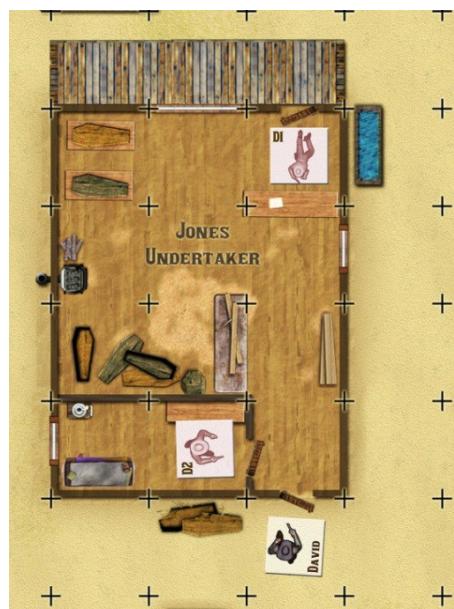
PLAYER OPTIONS

At *any* point in a round a player may remove their *Diversion & Decoy* counters and place the character's counter in its square.

At *any* point in a round a player may reveal their ? Counter and move the *Diversion & Decoy* counter that is not representing the actual character onto their other counter, they may then change their ? Counter.

Example

*Clay is hiding in the undertakers. He has used the *Diversion & Decoy* counter rule and has moved his two counters into cover in the building's interior. On Clay's Character Card is a ? Counter indicating which of the two diversion counters is really him.*



David approaches the building cautiously not sure where Clay could be hiding. He opens the door for one action and steps inside for another. The door to his left is closed (D2 is not touching it) and so he cannot see the D2 counter. D1 is also out of sight as it is prone behind a table.

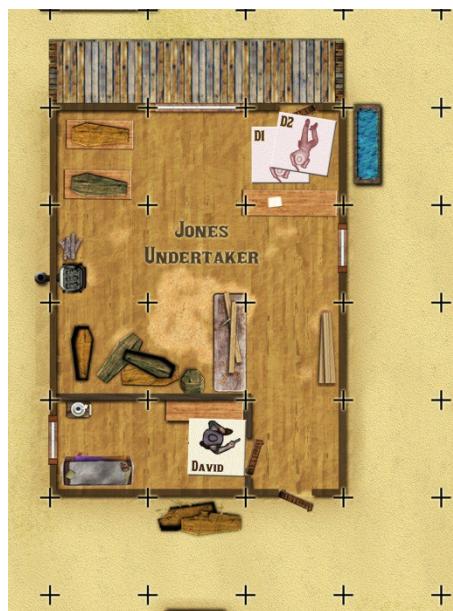
Should David check out what is behind the door to his left or the room to his front?

Cautiously he turns and opens the door to his left – leaving him only a single action remaining.

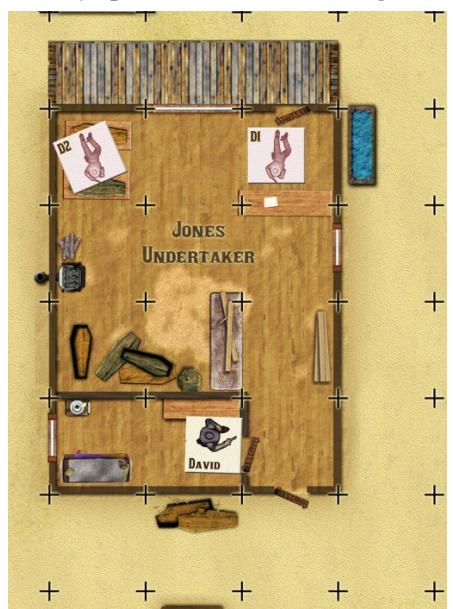
As soon as the door is open the D2 is revealed! Clay's player flips the ? Counter on Clay's Character Card to show it is D1. D2 is a decoy!

