OUTLAWS

ADVENTURES IN THE OLD WEST

CORE RULEBOOK
3RD EDITION

FIRE FOR EFFECT GAMES

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

Adventures are linked sets of *shootouts* built around an ongoing storyline. *Adventures* have two teams, a player controlling the outlaws and a player controlling all the other characters.

THE CHARACTERS

Characters are represented by two cards placed next to each other; together these form a *character card*. One of the cards is unique to the character and has their name, attributes and skills printed on it. The other is generic and shows: items being held, carried and an ammunition track.

During play, counters are placed on a *character card* to provide information, such as which items are being held, how many bullets are in a weapon and if the character has any injuries.

Each character may have a special skill as shown on their *character card*.

2nd edition owners: the rules still work with previous versions of the components – differences will be referenced in the rules.

GAME BOARDS

Outlaws includes eight game boards which can be arranged into different configurations. Each square on the boards is approximately 6-8 feet across.
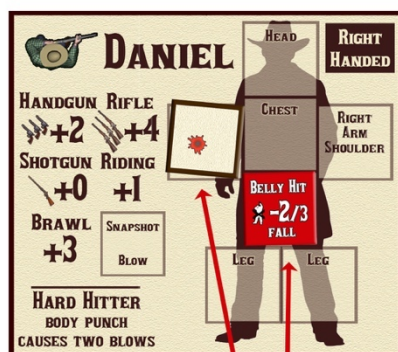
INTRODUCTION

Outlaws is a game of gunfights and adventure set in the Old West of America circa. 1865-1890. Each gunfight is called a *shootout*.

Shootouts allow two or more players to recreate standalone gunfights. For example, one player is an outlaw gang attempting to rob a bank and the other the lawmen trying to stop them.

Linked *shootouts* can be played using the *Rivals* expansion and allow players to create their own characters to fight for control of the lawless town of Deadrock.

Unique Character Card

Daniel is right handed
and is holding a Colt '45

Generic Character Card

The Colt '45 has only two
cartidges remaining.
The Carbine is fully loaded

Most characters begin a shootout with four actions.
Daniel has lost an action due to the injury to his left arm.
He has just recieved a Belly hit, losing another 2 actions.
When he next activates he will only have a single action.

Daniel is carrying
a Spencer Carbine,
a knife

He is carrying
12 extra bullets

Objects printed on the boards are classified as either **low**, **high** or **slight** these categories can affect movement and what can be seen.

THE ROUND

Outlaws is played in a series of *rounds*. In a *round* each character has an opportunity, called a *turn*, to perform actions such as moving, shooting or brawling.

START OF A ROUND

Each player uses an opaque cup, this is called their *action cup*. At the start of a *round* players place their *action counters* for characters in play, or due to enter play that turn, into their cup.

Next, each team totals the number of *actions* available from all their characters (also count *actions* available to characters entering play this *round*). The team with the highest *action* count has the first opportunity to draw an *action counter* from their *action cup*.

If the total number of *actions* available are equal, players roll a die to randomly determine who draws first

The *action counter* drawn shows the character who is *active* and that they have the opportunity to take *actions*.

When a character has used all their *actions* their turn ends, then the other team draws an *action counter* from their cup and that character becomes *active*. This process continues until all the counters have been drawn from both cups. Players can continue to draw counters if/when their opponent's cup is empty.

Players may pass and not draw an *action counter*, and if both players pass in succession then the round ends.

ACTIONS

Characters begin the game with four actions, unless their *character card* states otherwise. As the game progresses, the number of actions available may reduce.

When a character's *action counter* is drawn, subtract actions lost due to *wounds*, *injuries*, *blows* or *action loss* from their initial number of actions – the result is the number of actions that may be taken.

Daniel starts a shootout with 4 actions, has -2 actions due to a belly wound and -1 action due to a left arm wound, and so only has 1 action available when active.

When the number of actions available to a character is reduced to 0 or less a character becomes unconscious, or possibly dead.

Below is a list of the *actions* available to *active* characters. With the exception of the *reload* action each action must be completed in a single turn.

0 ACTION COST

Ditch item - an object in the held box on a *character's card* may be dropped. Place the item under the character's counter on the game map.

Hit the dirt- change from standing to prone, no change of facing is allowed.

Leave cover - leave a *look from cover* position. Return character to the center of their square, or if in a doorway to a square either side of it.

Close door – to indicate a door is closed move a character so they are no longer touching the door graphic.

1 ACTION COST

Shoot handgun - fire a single bullet from a handgun.

Fanning handgun – may fire 3 bullets with a *shooting disadvantage*.

1 handed object: *draw, holster pickup, stow or pass* - move a square object counter between the game

board and the held or carried box of a *character card*. A hand must be free to use this action. An object must follow the sequence below i.e. an object cannot go straight from a board square to a carried box without first being held:

Map Square - Held – Carried

Daniel has just blown the safe of the Deadrock Bank. He is now standing in the same square as the open safe and has 4 actions available. In the safe are two bags of money. Daniel uses 1 action to pick up one of the bags (moves bag counter from the map to his held box). Then, he uses another action to stow the bag into his knapsack (moves from held to carried). He then picks up the other bag in his left hand (moves bag from the map to his left hand held box). He uses his final action to draw his trusty .45 with his favoured right hand (move Colt .45 from carried to right hand box).

Objects can be swapped between hands using this action.

This action also allows a character to pass/receive an object to/from an adjacent character. Both characters expend 1 action; place an *action loss* on the non-active *character's card*. The item is moved from the held box of the passing character to the held box of the receiving character. Characters do not need to be in the same stance to pass/receive objects.

A two handed object may be picked up and held in one hand and this is shown by placing the object vertically. Such an object may not be used unless by a special action such as, *shooting a long gun with one hand.*

This action may be used to move an object held in both hands to one hand and vice-versa.

Items carried by an unconscious or dead character may be picked up by a character in the same square using this action.

Poor shot - fire a long gun for one action. Shooting gains, a *shooting disadvantage*. Draw a maximum of one *wound*. If used, no other shoot action may be taken this turn – including another *poor shot*.

Walk/turn - move into one of three front facing squares **and/or** turn to change facing. The turn may be before, after or instead of moving.

(Optional) If a character moves two diagonals in a single turn then the second diagonal costs 2 actions. This is due to the distortion of allowing diagonal movement on a square grid.

Clamber over object - moving over *low* or *slight* printed objects or entering a town clutter counter must use this action in conjunction with a *walk/turn* action.

Open door – may turn and open door, indicate a door is open by moving the character's counter so that it is touching the door graphic.

Get up - change from prone to standing, may change facing

Look from cover - use a corner of a *high* object (e.g. wall) or lean around a doorway or window.

Ride – must have a hand free. For each ride action, a mounted character moves up to three squares and can change facing.

(Optional rule) No more than two squares may be moved diagonally.

Throw knife – a knife does not have to be held, but the throwing hand must be free.

Crawl* - prone character moves forward, or rolls to the side, 1 square **and/or** turns. Turn may be before or after movement. Crawling character may not cross *low* objects, closed doors or climb through windows.

Back off - move to any of the three squares directly behind. No facing change allowed.

Shoot rifle or shotgun - fire a bullet/cartridge from a long gun.

A doubled-barrelled shotgun may fire both barrels using this action.

Steady aim (handgun) - fire a bullet from a single handgun with increased accuracy. On the gun die, *Miss SA#* results are successes; use the number after the *SA* to resolve the shot.

Double shot (handgun) – a character holding two handguns may fire a bullet from each as if using two separate *shoot handgun* actions.

Walk & look from Cover - combine a *walk/turn* and a *look from cover* action so a character can immediately move to corner cover when entering a new square.

