

# OUTLAWS!

ADVENTURES IN THE OLD WEST

## SOLITAIRE RULES

Characters not being played by the player are called *auto characters*. *Action counters* for all characters are placed in the same *action cup*. When an *auto character's* *action counter* is drawn use the table below, or alternatively, roll the corresponding coloured dice:



Dark green for an *auto character* that **cannot see, or turn to see**, any conscious enemy characters.



Medium green for an *auto character* that can see, or turn to see, a conscious enemy from which they have **no cover\***



Light green for an *auto character* that can see, or turn to see, conscious enemy characters, and from which they are in **cover from all of them\***.

*\*Being prone does not count as cover.*

Undertake each instruction in sequence. The top instruction will identify a target enemy character to which the auto character will react.

1

<b>Suspected Advance Shoot+ *Prone 1-2</b>	<b>Closest Prone 1-4 Shoot+</b>	<b>Closest Shoot+ Prone 1-2</b>
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2

<b>Suspected Advance Shoot+ *Prone 1-2</b>	<b>Closest Shoot+ Prone 1-2</b>	<b>Closest Handgun Shoot+ Prone 1-2</b>
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3

<b>Suspected Advance Shoot+ *Prone 1-2</b>	<b>Closest Move Prone 1-3</b>	<b>Closest Shoot Move *Prone 1-3</b>
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4

<b>Suspected Long Gun Advance *Prone 1-2</b>	<b>Closest Prone 1-4 Shoot+</b>	<b>Cover-Shoot+ Prone 1-2</b>
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5

<b>Suspected Handgun Advance *Prone 1-2</b>	<b>Cover-Prone 1-5 Shoot+</b>	<b>Closest Long Gun Shoot+ Prone 1-2</b>
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6

<b>Wait</b>	<b>Closest Prone Shoot Crawl</b>	<b>Closest Move *Prone 1-3</b>
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If any instruction cannot be followed the character moves on to the next instruction listed on the dice.

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

**\*Closest** closest conscious enemy that can be seen, or turn to be seen, is target enemy.

**\*Cover-** closest conscious enemy in no cover or prone that can be seen, or turn to be seen is target enemy. If no valid target use *Closest*.

**\*Closest Handgun/Long Gun** closest conscious enemy armed with a handgun/long gun that can be seen, or turn to be seen is target enemy. If no valid target use *Closest*.

**\*Suspected** closest conscious enemy in number of *Walk/Turnaround* actions needed to reach them is target enemy.

**\*Suspected Handgun/Long Gun** closest conscious enemy in number of *Walk/Turnaround* actions armed with a handgun/long gun is target enemy. If no valid target use *Suspected*.

*\*Randomly determine target if more than one enemy qualifies. Groups of townsfolk/Tuwa are not valid target enemies (unless stated in Shootout text).*

### Prone

- Character *Hit the Dirt* or dismounts if mounted (*Saddle Up* at no action cost).
- If *Prone* text is followed by a number, then roll a second regular dice. Only if the number rolled is in the range shown on the dice will the character *Hit the Dirt* or dismount (*Saddle Up*).
- If a \* is shown with the *Prone* text, only roll the second dice above if the character is in the *FOV* of an enemy character.
- Ignore *Prone* results if an enemy's square has been entered.
- If already *Prone* ignore instruction.
- Tuwa characters only dismount if a further regular dice roll is **even** (this is in addition to rolling the range dice above).

### Snapshots

- Auto characters* will attempt a *Snap-shot* at player controlled characters that move into their *FOV*, or after they have been shot at. Attempt will be taken if the target character is within the following range.

Auto character Snapshot response	
Handgun	4 + gun skill
Rifle/Bow	8 + gun/bow skill
Shotgun	3 + gun skill

- If *Snapshot attempt* successful then consult the following table to determine *auto character's* response.

Auto character shot at response		
	Can see firer	Can't see firer
1-3	Shoot action*	None
4-6	Shoot action*	Hit the dirt

*\*if can't shoot—Hit the Dirt instead*

### Shoot

- Take a *Move/Turnaround* action so target enemy is in *FOV* (if needed).
- If not holding a weapon take a *Draw* action choosing a weapon which could wound the target using a standard *Shoot* action. If current held weapon could not cause a wound, or is out of ammo, then *Stow* the weapon, and if actions available draw another that could cause a wound.
- If character has no weapon that could cause a wound, or cannot see target, then change *Shoot* to a *Move* instruction.
- An unarmed mounted character will *Draw* a loaded handgun, bow, or lance (randomly determine which). If none of the above are available then a rifle or shotgun will be drawn.
- Take a standard *Shoot* action at target character (if sufficient actions available).
- A rifle may take a *Poor Shot* If only one action available.
- If a character is using a double-barrelled shotgun roll a regular dice and on a 1-2 they fire both barrels (if possible).
- A bow armed character will *Get up* to take a *shoot* action (if they can). A bow armed character who is permanently reduced to only a single action will *Drop* their bow and *Draw* another weapon. Preference for weapon drawn is, in the following order: handgun, rifle, lance, tomahawk, knife.
- If shot is blocked by a friendly character then change *Shoot* to a *Move* instruction.

### Shoot+

- As above but must spend the maximum number of actions possible on shooting their weapon, *Shoot*, *Best Shot* or *Steady Aim* etc. depending on actions are available.