The D2 counter is then moved on top of the D1 counter and Clay's player shuffles the ? Counters and places one back on top of his Character Card.

With only a single action remaining – and now aware that Clay must be the other counter, David dives into the small room. He turns and keeps the door open.



Next Clay gets to act. D2 is moved first. D2 stands and moves to the tables and coffins in the corner, turns and lays prone. D1 does nothing.



SOLO RULES

Presented here is a system to control non-player characters in a Shootout. The system introduces unpredictability in the way non-characters move and act.

Characters not being played by a player are called *auto characters*.

Action counters for all characters are placed in the same action cup.

The solo system uses *solo dice*, or alternatively the table on the solo playaid can be used instead. The rolling of a single *solo die* and one regular die are all that are needed to determine an *auto character*'s action for a turn.

Although the system is no substitute for a human opponent, it does provide uncertainty and enhances solo play considerably.

The majority of the rules and instructions needed to use this system are on the solo playaid. Apart from an explanation of the solo *Brawl* rules, this rule section is examples of play using the solo rules.

SOLO DICE

When an *auto character*'s *action counter* is drawn, decide which *solo die* will be used to determine their actions – see the definitions on the solo playaid and roll the appropriate *solo die*.

Robert is player controlled and all the others are *auto characters*.

Lee uses the light green die as he can see Robert and is in cover.

Scott uses the medium green die as he can see Robert and being prone does not count as being in cover.

Tom also uses the medium green die as he could turn to see Robert and he has no cover.

Jonas cannot see Robert and so rolls the dark green die.



Undertake each instruction on the *solo die* in the order presented.

The top instruction will identify a target opponent character to which the *auto character* will be reacting to.

The rest of the instructions are explained on the solo playaid.

Following on from the previous example Lee rolls the light green *auto die*. The die face reads:

Closest

Shoot

Move

***Prone 1-3**



Closest tells you that the target will be the closest enemy that Lee can see using a 360° FOV. In this case, it is Robert.

Shoot tells you that Lee will take a regular Shoot Action at Robert

Move tells you that if Lee has any actions remaining he will then move. The roll of the standard six sided die determines if this movement is towards or away from Robert.

***Prone 1-3** tells you that at the end of the turn Lee will drop prone on an additional roll of 1-3. The * indicates that Lee will only drop prone if still in the FOV of an enemy character.

If any instruction cannot be followed the character moves on to the next instruction listed on the die. If a

situation occurs in play that is not covered in these rules then the character will ignore the instruction and take a *Wait* action.

SCENARIO BALANCE

Most regular Shootouts and Adventures can be played using these solo rules. To make a scenario more challenging add an extra random *auto character* for every three existing *auto characters*.

Number of <i>auto character</i> in scenario	Number of extra random <i>auto characters</i> to add
1-3	1
4-6	2
7+	3

OUT OF AMMO

An *auto character* that has all their weapons out of ammo does not roll the auto die. Follow the instructions on the solo playaid.

BRAWLING

Brawling rules are explained here – they are not on the playaid.

Auto characters will instigate a *Brawl* if they have a *Move* instruction and their target opponent currently has no loaded guns in hand.

Auto characters in a *Brawl* roll the solo *Brawl* die or use the table below:

Auto characters will attempt to follow each instruction. If an instruction can't be followed then skip and move on to the next instruction.

EXPLANATION OF INSTRUCTIONS

Stand – character *Stands up*.

Strike – *strike with object*.

Stab – use *stab* action.

Body – use *Body Blow*.

Head – use *Head Punch*.

Pick Up – attempt to pick up *Brawl object* if possible.

Wrestle – take *Wrestle* action. If successful resolve in following order:

- If opponent has a *Brawl* object knock it out of their hands;
- Otherwise, knock opponent prone and place a *Blow*.

Leave – if opponent is *prone*, leave the *Brawl*.