2 handed object: draw, hold, pickup, stow or pass* - to move a rectangular object counter (two handed) between the game board and the held or carried box of a *character card*. Both hands must be free to use this action. An object must follow the sequence below i.e. an object cannot go straight from a board square to carried without first being held.

Map Square - Held – Carried

Daniel leaves the bank and seeing the sheriff and his deputies down the street, he decides to grab his rifle. He drops the money bag for no action cost and holsters his handgun for one action. He then spends two actions to draw his rifle. With only a single action remaining he takes a poor shot at the sheriff.

Action allows a character to pass/receive an object to/from an adjacent character. Both characters expend 2 actions; place *action losses* on the non-acting *character card*. The item is moved from the held box of the passing character to the held box of the receiving character. Characters do not need to be in the same stance to pass objects.

A character in a square that has *low* objects printed in it (e.g. chair, table, logs, wooden planks) may pick them up as a *brawl object*. A character must have both hands free to pick up an object. Place a two-handed *brawl object* in the held box on their *character card*.

Items carried by an unconscious or dead character may be picked up

using this action, including carried ammunition

Saddle up* - a character in the same square as a horse, can mount or dismount.

Best shot (handgun) - fire a bullet from a single handgun with maximum accuracy. On the gun die, *Miss SA and BS # results* are successes, use the number after the *SA* or *BS* to resolve the shot.

Steady aim (rifle or shotgun) - fire a bullet/cartridge from a long gun, with increased accuracy. On the gun die, *Miss SA #* results are successes; use the number after the *SA* to resolve the shot.

Best shot (rifle) - fire a single bullet from a rifle with maximum accuracy. On the gun die, *Miss SA and BS #* results are successes, use the number after the *SA* or *BS* to resolve the shot.

Reload – the cost to reload a gun is on the reverse of its counter. Most guns may reload bullets individually at any time. If the cost of loading has a /, the second number indicates that continuing to load additional bullets are at a reduced cost, this action may carry over to the next turn, but if any other action is taken the cost reverts to the first number.

A reload number marked with a ***** indicates the gun may not load individual bullets, a full reload is required.

If a gun counter has no bullets loaded then flip it to its reverse.

To reload, a hand must be free, this may necessitate holding a long gun in one hand.

If a reload action is not completed in a single turn, mark the weapon with a reload counter orientated to show the number of actions already spent.

Luke has fired the last bullet from his Navy Colt and so

the gun counter has been flipped to its empty side.

A Navy Colt is a cap and ball gun, so it takes some time to load. Next turn, Luke has 4 actions, he loads a round for 3 actions and starts loading his second round, which will take two actions, of which he only has 1 available. The gun is marked, 1 action spent.

2nd edition owners: the gun counter reload values have changed, it is recommended to continue to use the original rules for your gun counters.

USE ALL ACTIONS

Any 0 cost actions may be taken when using *all action* actions.

Run – move up to 2 squares for each *action* available, changing facing once for each action spent. Can cross *low* and *slight* objects at the cost of an additional action. Running characters are harder to hit with a *snapshot*.

Climb through window – turn and climb through a window. Must be standing and adjacent to the window. Move the character to the square on the other side of the window.

Shooting a long gun with one hand Resolve as a *poor shot*. No *snapshot* may be taken with the weapon.

Grab – grab an adjacent standing character.

If target is an opponent: resolve as if a *brawl wrestle* attempt, if successful move them into acting character's square and begin a *brawl*.

If target is friendly: move them into an empty square adjacent to acting character and change to prone, mark them with 2 *action loss* counters.

*Character's with only one action available for their entire turn may use one of the following as their sole action for their turn:

crawl, saddle up, draw, hold, pickup or stow a 2 handed object or pass 2 handed object.

MORE THAN ONE CHARACTER IN A SQUARE

Only one friendly and one opponent character may occupy the same square. In such situations, a *brawl* takes place.

A character may pass through a square occupied by a friendly character but they may not end their turn in the same square. A character forced prone whilst moving through such a square, moves back to their previous square.

Dead and unconscious characters have no effect on the number of characters that may be in a square.

Characters that regain consciousness whilst a friendly character is in their square must crawl to an adjacent square when next active.

WHAT CHARACTERS CAN SEE

FIELD OF VISION

Characters have a 90^0 Field of Vision (*FOV*), which is the area in which the character can see and shoot.

The diagram below shows characters *FOV*:
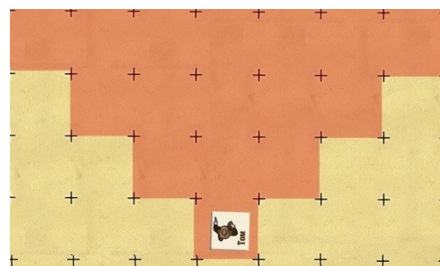
Characters are free to check their *FOV* at any time, this is called a *FOV check*.

A *FOV check*, is traced from different points depending on where a character is, or what they are doing:

- **default**: trace to/from center of the square.
- **Look from cover & through a door**: trace to/from anywhere on character's counter
- **through a window**, to/from the window/door graphic

If the traced line crosses an object it could affect a character's *FOV*.

GAME BOARDS AND FOV

Game boards have a large variety of different objects printed on them; objects are classified as *low*, *high* or *slight*.

Wooden walkways outside buildings have no effect on any *FOV* and are purely aesthetic.

LOW OBJECTS

Low objects printed on the map include tables, chairs, bars, barrels, water troughs etc.

Low objects between standing characters have no effect on *FOV*.

Low objects between a standing and prone character will block *FOV* if the low object is **closer** to the prone character.

*There is no FOV between Lee and Scott as Scott is prone and **closer** to the table (low object) than Lee.*

HIGH OBJECTS

Walls, piles of rocks/wood, cacti and prairie clutter counters block *FOV* if any part of the object's square is crossed, including the corner +.

SLIGHT OBJECTS

Slight objects printed on the map only include horse rails and fences.

Slight objects do not block *FOV*.

LOOKING THROUGH WINDOWS

A character standing adjacent to a window can see through and beyond it. A character not adjacent to a window can only see into the square directly beyond the window. *FOV checks* in both instances are traced to or from the window graphic.

A prone character in a square immediately beyond a window is only visible to an adjacent standing characters.

Tom is across the street looking towards the saloon and the barbers. Tom's FOV is shaded in red. He can see one square through the windows of the saloon (he would have to be in adjacent to the window to see further into the building). The door to the saloon and barbers are closed so he cannot see through those.

The red and green lines show what he can see between the buildings. The green lines show the FOV is not blocked. The red lines show the blocked FOV caused by the walls.

LEANING OUT OF WINDOWS

Characters facing a window can lean out of it by taking a *look from cover* action. To show a character is leaning out of a window move the character so they are astride the window, place a larger part of the counter in the square the character started from - this is to make it clear which side of the window the character is standing.

The 90^0 FOV of such a character is changed, see the graphic below:

Lee spends 1 action to lean out of the window. Note how Lee's counter is mainly in the square above the window - this shows that Lee is still in the Saloon.

FOV checks for characters leaning out of a window are taken to/from anywhere on their counter.

A *leave cover* action will return a character to the centre of their square. Characters who become prone are immediately returned to the middle of their square.

LOOKING THROUGH DOORWAYS

A character standing in an open doorway traces their *FOV checks* to/from anywhere on their counter.

LOOKING ALONG DOORWAYS

Characters can use doorways to change their *FOV*.

Once a door is open, a character can take a *look from cover* action to take up a position where they are looking along the doorframe. The *FOV* for the character is shown in the graphic below.

FOV checks for looking along a doorway are taken to/from anywhere on their counter.

