

ACTIVE CHARACTER CHOOSES A BRAWL ACTION

Advantage roll equal or less than actions.

HEAD PUNCH*/** - roll a Head cause 2 Blows

Body Blow** - roll a Body/Head cause 1 Blow

an advantage. If the character taking the wrestle

one Blow counter on opponent's Character

action rolls greater opponent, then either: · knock their opponent to the ground and place

are placed in an adjacent square

their square. Printed objects = Brawl objects...

a MISS causes a Brawl object to break or gun

Dodge - roll less than actions, -1 Blow/wound.

BRAWL OBJECT OR LONG GUN - active player

DEFENDING CHARACTER MAY:

re-rolls Brawl die.

their choice.

COVER: PRONE COVER: LOW OBJECTS DISCARD ALL







SNAPSHOT

A Snapshot can be attempted in the following situations:

Objects closer

to prone

blocks FOV

TEE

- When an enemy character enters their FOV. The Snapshot may be taken any at any point during opponent's turn;
- After being shot at, regardless of whether it hit or not:
- Before being shot at if the enemy is using a long gun or bow and target character is armed with a handgun.

DIE ROLL REQUIRED

HANDGUN OR DROP PRONE	RIFLE/ SHOTGUN/ Bow
=<	<
available	available
actions	actions

SHOOTING DISADVANTAGE

Roll D6 and subtract from gun die

- Poor Shot
- Non-favored hand
- From horseback

OUTLAWS: ADVENTURES IN THE OLD WEST 3.0

WEAPON SKILL

Shoot





Shoot Steady Aim

Shoot

ACTION SUMMARY











SHOOT - shoot handgun

STEADY AIM - shoot handgun include SA result DOUBLE SHOT - shoot handgun from each hand

3 BEST SHOT - shoot handgun include SA & BS result

1 Poor SHOT - 1/2 gun die (round down) max 1 wound draw

2 SHOOT - shoot rifle/bow

3 STEADY AIM - shoot rifle/bow include SA result

BEST SHOT - shoot rifle include SA & BS result BEST ARROW - shoot bow include SA & 1/2 BS result

SHOOT RIFLE - ONE HANDED - shooting disadvantage

1 Poor SHOT - shooting disadvantage - max 1 wound draw - only fire action for turn SHOOT - shoot shotgun

3 BEST SHOT - shoot shotgun include SA result

SHOOT SHOTGUN - ONE HANDED - 1/2 or 1/4 gun die

THROW KNIFE - does not have to be held THROW TOMAHAWK/LANCE - must be held

HIT THE DIRT - go prone, no change of facing LEAVE COVER - leave a Take Cover position CLOSE DOOR - move counter away from door

WALK / TURN - move a square. Turn before or after move OPEN DOOR - move counter to touch door to show open

TAKE COVER - use a corner or lean around door or window

GET UP - stand up, may change facing

+11 CLAMBER OVER OBJECT - move over low object or enter town

WALK & TAKE COVER - combined action, no Snapshot clutter BACK OFF - move backwards

CRAWL* - move & turn 1 square, may roll sideways

CLIMB THROUGH WINDOW - must be standing

Run - move 2 squares & turn for each action used

O DITCH ITEM - drop any held objects

1 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS* - sequence: map - held - carried - held - map

2 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS*

RELOAD GUN - Cost on reverse of gun counter

RIDE - move 3 squares per action, turn with each ride action SADDLE UP* - mount or dismount horse

* If insufficient actions may still take at the cost of all actions

STAB*** - knives & Tomahawks = any Knife symbol causes a single wound

War Lance = each Fist rolled causes a wound. If the opposing character has knife, Lance, Brawl object, long gun, then two Knives or Fists must be rolled to cause a single wound.

GRAB* – target must be standing. Resolve as a Wrestle. If opponent move to character's square. If friendly move to square adjacent to character and make prone.

LEAVE THE FIGHT* - if opponent prone action is automatic. If both characters are standing, opponent rolls Brawl die turning any Body into a Blows. A leaving character with advantage ignores Blow. STAND UP - A prone character may stand up.

CHARACTERS MAY DROP OBJECT AT NO ACTION COST

- * May not take if prone.
- ** If holding handgun, will. discharge on a roll of
- *** May not take if prone unless using a Tomahawk.