RESPONSES IN A BRAWL

If a *Brawl* action against an *auto character* results in anything but a **Miss** result, *auto characters* will:

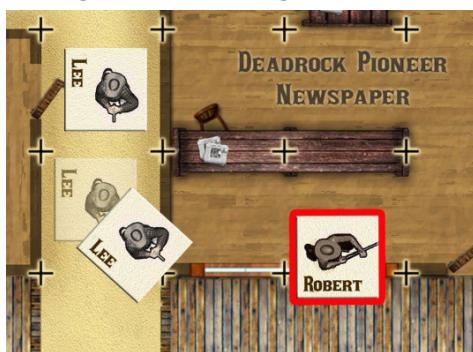
- First, use a *Brawl objects*, if held, to force a reroll;
- Second, attempt a *Dodge*.

MOVEMENT ACTIONS

EXAMPLE



Scott has an *Advance Move* action and Robert is his target. He has four actions available. First, he stands up for one action. Then he moves adjacent to the door. He opens the door and spends his last action moving into the building.



In this example, Lee has an *Advance Move* action. He has four actions available. He moves forward and then stops as he could see Robert in the next square. As Lee has enough actions left he takes cover from the corner looking towards Robert.

SNAPSHOTS EXAMPLE

Jonas, an *auto character*, is armed with a handgun (Skill 1). Dale, a player controlled character, moves into Jonas' FOV. Dale is five squares away, which is just within Jonas' Snapshot response range.

Jonas fails his Snapshot roll and Dale shoots at him, hitting him in the leg, and forcing him to hit the dirt. Jonas then has the opportunity for another Snapshot attempt, if successful he can roll on the 'Auto character shot at response table'. He rolls a five and shoots back.

EXAMPLE OF SOLITARE PLAY

In the following example, Lee and Robert are player controlled and the others are *auto characters*. Lee and Robert's action counters have already been pulled and only *auto character*'s action counters remain in the cup.

The next counter out of the cup is Jonas. Jonas has four actions available. Jonas cannot see any enemies and so rolls the dark green auto die. The roll is shown below and the regular die roll is a three.

Suspected Advance Shoot+ *Prone 1-2

Advance – as the regular die was a three, Jonas uses *Walk* actions to move towards Robert. Jonas only moves one square forward before he has to stop as in the next square he could see Lee. As Jonas has three actions remaining he takes up a cover position on the corner of the building.

Shoot+ – Jonas has a handgun and so takes a *Steady Aim* at Lee as this is the best shot he can take.

***Prone 1-2** – as Jonas is not in the FOV of Lee he doesn't have to roll for going prone (this is because of the *).

Next up is Tom. Assuming that Jonas missed Lee with his shot Tom

can still see Lee. As Tom is in cover he rolls the light green die and a regular six-sided die.

Tom is armed with a rifle and has four actions available.

Closest Long Gun Shoot+ Prone 1-2

Closest Long Gun -
Lee is armed with a handgun so the closest category is used instead – this targets Lee.

Shoot+ - Tom can take a Best Shot with his rifle at Lee (as Lee can see Tom and is armed with a handgun and Lee is taking four actions to fire Tom can attempt a Snapshot in response).



Prone 1-2 – The regular six sided die is thrown and a two is rolled – Tom drops prone behind the building after taking his shot.

Last out of the cup is Scott.

Scott cannot see Robert or Lee and so rolls on the dark green die.



Scott is armed with a handgun and has four actions available.

Suspected Long Gun – Robert is armed with a shotgun and so is the target character.

Suspected Long Gun Advance + Prone 1:2

Advance – the regular die roll is a one so Scott uses Run actions to advance towards Robert. Scott reaches the end of the corridor and then stops as running uses all a character's actions.

***Prone 1-2** – as Scott is not in the FOV of any enemies he doesn't have to roll for going prone.

RIVALS:

GANGS OF THE OLD WEST

Rivals covers character generation and character progression linked in a series of *encounters* in which rival gangs fight for control of the lawless town of Deadrock.