Lee spends 1 action to open the door and then another to move into a doorway position (look from cover action). The red shaded area shows Lee's changed FOV. Robert cannot see Lee, as he is not in Lee's FOV, so neither can Robert see him.

A standing character can move from a doorway position to a square either

side of the door using a *leave cover* action.

A character changing to a prone position is immediately moved to either square touching the door, the door is then closed.

When Lee wishes to move, or becomes prone, he will move to a square either side of the door. There is no action cost for this.

LOOKING AROUND CORNERS

Characters can use corners of *high* objects to change their *FOV* e.g. walls, piles of rocks or wood, cacti or prairie clutter.

Characters must be standing and have the + of the corner in their current *FOV*. They use a *look from cover* action. A character's counter is turned at a 45º angle and moved to touch the corner (+) of the *high* object's square.

FOV checks for character using corner cover are taken to/from anywhere their counter.

A character using corner cover has their 90^0 *FOV* changed as shown in the graphic below.

Lee's action counter has been drawn and Lee decides to use the corner of the building for cover. He moves from the center of his square to touch the corner (+) of the saloon for 1 action. Lee now traces his FOV from anywhere on his counter to anywhere in his FOV.
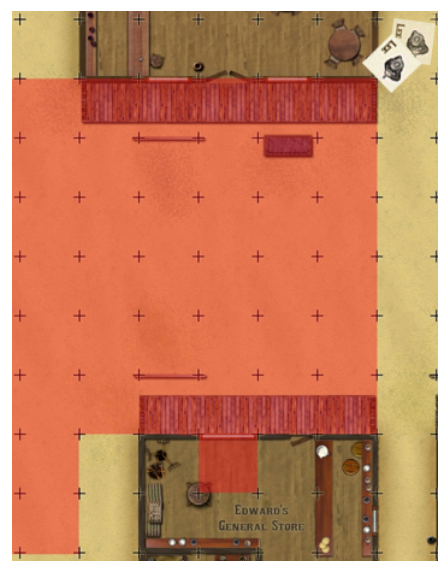
Stop using a corner for cover by using a *leave cover* action. The character

moves back to the centre of their square.

A character who becomes prone is immediately moved back to the centre of their square.

A character may use a *walk & look from cover* action to immediately move into a corner cover position. This represents the character inching along the wall so not to be seen in the in the square with the corner.

Lee takes a walk and look from cover action. This allows him to move immediately into a corner cover position.

HORSES IN THE WAY

Horses block *FOV* that is traced through their square**,** although any character in the same square as a horse can always be seen.

CHARACTER MOVEMENT

Characters move one square at a time into one of the three squares to their front.

To move diagonally, a character must cross the '+' printed on the board. If the '+' covers an object then this will affect the character's movement. If a *low* or *slight* object then the character must take an additional *clamber over object* action. If a *high* object the path is blocked.

Will can move straight ahead with a walk action.

To his left the '+' covers a low object and so it would cost him a 'walk' and 'a clamber over object' action to move in that direction.

To his right the '+' covers a high object so that way is blocked.
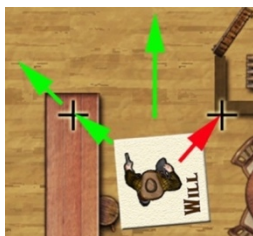
Later, Will is outside, he can move straight ahead or to his left for 1 walk action (the '+' does not cover the water trough so it can be skirted around). He cannot move to his right as the path is blocked by a high object.
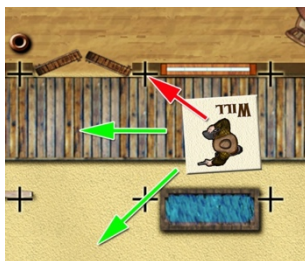
DOORS AND WINDOWS

To open a door or climb through a window a character must be standing and in a square that touches the object.

All doors are closed unless opened by a character, using an *open door* action. Move the character's counter so it touches the door graphic to show it is open.

Doors remain open until the character that opens it:

- is no longer in a square that touches the door.
- the character becomes prone.
- the door is closed for the cost of 0 actions; move the character's counter so they are not touching the door graphic.

Next turn Will enters the Saloon.

Will uses an open door action to open the door – Will's counter is moved to touch the door to show it is now open (1).

He then enters the saloon using a walk action – his counter is moved into the saloon but the door is still open and so Will's counter is still touching the door (2)

Will could then close the door for 0 actions but instead just turns and

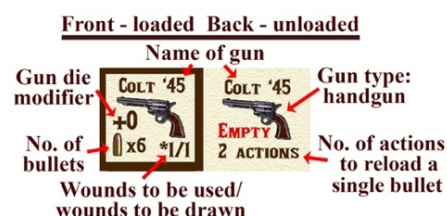*moves to the bar – Will's counter is moved and when he leaves the square the door is now closed.*

SHOOTING IN OUTLAWS

GUNS

Gun counters are double-sided, one side showing a loaded weapon and the other unloaded.

Handguns are show on square counters (1 handed) and long guns, i.e. rifles and shotguns, on rectangular counters (2 handed)

Ammunition loaded in a gun is shown using the appropriate 'ammo' marker on the ammunition track of a character's card. Additional carried ammunition is tracked on the ammunition track using a reload counter (for this purpose the orientation of the counter is not important).

SHOOTING

Shooting in *Outlaws* uses gun dice. There are three gun dice: a white die for handguns, a red die for rifles and a black die for shotguns.

Each face of a gun die has a number or the word **MISS**. The numbers represent the range the gun will successfully hit at. On some faces after a **MISS** are **SA** and/or **BS**.

SA stands for steady aim and **BS** is for best shot. If a character uses a *steady aim* or *best shot* action then use the number following the **BS** and **SA** instead of the **MISS**.

Shooting sequence:

1. Check target can be seen by undertaking a *FOV check*.
2. Reduce the ammo track for the weapon by 1.
3. Count the number of squares to the target, diagonals can be

counted. Don't count the shooter's square but do count the target square.

(Optional Rule: diagonal squares are counted as 1.5 squares each, fractions round down)

Targets *looking from cover* count range to a square that has at least some of the character's counter physically in it.

4. Roll the weapon's gun die and add or subtract the shooter's weapon skill and any gun die modifiers on the gun.

   If shooter has a *shooting disadvantage*, roll regular six-sided die and subtract that from gun die.

5. If final number is equal or greater than the distance to the target then the shot is successful.
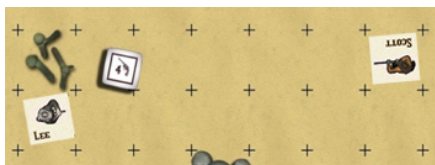
Lee, with a handgun skill of +1, is armed with a Smith & Wesson No.2 and is taking a shoot handgun action at Scott who is 6 squares away. As Lee is using a handgun the player rolls the white gun die. A 4 is rolled, Lee adds his handgun skill of +1, for a total of 5. This is less than the number of squares to Scott and so the shot has missed.

RESOLVING SUCCESSFUL SHOTS

On the lower right of a gun counter are two numbers divided by a slash. The successful shooting player may draw *wound* counters equal to the number on the right. The number of *wounds* drawn may be modified by *aiming (see below)* or a *poor shot* (*which limits the maximum number of counters drawn to 1.*)

When more than one *wound* counter is to be drawn, draw them one at a time. The player must decide after each draw whether to use that *wound* or discard it. If discarded then another *wound* may be drawn.

The number of *wound* that can be used is indicated by the number to the left of the slash.

A Smith & Wesson No.2 has in its lower right corner, 1/1. This means when it hits, 1 wound is drawn and 1 wound is used. In reality you just use the drawn counter.

