

LEGEND SHEET

WOUND CARDS DRAWN
(ROLE PLAYING)

Character:
Bonus Cards:
Skills:
Shoot One-handed Gun:
Shoot Two-handed Gun:
Brawling:
Other Hand:
Victory Points Earned:

SYMBOL

HOLSTERED

Holds four weapons (plus three ammo sources)
Weapons must be one-handed

OTHER HAND

Holds one weapon
(if BOTH HANDS empty)

One handed weapon:
can shoot, throw, attack
(must have Other Hand skill)

Add OH skill to aim

BOTH HANDS

Holds one weapon

Any weapon:
can shoot, throw, attack
can LOAD

One handed weapon:
can fanfire

GUN HAND

Holds one weapon
(if BOTH HANDS empty)

One handed weapon:
can shoot, throw, attack

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

GAME TURN

ACTIONS AND DELAYS

ENDURANCE

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

EXTRA ENDURANCE

21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50

GUN:

CAPACITY:

GUNSLINGER

PERMANENT WOUNDS

SERIOUS

GUN HAND

OTHER HAND

LEG

ROLE PLAYING

Fear	Respect
Combat	Money
Money	Success

Explanations:
Record values at start and end of month.
with changes.
Calculate PRACTICE below.

PRACTICE

Ability: Time:

Practice Points:
(Ability x Times)

Expenditures:

After Practice
Bonus Cards:
Skills:
1HS | 2HS | BR | OH

Weapons

Carried into game
Weapons Money

PRACTICE COSTS:

SKILLS:	OH	Keep	Improve	Gain ¹ Monthly cost:	Keep ² Monthly cost:	Gain ¹ Monthly cost:	Keep ¹ Monthly cost:
-2	-6 or -5	0 p.p.	1 p.p.	0	8 p.p.	9 mo.	0 p.p.
-1	-4 or -3	1 p.p.	3 p.p.	1	12 p.p.	9 mo.	3 p.p.
0	-2	2 p.p.	5 p.p.	2	16 p.p.	9 mo.	7 p.p.
+1	-1	4 p.p.	8 p.p.	3	22 p.p.	9 mo.	12 p.p.
+2	0	6 p.p.	12 p.p.	4	28 p.p.	9 mo.	18 p.p.
+3	—	9 p.p.	18 p.p.	5	—	—	25 p.p.
+4	—	12 p.p.	24 p.p.	—	—	—	—
+5	—	16 p.p.	—	1 Money	2 Money	1 Money	Reflex markers
Shooting Skill:							RX 3

BONUS CARDS	Gain ¹ Monthly cost:	No. of months:	Keep ² Monthly cost:	Gain ¹ Monthly cost:	Keep ² Monthly cost:
B1, B4	6 p.p.	6 mo.	4 p.p.	9 mo.	0 p.p.
B2 (heavy)	10 p.p.	3 mo. ³	6 p.p.	9 mo.	3 p.p.
B2 (medium)	8 p.p.	3 mo. ³	5 p.p.	9 mo.	7 p.p.
B2 (light)	6 p.p.	3 mo. ³	4 p.p.	9 mo.	12 p.p.
B3 (heavy)	8 p.p.	2 mo.	4 p.p.	18 p.p.	18 p.p.
B3 (medium)	6 p.p.	2 mo.	3 p.p.	—	25 p.p.
B3 (light)	4 p.p.	2 mo.	2 p.p.	—	—
B5, B6, B7	4 p.p.	2 mo.	2 p.p.	4 mo. ³	6 p.p.
B8, B9	6 p.p.	4 mo. ⁴	4 p.p.	5 mo. ³	8 p.p.

GUNSLINGER