Outlaw characters are created by purchasing skills and abilities. When a character kills or injures outlaw characters from other gangs they earn *reputation*. *Reputation* can be used to improved and purchase new skills. Characters must be careful for as a character's *reputation* increases so does their *notoriety* and they will become a target for every wannabe gunslinger in Deadrock.

BACKGROUND

The small town of Deadrock is surrounded by the Deadrock Hills. Two years ago, the town was just a few shacks on the cattle trail to Capital City, that all changed overnight with the discovery of silver seams in the surrounding hills. Within weeks the population of the town had soared. With the influx came drifters and n'er-do-wells looking to prey on the often gullible and desperate prospectors. Soon organized gangs were attracted to the easy pickings of the town. The town's sheriff, a notable drunk, was quickly run out of town, leaving the town to whichever gang of outlaws could gain control.

Rivals covers the time from when the old sheriff was run out of town, until the arrival of a new sheriff and his deputies to restore law and order and make life too difficult for outlaws to operate.

OUTLAW ENCOUNTERS

Outlaw gangs pit themselves against each other in a series of *encounters* to decide which gang will become 'The Most Wanted Outlaws in the West.' *Encounters* take place in and around the town of Deadrock.

Players should decide on the number of *encounters* to be played before starting a *Rivals* game, a total of four to six is recommended. At the end of the final encounter the gang with the greatest total *reputation* is the winner and earns themselves the title of 'The Most Wanted Outlaws in the West.'

THE OUTLAW GANG

Outlaw gangs consist of between four to six characters. The same number of *Character Creation Points* is used regardless of the size of the gang; so you can choose to create a few powerful characters, or more, but less powerful ones.

Once the size of the gang has been chosen it remains that size until the end of the game. One character in the gang is chosen as the gang leader, the gang will be named after that character, i.e. Red Jack's Gang or James' Gang.

CHARACTER CREATION

An Outlaw gang is generated from 30 *Character Creation Points*.

Players decide how many characters they are going to create using their 30 *Points*, from four to six. Any unused *Points* left after the characters are generated are discarded.

Follow the procedure below to generate each character. Transfer your finished character onto a *Wanted Poster* (character sheet) when you are finished.

GENDER AND HANDEDNESS

Decide if your character is male or female and if they are left or right handed.

STEP 1 - TOUGHNESS

An Outlaw's toughness reflects their ability to take wounds and the number of actions they can undertake in a turn. The usual starting limit of four actions can be varied in a *Rivals* game.

Toughness	Starting Actions	Cost
Weakling	3	0
Regular	4	1
Built like an outhouse!	5	4

STEP 2 - HANDGUN SKILL

Handgun Skill	Bonus	Cost
Make sure you are holding the right end!	+0	0
Regular	+1	1
Straight-shooter	+2	2
Gunslinger	+3	4

STEP 3 - RIFLE SKILL

Rifle Skill	Bonus	Cost
Got the shakes!	+0	0
Regular	+2	1
Steady	+4	2
Deadeye	+6	4

STEP 4 - SHOTGUN

Shotgun Skill	Bonus	Cost
Everyone duck!	+0	0
Regular	+1	1
Hunter	+2	2
Shotgun Ace	+3	4

STEP 5 - BRAWL

Shotgun Skill	Bonus	Cost
Run away!	+0	0
Regular	+1	1
Brawler	+2	2
Prize Fighter	+3	3

STEP 6 - RIDING

Shotgun Skill	Bonus	Cost
Walker!	+0	0
Regular	+1	1
Horseman	+2	2

Stunt Rider	+3	3
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STEP 7. SPECIAL SKILL

There are three special skills tables. A character's special skill is determined by randomly rolling on the chosen table. A character may roll only a single table. Each table has a different cost and a player must decide which table they are using before rolling the die.