If the firer successfully aimed, they could draw 2 wound counters. Deciding, after each draw, whether to use or discard it. If the first is used, no more wounds would be drawn as the number to the left of the gun is only 1. If the first is discarded, then another wound would be drawn and that must be used, if possible.

Winchester '73 is a 1/3 weapon. When it hits, the player may draw up to three wound counters, deciding after each draw whether to use it or not. Only one wound can be used, so once the player decides to use a wound then no more or drawn.


GUN SKILL

Gun skill is added (or subtracted) from a gun die. It also limits who can use the better shoot actions: *steady aim*, *best shot* and *fanning* actions.

Gun icons, next to weapon skills on a character card, indicate the actions available to a character:

- *1 gun = shoot action*
- *2 gun = shoot/steady aim/fanning*
- *3 gun =shoot/steady aim/ best shot/fanning*

All characters can always use a *poor shot* action.

Tom has three handgun icons showing, he can take shoot, steady aim, best shot & fanning actions.
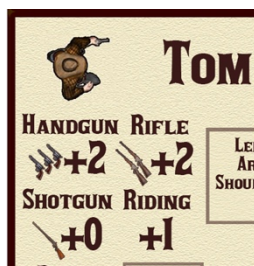
Two rifle icons mean he can take shoot & steady aim actions.

One shotgun icon means he can only use shoot actions.

LARGER CALIBER / HIGH IMPACT WEAPONS

Some larger caliber guns and weapons cause greater 'shock' when they first hit. A gun with an '*' before the numbers in the lower right corner of the gun counter temporarily increases the number of actions lost from a *wound* by 1. Place an *action loss* on the *character card* to mark this reduction.

A Colt .45 has an '' so when it places a wound counter an action loss is also placed on the character card.*

AIMING

After rolling the gun die, if the modified total (after adding any modifiers) is twice or greater than the distance to the target an additional *wound* counter may be drawn – still only apply the number of wounds indicated by the weapon counter.

Luke shoots at Samuel, who is 3 squares away. Luke has a Handgun skill of +1 and his Navy Colt has a +1 gun modifier. He rolls a 4, which is modified to a 6. That is equal to twice the distance to Samuel and so Luke may draw an additional wound counter if he does not like the first one he draws.
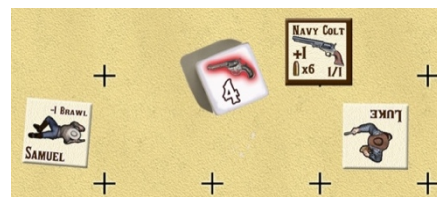
SHOTGUNS

Shotguns cause a variable number of *wounds*:

Range 1 Square -	3/3
Range 2 Squares -	2/2
Range 3-5 Squares -	1/2
Range 6+ Squares –	1/1

For shots at range 1 or 2 every drawn *wound* is used, change any to an *action loss* counters if they can't be placed.

Jonas successfully fires his shotgun at Billy who is two squares away, he draws two wound counters and uses them both. However, Billy is behind a low object and one of the wounds is a Belly hit. The Belly hit is exchanged for an action loss counter.

As shotguns fire a number of pellets they target everyone between the firer and target and the square beyond. Trace a line from the firer to the target, all squares crossed could be hit. Resolve a *shoot shotgun* action at <u>each</u> character in the intervening squares and the square directly beyond the target square. If a shot is successful draw and use a single *wound counter* regardless of range.

Shotguns do use the aiming rule.

Scott has opened the door to the newspaper office and fired his shotgun at Tom. Scott traces his firing line from anywhere on his counter to anywhere on Tom's counter as they are both behind open doors. The range is 4 squares.

The firing line passes through both Robert's and Lee's square so a shoot shotgun action will be taken against them.

Fully loaded double barreled shotguns may fire both barrels using a single *shoot shotgun* action. Roll for each barrel separately.

SHOOTING DISADVANTAGE

A character with a *shooting disadvantage* rolls a regular six-sided die when rolling a gun die. The result of the six-sided die is deducted from the gun die.

Shooting disadvantages situations:
- taking a *poor shot*.
- *fanning* fire.
- shooting a handgun with a non-favored hand.
- shooting from horseback.
- *snapshots* at running characters

FANNING

Characters with a single action handgun can fan their gun, one hand holds the trigger and the other hits the hammer repeatedly. All handguns included in the core game are single action handguns.

To fan a handgun:
- must have at least +1 handgun skill;
- must have their non-gun holding hand free;
- not in a *look from cover* position.

If the above criteria are met a character may fire up to 3 bullets using a single *shoot* action. Each shot may be at a different opponent. Shots have a *shooting disadvantage* and cannot gain an aiming bonus.

SHOOTING WITH NON-FAVORED HAND

All shots resolved with a *shooting disadvantage*.

SHOOTING FROM HORSEBACK

Characters on horseback have a 360^0 *FOV* and do not take regular *shoot* actions, instead:
- One free *shoot handgun* action can be taken for every two *ride* actions - no action cost.
- One free *shooting a long gun with one hand* can be taken if all a character's actions are used on *ride* actions - no action cost.

Characters shooting from horseback gain a *shooting disadvantage*.

Depending on the target square a character may use their gun and/or ride skill.
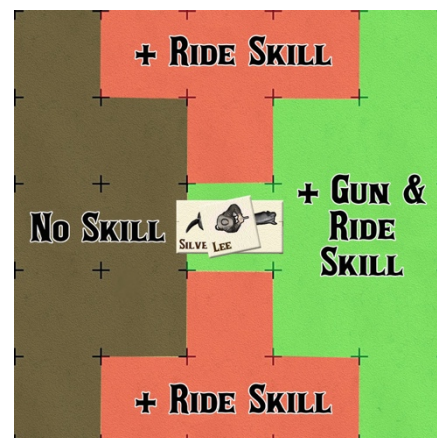
A character forced to *fall* or drop prone or are thrown from their horse, is placed in a prone position in their current square; roll the *brawl* die and convert any *fists* rolled into *blows* and place on the fallen *character's card*. An injured horse is then removed from the board.

A character on horseback may not enter a square of another character.

CHARACTERS OBSTRUCTING YOUR SHOT

Standing friendly or neutral characters, *obstruct* fire through their square.

Prone characters *obstruct* fire between prone characters.

Prone characters do not *obstruct* fire between standing characters and other prone characters.

Unconscious and dead characters obstruct fire as prone characters do.

If only <u>one enemy</u> is obstructing a target, a shot can be taken. If the shot is successful, randomly determine if the target character is hit or the intervening character using a die roll. A character gaining an aiming bonus automatically hits their target.

If a shotgun's initial shot is on target then roll to hit both opponents.

KEEPING TRACK OF BULLETS IN GUNS IN BOTH HANDS

Character's with two guns should use an ammunition counter marked with **OFF-HAND** to track the bullets in the gun in their non-favored hand. If a

character is ambidextrous, a note should be made of which ammo counter is tracking which gun.

FIRING INTO A SQUARE WITH TWO CHARACTERS

A gun fired into a square that contains two characters and is successful, roll to randomly determine which of the characters is hit.

A character gaining an aiming bonus may specify the target – the penalty for doing so is that only one *wound* can be drawn.

A Shotgun always hits both characters.

GETTING HIT

BODY LOCATIONS

Each *character card* has a silhouette of the character indicating seven body locations.

The chest location may hold two *wound or injury* counters and each of the other locations may hold a single counter.

An already placed *wound* or *injury* counter can only be replaced by a counter with an equal or greater action loss.

2nd edition owners: ignore the old action track rules and place wounds anywhere on the track, keeping to the placement limits above.

