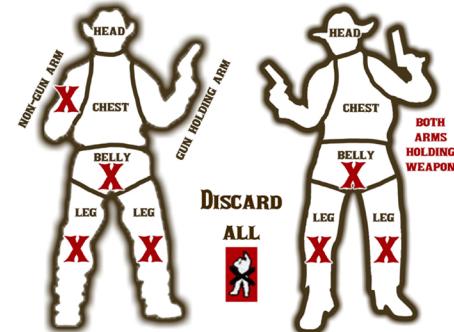


COVER: CORNERS, WINDOWS & DOORS

ONE HANDGUN

LONG GUN & BOW



COVER: LOW OBJECTS

DISCARD ALL



HEAD
CHEST
BELLY
LEG

HEAD
CHEST
BELLY
LEG

HEAD
CHEST
BELLY
LEG

COVER: PRONE

DISCARD ALL



HEAD
CHEST
ARM
BELLY
LEG

HEAD
CHEST
ARM
BELLY
LEG

HEAD
CHEST
ARM
BELLY
LEG

Objects closer to prone blocks FOV



SNAPSHOT

A Snapshot can be attempted in the following situations:

- 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 actions	< available 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
Steady Aim
Best Shot

Shoot
Steady Aim

Shoot

ACTION SUMMARY



- 1** SHOOT - shoot handgun
2 DOUBLE SHOT - shoot handgun from each hand
3 BEST SHOT - shoot handgun include SA & BS result

1 POOR SHOT - $\frac{1}{2}$ gun die (round down) max 1 wound draw

2 SHOOT - shoot rifle/bow

3 STEADY AIM - shoot rifle/bow include SA result

4 BEST SHOT - shoot rifle include SA & BS result

ATM BEST ARROW - shoot bow include SA & $\frac{1}{2}$ BS result

SHOOT RIFLE - ONE HANDED - shooting disadvantage

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

3 BEST SHOT - shoot shotgun include SA result

ATM SHOOT SHOTGUN - ONE HANDED - $\frac{1}{2}$ or $\frac{1}{4}$ gun die

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

0 HIT THE DIRT - go prone, no change of facing

1 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

+1 CLIMB OVER OBJECT - move over low object or enter town

WALK & TAKE COVER - combined action, no Snapshot clutter

2 BACK OFF - move backwards

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

CLIMB THROUGH WINDOW - must be standing

RUN - move 2 squares & turn for each action used

0 DITCH ITEM - drop any held objects

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

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

VAR RELOAD GUN - Cost on reverse of gun counter

1 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

ACTIVE CHARACTER CHOOSES A BRAWL ACTION

DEFENDING CHARACTER MAY:

- DODGE** - roll less than actions, -1 Blow/wound. Advantage roll equal or less than actions.
- BRAWL OBJECT OR LONG GUN** - active player re-rolls Brawl die.

HEAD PUNCH**/**

roll a Head cause 2 Blows

BODY BLOW**

roll a Body/Head cause 1 Blow

WRESTLE**/**

both roll a 6-sided die. Add +1 if an advantage. If the character taking the wrestle action rolls greater opponent, then either:

- knock their opponent to the ground and place one Blow counter on opponent's Character Card.
- Push opponent into an empty adjacent square of their choice.
- knock an object out of opponent's hands. Guns are placed in an adjacent square

PICK UP OBJECT

roll $>=$ actions, pick up object in their square. Printed objects = Brawl objects..

STRIKE WITH OBJECT*

each Fist = Blow. Rolling a MISS causes a Brawl object to break or gun drops.

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.

corner cover FOV

BLOW RECOVERY

each turn with no enemy present in square:

remove 1 BLOW

GUN COUNTERS

NAME OF GUN

GUN DIE MODIFIER

AMMO CAPACITY

WOUNDS DRAWN / WOUNDS USED

* CAUSE AN ADDITIONAL ACTION LOSS

CHARACTERS MAY DROP OBJECT AT NO ACTION COST

* May not take if prone.

** If holding handgun, will discharge on a roll of a miss

*** May not take if prone unless using a Tomahawk.

+ RIDE SKILL

NO SKILL

+ GUN & RIDE SKILL

+ RIDE SKILL

RANGE 1 SQUARE - 3/3

RANGE 2 SQUARES - 2/2

RANGE 3-5 SQUARES - 1/2

RANGE 6+ SQUARES - 1/1

+ GUN & RIDE SKILL

NO SKILL

+ GUN & RIDE SKILL

+ RIDE SKILL

WEAPON SKILL

Shoot
Steady Aim
Best Shot

Shoot
Steady Aim

Shoot