Table A – cost 1 Character Point

Dice roll	Special Skill
1	Acrobatic. Can cross a single low object for no additional action cost once per turn
2	Hard Hitter. Body punch causes 2 BLOWS
3-4	Fast. One walk action each turn can be 2 squares
5	Knife-fighter. Any knife wound draws two wound counters – still only use one
6	Fast draw. In a showdown +1 to Handgun

Table B – cost 2 Character Point

Dice roll	Special Skill
1	Speed loader. Reload any handgun for 2 actions
2	Shotgun Ace. Each shotgun action costs one less.
3-4	Ambidextrous. Can fire handgun with either hand with no penalty.
5	Quick Draw. In a showdown +2 to Handgun Skill
6	Shotgun Sling. Can carry and fire a shotgun with one hand

Table A –
cost 3 Character Points

Dice roll	Special Skill
1	Dodge. Once per encounter can force opponent to discard a their chosen wound counter – no redraw permitted .
2	Ambidextrous+. Can fire handgun with either hand with no penalty. Can fire two handguns in a Snapshot
3-4	Catch a break. Once per encounter can have any die re-rolled or any wound counters redrawn.
5	Deadeye (Handgun). Draw an additional wound counter when using a handgun.
6	Deadeye (Rifle). Draw an additional wound counter when using a rifle.

STEP 8 -
WEAPONS, AMMO & CASH

Each outlaw chooses **one** of the following equipment packs. There is no cost for these packs.

Equipment Pack A

Colt '41,
2x Handgun reload, Horse. \$10

Equipment Pack B

Smith & Wesson No.2,
2x Handgun reload, Knife. Horse.
\$12

Equipment Pack C

Winchester Carbine,
1x Rifle reload. Horse. \$5

Equipment Pack D

Remington Shotgun,
8x Shotgun reload. Horse. \$5

ENCOUNTERS

Encounters are where outlaw gangs fight for control of Deadrock and gain reputation. An encounter last for 10 rounds and is a regular Shootout and is played using the instructions below.

SETTING UP AN ENCOUNTER

Step one - outlaws equip themselves with any weaponry they own. Any equipment not used is assumed safely stored. An outlaw must always carry their cash – somehow putting it in a bank doesn't appeal to them!

Outlaws may not lend weaponry to other outlaws and may only use what they personally own. All guns start fully loaded but no held.

Step two – encounters may take place in Deadrock or at a local homestead, the location is determined by rolling a dice:

Location	Dice Roll
Deadrock – center of town	1-3
Deadrock – edge of town	4-5
Homestead	6

DEADROCK ENCOUNTERS

Deadrock encounters are divided into, center of town or edge of town encounters.

Center of town encounters

Centre of town encounters use the following boards: Saloon, Bank & Barber, Sheriff & Undertaker, General Store, Hotel and the Stable. These are laid out to form two setup areas, one for each gang, and a central town section.

Each encounter uses a different game board layout to represent the large rambling nature of the town of Deadrock.

Setup A	Central	Setup B
Setup A	Central	Setup B

The six maps are randomly distributed between players. Each player chooses one of their game boards to form the center of the town. Players place their remaining game boards in turn with the gang with the highest *reputation* placing the next game board. If both gangs have the same total *reputation* then roll a dice to determine who places first. Game boards are placed so that the printed walk boards face each other and form a central street. The stable can be placed in any configuration.

When the game boards are all placed then each player chooses 4 Clutter objects and places them using the following procedure:

Starting with the gang with the highest *reputation*, or if equal decide by rolling a dice, each player takes turns placing one of their clutter counters on a board in their setup area or central town section. No counter may be placed to block a door or window and none can be placed adjacent to another clutter counter.

Each player has:

4 Clutter counters

If players are using *Optional - Groups of Townsfolk* then after the Clutter counters have been placed use the same procedure for the townsfolk.

Each player has:

3 Groups of Townsfolk

All members of each gang are setup in **one** building on either of their setup boards. Horses, if outlaws wish to bring them, are placed next to any horse-rail in their setup area.