WOUND COUNTERS

Wound counters show which part of the target's body is affected, place it in the appropriate box on the *character card.*

The numbers on the counter shows how many actions the character loses. For counters with two numbers separated by a /, use the second number when replacing the *wound* with an *injury* counter.

A *wound* may also show additional penalties such as the character falls. In addition, if the gun that caused the wound is marked with a '*', the actions lost are increased by 1, show

this by placing an *action loss* on the *character card.*
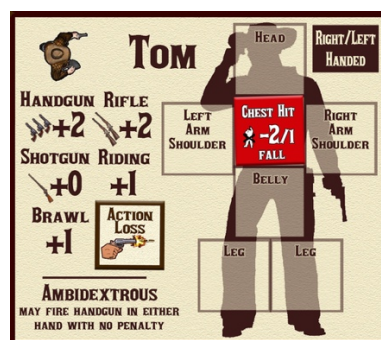
Tom has received a Chest Hit from a Winchester '73, a '' gun. The '*' means that an action loss is also placed. Next time he takes an action, he must subtract the -2 for the chest wound and -1 from the action loss. Leaving him only with 1 action. The wound also states he falls prone.*

INJURY COUNTERS

After a character, with a *wound* counter has completed their turn, replace the *wound* with an *injury* counter (unless a *bleed*). *Injury* counters have bullet holes indicating the number of actions lost. If there are additional conditions, such as, 'can't use arm', select an *injury* counter with that text, and rotate to display the correct status. Return the *wound* counter to the pool.

If a character becomes unconscious or dead, flip their character's counter to their prone side.
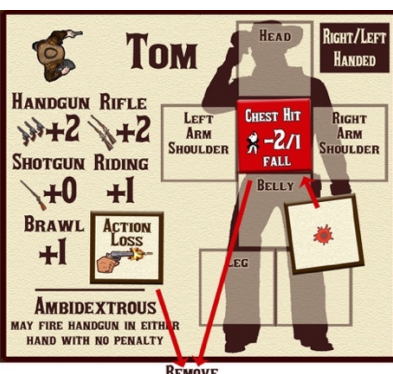
After Tom has finished all his actions on his turn his wound counter is replaced with an injury counter. The wound counter is a 2/1, so the second number is used for the injury counter. The injury counter has a single bullet
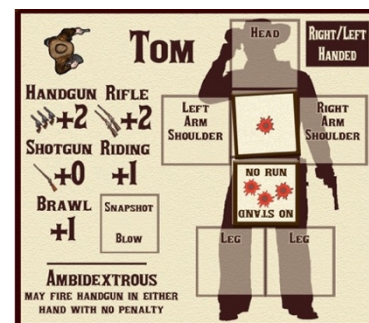
hole. The action loss counter is removed.

A few rounds later Tom is hit again, this time by a Belly Wound.
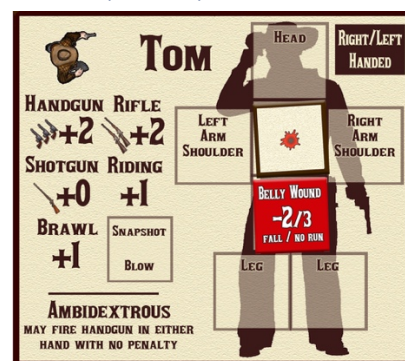
The Belly Wound counter is a -2/3, it also states 'FALL', so Tom is down again. (there is no additional effect if he was already prone). It also states he may no longer run during the shootout.

At the end of his turn the Belly Wound

counter is replaced by a 3 injury counter. Tom now has no actions, so is unconscious.

2nd edition owners: wound counters are now single sided but their use remains identical. 3rd edition wound counters are slightly less deadly but the original counters can still be used.

WOUND CONDITIONS

Some *wound* counters have additional conditions:

Fall – change character to prone. No effect if character is already prone.

No Run – may not use *run* actions for the remainder of the *shootout*.

No stand – may not stand for the remainder of the *shootout*.

Drop Held – anything held in the arm/hand indicated or held in both hands is dropped. Place the item under the character's counter.

Can't use Arm – indicated arm/hand cannot be used, no object can be placed in the hand box on the *character card* for the remainder of the *shootout*.

Bleed – *bleeds* remain on a *character card* until actions are spent to removed them. Do not replace these counters with *injury* counters. *Bleed* counters state how many actions are required to remove it.

A conscious character with insufficient actions to remove a *bleed* may use all their actions to do so, as long as they have at least one.

JAM

If the first *wound* counter drawn is a *Jam,* the gun is jammed. Mark the affected weapon with a reload counter with a 4 facing to the top to indicate the actions needed to unjam the weapon.

KEEPIN' YOUR HEAD DOWN

If the last, or only *wound* counter, from a successful hit can't be used, due to the target being prone or in cover, place an *action loss* on the target's *character card*.

If the target character is unconscious do not place *action loss* counters.
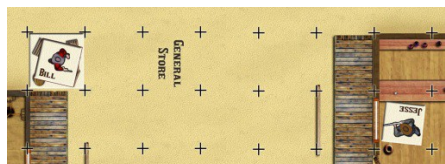
Bill shoots at Jesse with a Colt .41 scoring a hit. Bill draws a chest wound with a ✖ symbol. As Jesses is in cover, the ✖ symbol means it can't be used, however an action loss counter is placed on his character card. The shot may have missed but it was close enough for Jesse to flinch!

UNCONSCIOUS AND DEAD

When a character's actions are reduced to 0 or less by *wounds* and/or *injuries* they are unconscious.

If reduced to 0 by only *injury* counters they are permanently unconscious, and will not recover during the *shootout*.

An unconscious character may be killed by any player in the same square firing a gun at them or taking a single action with a knife (still roll the gun die in case of a *Jam* result). Alternatively, a character may be killed using the *brawl* rules.

A character who received a *Headshot wound* is killed.

Permanently unconscious and dead characters have their *action counter* removed from the game. If their *action* counter has not yet been drawn, remove it when drawn and draw another.

When a character becomes unconscious or dead they drop any items held in their hand boxes.

If necessary at the end of a *shootout* to know if a permanently unconscious character recovers or later dies of their wounds roll a six-sided die:

1-4 recovers: 5-6 dies of wounds

COVER IN OUTLAWS

Characters can use for cover:

- *low* and *slight* printed object;
- windows, doors, corners;
- being prone;
- clutter counters.

LOW OBJECTS FOR COVER

If a *FOV check* between two characters crosses a *low* object and the object is **closer** to the target than the firer, then that object will provide *low* cover.

Low objects in a character's own square provide *low* cover if the *FOV check* crosses it.

When resolving *wounds* against a character with *low* cover *Leg*, **Belly,** and ✖ marked wounds are discarded – the shot is either blocked or is a near miss.

Lee, standing behind the bar, points his trusty Winchester towards Tom and Scott.

Tom is in the same square as a piano but Lee's FOV check does not cross it so it has no effect. The table in front of Tom is closer to Tom than it is to Lee and so Tom can use it as low cover, discarding any leg, belly or ✖ wounds he might receive.

Lee's FOV check to Scott does not pass through any printed objects on the way to Scott's square, however there are chairs and tables in Scott's own square so he can use those as cover - again discarding any leg, belly or ✖ wounds he may receive.

SLIGHT COVER

a *FOV check* that crosses a slight object (*horse rail* or *fence*) gives the target *slight* cover. Discards any ✖.

DOORS, WINDOWS & CORNERS

*FOV check* passing **through** a window or an open door to a target character, gains them cover.

Characters using: looking from cover, gain a benefit for shots from **within** their *FOV*.

Cover benefits for the above are:

- using a single handgun then all **Leg**, **Belly**, ✖ and hits to their **Arm**/ **Shoulder** that is *not* holding a gun are discarded.
- firing two handguns, rifle or shotgun, then they discard only **Leg**, **Belly** and ✖ wound counters.

Lee and Robert are trading shots.

Robert is right handed and armed with a single handgun and is gaining cover from the window. Because he is using a handgun he discards leg, belly, ✖ and left (non-firing) arm and shoulder hits from any fire from within his FOV.

Lee has a rifle and is looking from cover, around the doorframe. He can discard leg, belly, and ✖ wounds.

As his rifle uses both hands he cannot discard arm or shoulder wounds.

HIT THE DECK

A prone character offers a smaller target to all but adjacent characters. When drawing *wound* counters a prone target discards any counters marked: ✖️

A character adjacent to a prone character applies all *wounds*, unless the *FOV* crosses a *low* object in the target's own square. In such cases **both** characters may discard. ✖️.

CLUTTER COUNTERS

These counters are placed on the game boards as instructed by a *shootout*.

Clutter counters represent additional *low* objects, such as barrels, crates and wagons.

Characters may move into a clutter counter square using a *walk* <u>and</u> *clamber over object* action. This will provide 360º *low* cover for the character.

SNAPSHOTS

A *snapshot* enables a character to shoot, or drop prone, in another character's turn. A *snapshot* uses a character's *future* actions, the loss of future actions are shown by placing *action loss* counters on a *character's card*.

A *snapshot* <u>can</u> be attempted in the following situations:

- When an opponent <u>enters</u> their *FOV*. The *snapshot* attempt may be taken after opponent completes any action during that turn;
- <u>After being shot at</u>, regardless of whether it hit or not;
- <u>Before being shot at</u> if the enemy is using a long gun and target character is armed with a handgun.

A *Snapshot* <u>can't</u> be attempted in the following situations:

- In <u>response</u> to another *snapshot*;

A successful *snapshot* allows a character to take a *shoot* action at the character who triggered the *snapshot* <u>or</u> take a *hit the dirt* action.

Characters must state which option they are attempting before rolling the die.

Here are three examples of when a snapshot could be taken:

Bill is in the saloon and Luke enters. As Luke has just moved into Bill's FOV, Bill may attempt one snapshot during Luke's turn after Luke completes an action.

Luke shoots at Bill. Bill can attempt a snapshot in response.

Luke targets Bill with a shotgun. Bill has a handgun and so attempts a snapshot to drop down behind a table.

ATTEMPTING A SNAPSHOT

To attempt a *snapshot* a character rolls a regular six-sided die.

To take a *hit the dirt* action a character needs to roll **equal or less** than their available actions.

Use a handgun to take a *shoot* action roll **equal or less** than their number of available actions.

Use a long gun to take a *shoot* action roll **less than** the number of actions available.

A roll of 1 is always successful.

Snapshot die roll table

Dice roll needed	Handgun *or* Drop Prone	Rifle *or* Shotgun
	equal or less than the number of actions available	*less than the current number of actions available*

If a *snapshot* is successful, *action loss* counters are placed on the *character's card* equal to the number actions used:

- *hit the dirt*, none;
- *shoot handgun,* 1 *action loss*;
- *shoot rifle/shotgun/bow, 2 action loss* counters.

There are no consequences to failing a *snapshot* attempt.

It is Jim's turn and he has just moved in the FOV of Tom. Tom attempts a snapshot. He has already received a Chest Hit and has only 3 actions available. He is holding a rifle and tries for a shoot action. He will need to roll 2 or less on a regular die to be able take the shot.

He rolls and gets a 2 so can take the shot. Tom fires at Jim with his rifle. Tom places two action loss counters on his character card (a rifle takes two actions to fire).

Tom misses Jim with his shot and cannot take another as he can only attempt one snapshot against Jim for moving into his FOV. If Jim targets or fires at Tom he could then attempt another snapshot.
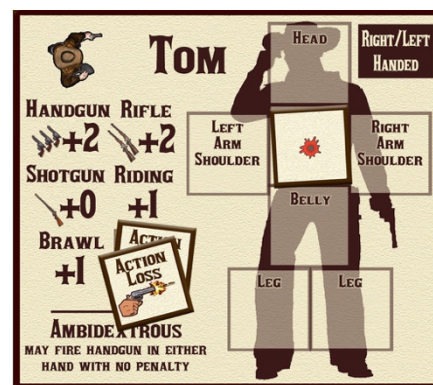
When Tom's action counter is next drawn, he will only have a single action available. At the end of his turn all action loss counters are removed.

The action losses of a *wound* received from a *snapshots* are immediately subtracted from the number of actions the character had remaining that turn.

Jim has walked across the street only to be noticed by Ben and hit by a snapshot shoot action. Jim started his turn with 4 actions and had used 2 before he was hit.

Jim loses an action due to a leg graze. This is taken from his remaining actions, leaving him with only a single action left this turn.

RUNNING & SNAPSHOT

A running character is harder to hit with a *snapshot*. Shots gain a *shooting disadvantage*.

ACTION LOSS

Many events might require a *action loss* counter to be placed on a *character card*. For each counter placed, a character has their available actions reduced by 1. At the end of a character's turn all *action loss counters* are removed.

If a character is reduced to 0 (or less) actions due to *action loss* counters they do not become unconcious.

2nd edition owners: use snapshot counters for action loss.

BRAWLING

A character entering a square with an opponent starts a *brawl*, if that character has at least 1 action remaining they may take an immediate *brawl* action.

Characters in a *brawl* may only perform *brawl* actions. When *active*, a single *brawl* action is taken. The *brawl* continues until one of the characters is unconscious, dead, or leaves the square.

Non-*active* characters, those not taking the *brawl* action, may attempt to *dodge* to avoid the placement of some *blow* or *wounds*.

BRAWL ACTIONS

In addition to taking any of the following *brawl* actions a character may always drop any held objects, these spill into an adjacent square, of owner's choice, or are removed if a *brawl* object.

- **Head Punch*/****
- **Body Blow****
- **Wrestle*/****
- **Pick up object**
- **Strike with object***
- **Stab***
- **Stand up**
- **Leave the fight***

  * *May not take if prone.*
  ** *If holding handgun, will discharge on a miss.*

Head Punch – roll *brawl* die. If *Head* is rolled the punch is successful. Place 2 *blow* counters on the opponent's *character card*.

Body Blow – roll *brawl* die. If *Body or Head* is rolled the blow is successful. Place 1 *blow* counter on the opponent's *character card*.

Wrestle – both players roll a regular 6-sided die. Characters with a *brawl advantage* gains a -1 die modifier.

If the character taking the *wrestle* action rolls lower than their opponent, then they can choose to:

- knock opponent prone and place 1 *blow* counter on opponent;
- push opponent into an empty adjacent square of their choice, then turn to face that square;
- knock an object out of opponent's hands. *brawl objects* are removed from the game board, other objects are placed in an adjacent square by the character taking the action.

Pick up Object - a character may pick up a game counter in their square.

A character in a square that has *low* objects printed in it (e.g. chair, table, bar, logs, wooden planks) may attempt to pick them up to use as a *brawl object*. A character must have both hands free and roll equal or less to their number of available actions. If successful, place a two-handed *brawl object* in the held box on their *character card*.

Characters with a *brawl advantage* gain a -1 die modifier.

Strike with object – a character holding a two-handed object may only drop it or take this action.

Attempts to strike their opponent with object. Roll the *brawl* die. Place a *blow counter* on their opponent's *character card* for every *fist* rolled.