Example of setting up an encounter

The Murray and O'Neil gang meet during an encounter. A die is rolled to determine where the encounter will be and a 3 is rolled –they will meet in center of town.

The six town game boards are randomly distributed between the two gang's players.

The Murray gang end up with; Saloon, Store and Sheriff boards. The O'Neil's get; Bank, Hotel and Stable boards.

For the central area, the Murray gang chooses the Sheriff's office and the O'Neil's choose the Stable. As the reputation of both gangs are equal, a die is rolled and the player controlling the O'Neil gang is randomly selected, they place their Stable board first and Murray places their Sheriff office second. The central part of the board is now complete.

The O'Neil choose and place the Hotel board. The Murray's then place the Saloon board. The O'Neil's place the Bank and finally the Murray's place the Store game board.

Both players then take four clutter counters. Starting with O'Neil the players take turns to place the counters in their own or central game board areas.

The board setup is now complete.

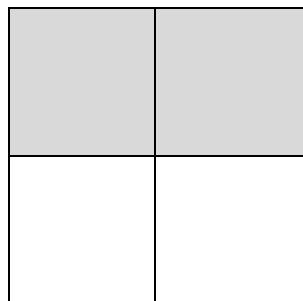
Both players then place their characters in one of the buildings in their setup area.

Edge of town encounters

These *encounters* use only four of the six 'center of town' boards.

Randomly select and distribute two boards to each player.

The player with the lowest total *reputation* lays out their boards first, followed by the second player. Game boards are placed so that the printed walk boards face each other and form a central street. The stable can be placed in any configuration



Each player places 2 clutter and 2 *Group of Townsfolk* counters using the same method as in 'center of town' encounters.

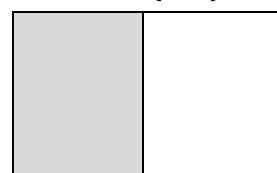
All members of each gang are setup in **one** building on one board they placed. Horses, if outlaws wish to bring them, are placed next to any horse-rail in their setup area.

Homestead encounters

Homestead encounters use the Homestead and a Prairie game boards.

The two game boards are placed randomly to form the playing area.

North (odd)



South (even)

Players then choose either odd or even and a die is rolled, this decides which game board edge the gang enters from. During the first turn all gang members must enter the game board.

PLAYING AN ENCOUNTER

Step three - is playing the encounter. This is done just like any regular *Shootout*. The encounter lasts 10 rounds. *Outlaws* begin *encounters* without weapons drawn. Outlaws may take cash or weapons from any dead outlaw by taking a *pick up* action (taking cash uses a one handed action). Outlaws may not swap weapons or give cash to other outlaws – they are just too mean!

ENDING AN ENCOUNTER

An *encounter* ends after 10 rounds have been played or when one gang has fled the game board and/or its characters are permanently unconscious or dead.

Permanently unconscious character regain consciousness at the end of the game and are assumed to return the gang's hidout.

Dead character may not in fact be dead! Roll a dice for each dead character and consult the following table:

1-3	Dead! Remove from the game
4-5	Badly Wounded – lose one skill point from a random skill. Eg Rifle drops from +1 to 0. Do not earn any reputation this <i>encounter</i>
6	Playing dead – Not really hurt that bad just playing dead. Do not earn any reputation this <i>encounter</i>

At the end of the *encounter* all wounds outlaws have received are removed.

RIDING TO MEXICO

A Player can end a game at the end of any *encounter* by 'riding to Mexico'. Undertaking this action forfeits the game to the opposing gang. The fleeing gang is then permanently retired and cannot take part in any future *Rivals* game.

SHOWDOWN

After every *encounter* an individual outlaw from the gang with the lowest *reputation* total may challenge a member of the other gang to a *Showdown*. An outlaw may only challenge another outlaw with the same *notoriety* (see below). If the challenge is accepted, fight the *Showdown* using the instructions from scenario two – Midday Deadrock. The challenger sets up first in Luke's setup area. The fight continues until one man is permanently unconscious, dead or they have left the game map. If an outlaw refuses a challenge then they lose five *reputation*.