Rolling a *MISS* causes a *brawl object* to break, removed it from the game. A character holding a rifle or shotgun drops it and it spills into an adjacent square chosen by the striking character.

Stab – a character holding a knife may attack with it. Roll the *brawl* die.

- For knives, any number of *knife* symbols rolled causes a *wound*.

If the opposing character has a knife, then two *knives* or *fists* must be rolled to cause a single wound.

Leave the fight – A standing character leaves the *brawl*.

If the opponent is prone there is no penalty to the leaving character.

If both characters are standing, the opponent rolls the *brawl* die and turns any *Body* rolled into a *blow* counter and places it on the leaving *character's card*. No *dodge* or *rerolls* are allowed. A leaving character with *brawl advantage* ignores the *blow* counter.

A character leaving a *brawl* must leave the *brawl* using a *walk* action. Once the character has left the square they may take any non-*brawl* actions using their remaining available actions.

Stand up – A prone character may stand up.

BRAWL OBJECTS & LONG GUNS

Once per round, a non-*active* character holding a *brawl object* or long gun may force an attacker to re-roll a *brawl* die. If a re-roll is taken then no *dodge* attempt is allowed.

BLOWS

Many *brawl* actions cause *blow* counters to be placed on an opponent's *character card*. Each *blow* on a *character card* reduces their available actions by 1.

When a *blow* is placed that reduces a character to 0 or less actions, that character drops prone and is unconscious. The *brawl* then ends.

BRAWL SKILL ADVANTAGE

When resolving a *brawl* action compare each character's *brawl* skill. The character with the greater *modified* skill gains a *brawl advantage*.

Modify a character's *brawl* skill:
- reduce by each action lost.

- reduce by 1 if prone.
- increase by any held objects that have a *brawl* value.

A character with a *brawl advantage* gain a -1 modifier for:

- *wrestle* resolution (inc. grab);
- *picking up objects;*
- *dodging.*

In addition, a character with *brawl advantage* ignores the blow taken when leaving a *brawl*.

Daniel has a brawl skill of +3 and a chest wound of -1, giving him a brawl skill of +2. He gets into a brawl with Dale, who has a brawl skill of +1, a Winchester +1, a leg wound of -1 and blow -1, for a modified brawl skill of 0. Daniel has the brawl advantage.

DODGE

A character who receives *blows* or *wounds* during a *brawl* may attempt to *dodge* them. To *dodge,* the defending player must roll <u>less than</u> their current available actions.

A character with *advantage* has a -1 die modifier. A roll of 1 is always a success.

If dodge is successful, one less *blow* or *wound* is placed on their *character card*.

A character who used a long gun or *brawl object* for a re-roll may not attempt a *dodge* in response the same attack.

HANDGUNS IN A BRAWL

A character holding a handgun in a *brawl* and undertaking a *Head*, *Body* or *wrestle* action may have their gun accidentally discharge. If a **Miss** is rolled then the gun discharges. Roll on the table below:

Die roll	Effect
1	*shot hits gun holder*
2-5	*shot high – misses all characters*
6	*shot hits non-gun holder*

Resolve *wounds* as normal.

OUT COLD!

When a character becomes unconscious the *brawl* ends.

The winner has the following options:

- undertake any non-*brawl* action.
- take a special *brawl* action by rolling the *brawl* die. Add *blows* for every *fist* rolled.

  If 8 or more *blows* are placed on the card they are killed (if insufficient *blow counters* are available use a regular six-sided dice to track the additional *blows*).

RECOVERING FROM BLOWS

One *blow* counter is removed from a *character card* at the end of every turn there is no opponent in their square. In time, unconscious characters will regain consciousness and be able to take actions again.

If a character regains consciousness and a friendly character is in their square then the character must crawl to an adjacent square.

I DIDN'T SEE THEM COMING

A character moving into an opponent's square from outside that character's *FOV* <u>and</u> takes an immediate *brawl* action prevents a defending character from:

- *dodge* or use a long gun or *brawl* object to force re-roll in response to attack.

After the *brawl* action has been resolved, turn the non-active character to face the active character.

Brawling example

Jonny and Dale are both at full health. Dale has already taken his turn and Jonny's action counter has just been drawn. Jonny has a brawl skill of +1 and is carrying a rifle. Dale has +0 brawl skill and is carrying a handgun.

While Dale is watching out the window Jonny creeps up on him and enters

his square from outside Dale's FOV. A brawl starts. Jonny has actions remaining so can take an immediate brawl action. Dale may not attempt to dodge Jonny's first brawl action. Jonny, carrying a rifle, takes a 'strike with object' action using his rifle butt.

Jonny rolls a single fist and places a blow counter on Dale's action track. Dale then turns and faces Jonny

Next turn…Jonny's action counter is drawn first, he decides to strike Dale again with his rifle butt, using a 'strike with object' action. He rolls 2 fists; these are converted into blows. Dale attempts to dodge some of the blows. He does not have brawl advantage (Dale has skill +0, Blow -1. Jonny skill +1, rifle +1) and needs to roll less than 3, the number of actions he has available. He rolls a 5, unsuccessful, and so has to place both blows on his character card. One more and he will be unconscious!

Next, Dale then takes his action. Dale drops his handgun (it is placed in an adjacent square by Dale's player). He attempts to pick up a stool using a 'pick up object' action (as there are printed objects in the square he can attempt this). With only one action available he needs to roll a 1 (a 1 is always successful). Fortunately for him he succeeds! A two-handed brawl object is placed in his held box – maybe he can fend off some of the rifle butt blows with it (Dale can now force Jonny to re-roll his brawl die.)

*Next turn, Jonny's action counter is again drawn first. He decides to strike with his rifle again; a 'strike with object' action is taken. This time he rolls a single fist, enough to knock Dale unconscious. Dale would need a 1 to dodge the attack. He decides his best option is to force a re-roll using his brawl object. Jonny rolls again and gets a **miss** and his rifle is dropped and moved to an adjacent square (chosen by Dale's player). Dale is hanging on by the skin of his teeth!*

On Dale's round, he swings with his stool, using a 'strike with object' action, and strikes Jonny for one blow. Jonny, attempts to dodge. As he

has the advantage and 4 actions available, he needs to roll 4 or less. He rolls a 5 and fails to dodge and takes a single blow.

Next turn Jonny's action counter is drawn first. He only needs one more blow to knock Dale unconscious, so he decided to take a body blow action – he succeeds and Dale forces a re-roll but that also is a body result. Dale slumps prone, unconscious. Jonny now has to decide whether to keep pummeling Dale or fetch his dropped rifle…

MISCELLANEOUS RULES

KNIFE THROWING

A thrown knife does not have to be held, but the throwing hand must be free. Resolve a throw by rolling the *brawl* die and doubling the number of knives shown. If the distance to the target is equal or less than that total number of knives, the target is hit. A character throwing with their non-favored hand does not double the knife symbols. If successful, draw and apply a single *wound*.

Knife Throwing	
Favored hand	*Distance = knives x2*
Non-favored hand	*Distance = knives x1*

If a knife misses the target, place it in the next square beyond the target. If the square beyond is a wall place the knife in the target's square instead.

GROUPS OF TOWNFOLK

A *shootout* may indicate starting locations for *groups of townsfolk*. *Groups of townsfolk* move and act randomly.

At the start of each round add the *townsfolk action* counter to the cup of the side with the fewest available actions. If both sides have the same number of actions, randomly determine which *action cup* the counter goes in.

When a *townsfolk action counter* is drawn, all the *groups of townsfolk* are active. For each *group of townsfolk* roll a die (or alternatively create a townsfolk die using the supplied template):

1	Shoot!
2	Move forward one square.
3	Move left one square
4	Move right one square
5	Move backward one square
6	Disperse (remove counter)

If a *group of townsfolk* cannot move as directed, due to the path being blocked by a wall or *low* object, then they do nothing. They may move through doors.