GANG MANAGEMENT

At the end of each *encounter*, gang members may purchase additional skills and abilities with their *reputation* and/or spend their cash on new weapons and equipment. In addition, new gang members are recruited to replace those that have been killed or removed from the game.

REPUTATION

The overall aim of the game is for the gangs to gain as much *reputation* as they can before the new sheriff and deputies arrive in Deadrock to restore law and order – this event marks the end of the game. Outlaws can gain *reputation* by wounding and killing outlaws from other gangs. *Reputation* is earned individually by characters.

Reputation cannot be transferred from one character to another.

The following table shows how reputation can be earned or lost through different actions.

Reputation is earned as soon as the event has occurs.

Action	Reputation
Wounding an outlaw from another gang*	= Number of actions lost from the wound

	(white side)
Killing an outlaw from another gang*	= number of wounds lost from killing wound, plus their notoriety bonus
Leaving the game board before the end of the fight	-5
Winning the encounter	2 each
Decline a Showdown	-5

*use only one of these criteria if both are applicable.

NOTORIETY

As *reputation* is earned an outlaw's notoriety increases. An outlaw's *reputation* will provide them with different levels of *notoriety*.

Rep. Total	Notoriety	Notoriety Bonus
1-5	Loafer	+1
6-10	Drifter	+2
10-15	Small time crook	+3
15-20	Outlaw	+4
21-30	Wanted	+5
31+	Most wanted	+6

As a character becomes more notorious the *notoriety bonus* earned for killing them also increases – infamy has its price!

During an encounter players need to keep track of the *reputation* each character is earning. The easiest way to do this is to tally the points on a piece of paper.

Sarah shoots her Colt at James who has just appeared from around the corner. She draws and places a 'Belly Wound' on James. James loses two actions due to the wound and Sarah gains two reputation.

Later in the encounter Sarah kills James with a Serious Chest Wound. Sarah gains no reputation from causing the Chest Wound but does from killing James. James was a Drifter with Regular toughness (4 Actions) – so Sarah gains 6 reputation for killing him

INCREASING SKILLS

For each five *reputation* earned an outlaw character gains a *Character Creation Point* to spend on purchasing skills and abilities. These *Points* can be saved or spent after any *encounter*. Once earned, *reputation* and *Character Creation Points* cannot be lost.

SPENDING DOLLARS

All outlaws begin with a small amount of money. The only way to gain more cash is by taking it off the outlaws that have been killed. Between each *encounter* outlaws may spend their money. Below is a list of weapons and item they can purchase (for simplicity all items are in multiples of whole dollars).

Item	Cost
Handguns	
Derringer	\$8
S&W No. 2	\$18
Colt '41	\$20
Colt '45	\$25
Navy Colt	\$30
1x Handgun Reload	\$1
Rifles	
Spencer Carbine	\$30
Winchester Carbine	\$30
Winchester Rifle	\$50
Sharps Buffalo	\$50
1x Rifle Reload	\$2

Shotgun	
Whitney	\$20
Remington	\$20
2x Shotgun Reloads	\$1
Other Items	
Knife	\$3
Double holster (needed if two hand guns are used)	\$4

RECRUITING NEW GANG MEMBERS

Before the start of each *encounter* gang members killed and removed from the game in a previous *encounter* are replaced. Generate a new character using the same number of *Character Creation Points* **originally** used to generate the replaced outlaw.

MOST WANTED OUTLAWS IN THE OLD WEST

At the end of the agreed number of encounters each gang totals the *reputation* of all the surviving outlaws. The gang with the highest total is the winner and earns the title of 'Most Wanted Outlaws in the Old West.'

BEYOND RIVALS

Successful gangs can be kept and used again to play additional *Rival* games or alternatively can be used to replace characters in regular *Shootout*