If a *Shoot!* is rolled, then a *group of townsfolk* will take a pot-shot at the closest *Outlaw* character in view using a 360^0 *FOV*. Roll the handgun die using no modifiers and if a hit is scored draw a single *wound*. If no *Outlaws* are in view then the *group of townsfolk* does nothing.

GROUPS OF TOWNFOLK AND GUNFIRE

When a gun is fired within 2 squares of a *group of townsfolk* they will attempt to move one square directly away from the source of the shot. The *group of townsfolk* will move through doors but may not move through windows. They will not enter any character's square. If a *group of townsfolk* cannot move directly away from a shot due to a wall or other blocked square, the player whose character did not fire the shot can decided where they move, they cannot move *closer* to the source of the shot.

SHOOTING AT GROUPS OF TOWNFOLK

Non-Outlaw characters may not fire at or through a square occupied by a *group of townsfolk*.

An *Outlaw* character may deliberately target a *group of townsfolk*; any hit causes it to immediately disperse.

Outlaw characters may fire through a *group of townsfolk* square but they roll an additional six-sided die when doing so. If the additional die rolled is even then resolve the shot as normal. If the die rolled is odd then the *groups of townsfolk* counter has been hit - immediately remove the counter.

Outlaw characters may not move through a square occupied by a *group of townsfolk*. *Non-Outlaw* characters may move through a *group of townsfolk* at an additional cost of 1 action. A character may not end their turn in such a square and must return to their previous square if they have insufficient actions to leave.

SHOWDOWNS

A *shootout* may begin with a *showdown* or occasionally it may occur during a scenario. When two or more characters without their guns drawn are in each other's *FOV* a *showdown* may be called by any of the characters. Only characters with loaded handguns can take part in a *showdown*. *showdowns* do not follow the usual sequence of play and are standalone events. If one occurs during a scenario, immediately end the round, and empty all cups of *action counters*.

In a *showdown* characters bid on who will shoot with the worst modifier to their gun die. The higher the bid, the more difficult the shot.

Use the following procedure to resolve a *showdown*:

1. All the characters involved in the showdown place their *action counters* in the *same* cup.

2. A counter is drawn from the cup, that character starts the bidding. Bidding starts at 0. The next counter is drawn and that character either 'calls the bid' or raises it by -1. This continues, raising by -1 each time until a bid is called. This could take several refills of the cup. A character cannot call their own bid or that of a friendly character.

3. When a bid is called the character, whose bid was called, takes a *showdown shoot* action using their bid as a gun die modifier (eg.-2). A *showdown shoot action* uses **all** the numbers on the die, including the **BS** and **SA** numbers. Any character, in *FOV*, may be targeted, even if they are not in the *showdown*. Gun skill is used.

   If the character misses with their shot they are out of the *showdown*. If a character receives a wound they are out of the *showdown*.

4. After each shot is resolved start again from Step One. Continue the process until there is only one side's characters left in the *showdown*. The last character remaining in the *showdown* can take a *shoot handgun* action targeting any character in their *FOV*.

5. The regular sequence of play is resumed, add all action counters back into their respective cup. Start a new round.

Luke and Jonny are facing Samuel and Dale in a Showdown. Hands are hovering over their holsters each waiting for the other to make a move.

The four character's action counters are placed in the same cup. The first counter drawn is Samuel so he starts the bidding at 0. Next out is Dale's counter, Dale cannot call Samuel's bid as he is on his side. Dale must raise the bid to -1. Luke is drawn next, he could call Dale's bid but at -1 his shot would still be pretty good so Luke raises it to -2. Last out is Jonny. Jonny can't call Luke's bid (because they are on the same side) so raises it to -3.

With all the action counters drawn they go back into the cup. First out

this time is Dale's counter. Dale calls Jonny's bid of -3. Jonny draws his gun and targets Samuel. Jonny gets lucky, rolls an 8 and hits Samuel even with the -3 modifier. Jonny draws a wound counter and gives Samuel a Belly Hit. Samuel is out of the Showdown and as Jonny caused a wound he is still in.

Because a shot has been fired all the action counters are placed back in the cup and the bidding starts again.

Luke is drawn first and opens the bidding with 0. Next out is Jonny who raises to -1. Last out is Dale who calls Jonny's bid. Jonny fires again at -1 but this time misses - he is out of the Showdown.

Again, the cup is refilled and the bidding is started again. Luke is drawn first and starts the bidding at -1. Next out is Dale who raises his bid to -2. The action counters are put back in the cup and drawn again. Dale is drawn; he can't call his own bid and so raises it to -3. Luke is drawn and calls Dale's bid. Dale fires at Luke with a -3 and hits him causing a wound. Luke is out of the Showdown.

With only Dale left in the Showdown he gets a Showdown shoot action at any character within his FOV.

HORSES

To use a *ride* action whilst mounted a character must have at least one hand free.

Characters mount and dismount using *saddle up* actions. Place a character's counter centrally on a horse counter to show they are in the saddle.

A horse may enter any of the three squares to its front.

A square may contain a single horse.

JUMPING LOW OBJECTS

Horses can jump over *low* objects, except *clutter counters*, at the cost of one of their 3 squares movement. In insufficient movement is remaining, a horse may not cross the object.

SHOOTING AT HORSES

Any shot at a horse that draws a *wound* will injure a horse. An injured horse will throw their rider and run off, remove the horse counter from the board, even if tethered.

A gun fired into a square with a horse and a character may hit either. Roll a regular die, an even result hits the character and an odd result hits the horse. A character gaining an aiming bonus may specify the horse or rider as the target – the penalty for doing so is that only one *wound* can be drawn.

HORSES DO NOT LIKE GUNFIRE

An unmounted horse in a square that touches a horse rail or in the same square as a character with a free hand is considered held or tied and will not move on its own.
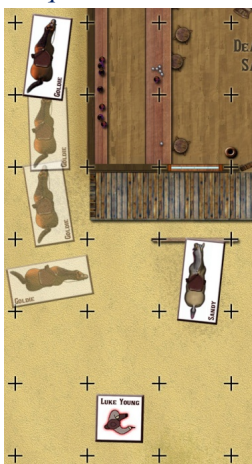

Horses will attempt to move away from gunfire if not held or tied. After resolving a shot that is 3 or less squares from such a horse, move it 3 squares away from any gunfire. The horse will attempt to move in the opposite direction from the gunfire as far as that is possible. If when moving a horse reaches a *low* or *high* object, roll a dice to randomly determine if the horse turns to the left or right.

Jonny takes a shot at Luke. Jonny is more than 3 squares from any of the horses and so they are unaffected.
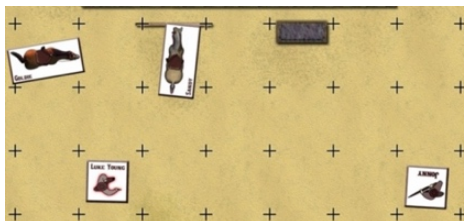
Luke returns the shot.

Both horses are within 3 squares of Luke. Sandy, the light bay horse, is in a square that touches a horse rail and so is considered tied to it and so does not respond to the shot. Goldie, the dark bay, immediately moves three squares away from Luke.

LEADING HORSES

A horse in the same square as a standing character with a free hand may follow and remain in the same square as the character unless the character becomes prone. A mounted character, with a free hand, may lead any adjacent horses. The horses will remain adjacent the character until the character states they are not leading them anymore, or they use both hands for another activity.

A horse that is being led will not move away from gunfire.