### Out of Ammo

- An *auto character* that has all their weapons out of ammo does not roll the *auto dice*.
- They will *Walk/Turnaround* to the nearest square that is out of 360° *FOV* of all enemy characters and begin to *Reload* their quickest loading weapon. When the weapon the character resumes the normal sequence of play—rolling on the green table/dice.
- If a character has no reloads they will *Hit the Dirt* and will not take any further action in the game, unless to defend themselves in a *Brawl*.

### Brawl

An *auto character* will always use the *Body Blow* action unless one of the following is in effect:

- Their opponent has a *Brawl* object, rifle, or shotgun. In such cases if the *auto character* is in a square that has objects printed in it they will take a *Pick up Object* action.
- If they are armed with a *Brawl* object, rifle or shotgun they will use a *Strike with Object* action.
- If armed with a knife they will take *Stab* actions, and if prone will *Get Up*.

**Advance**  
**1-2 Run 3+ Walk**

**WalkRun**

- *Prone* characters will *Get Up*. If this makes them visible to the target enemy then no further movement is taken. (if unable to *Get Up* then skip this instruction).

**Walk**

- *Walk/Turnaround* to the square/position nearest to the target enemy which they can reach which offers some cover from the enemy (doors, windows, corners etc.). The enemy character must be visible at the end of the move. If more than one square is possible then randomly determine which square to move to. Character can stay in original square if a *Take Cover* will allow them to see target enemy.
- If the above action is not possible then *Walk/Turnaround* character to the nearest square where they can see the target character and *Take Cover* or *Hit the Dirt*.
- If the character has insufficient movement to reach a square where they can see the target enemy then *Walk/Turnaround* them as close to the target enemy as possible.

**Run**

- If character is prone then change instruction to *Move*.
- The character runs towards the target enemy by the shortest possible route, avoiding doors or windows, if possible. The running character stops in the last square they cannot see, or be seen by, the target enemy.
- If running character is unable to *run* at least one square then change instruction to *Move*.

**Mounted**

**Non-Tuwa Characters**

- *Ride* to the square nearest to the target enemy that they can reach that offers some cover from the enemy (low objects corners etc.). The enemy character must be visible at the end of the move. If more than one square is available randomly determine which square to use. If sufficient actions remain, dismount (*Saddle Up* action) and then *Take Cover* (if possible).
- If character has insufficient actions to *Ride* to where they can see the target enemy then *Ride* them as close to the target enemy as possible.

**Tuwa Characters**

- *Ride* the character to the nearest square that is five squares away from the target enemy.
- If the character has insufficient actions to reach the above square then *Ride* them as close to the target enemy as possible.

**Walk/Crawl/Ride**

Character spends actions on movement. Roll a regular six sided dice to determine if movement is towards or away from target enemy.

**Even** - move towards

**Odd** - move away

**Move/Crawl/Ride**  
**away from an enemy**  
**(odd result)**

**Walk, Crawl or Ride**

- The character *Walks/Turnaround, Crawls* or *Rides* to the furthest square from the target enemy that they can reach using all available actions.
- Character will not leave the board and stop when they can travel no further (exc. If the shootout rewards a team for leaving the game board then they may do so if they are at the appropriate board edge).

**VERSION 2.3**

**Wait**

- The character passes and does nothing.

**General Riding Notes**

- Once an *auto* character has dismounted (*saddle Up*) they will not remount.
- Characters that dismount will leave their horse behind, they will not lead them (unless the Shootout states otherwise).

**Move (Walk/Crawl/Ride)**  
**towards an enemy (even result)**

**Walk**

- *Prone* characters will *stand up* (if unable to stand then use *crawl* action).

**If character is in FOV of target enemy.**

- *Walk/Turnaround* to the nearest, non-adjacent, square to the target enemy that they can reach which offers some cover from the enemy (doors, windows, corners etc.). The enemy character must be visible at the end of the move. If more than one square is possible then randomly determine which square to move to.
- If above action is not possible then the character takes a *Shoot* action instead. If a *Shoot* action is not possible (i.e. due to range, blocked by friendly character, etc.) then the character *Walks/Turnarounds* towards the target enemy by the shortest possible route, in *Walk/Turnaround* actions, until weapon range is close enough that it could cause a possible wound, then they *Hit the Dirt*.

**If character is not in the FOV of target enemy.**

- *Walk/Turnaround* toward enemy character by shortest route in *Walk/Turnaround* actions. If enemy square entered start a *Brawl*.

**Crawl**

- Character *Hits the Dirt*, if not already. They *Crawl* towards the target enemy by the most direct route. If there is a choice of routes roll a dice to determine which is used. If there is no route to the target enemy, i.e. all routes blocked by doors or windows then characters take a wait action.

**Ride**

**Non-Tuwa Characters**

- *Ride* to the square nearest to the target enemy that they can reach which offers some cover from the enemy (low objects, corners etc.). The enemy character must be at the end of the move. If more than one square is available randomly determine which square to use. If sufficient actions remain, dismount (*saddle-up* action) and then *Take Cover* action (if possible).
- If above action is not possible then the character takes a *Shoot* action instead. If a *Shoot* action is not possible (i.e. due to range, blocked by friendly character, etc.) then the character *Rides* towards the target enemy by the shortest possible route, in *Ride* actions, until weapon range is close enough that it could cause a possible wound.

**Tuwa Characters**

- **If enemy character is not in cover, or is prone, Ride** towards target enemy by shortest route, in *Ride* actions, stop if/when within three squares of target enemy. If within three squares A *Throw Lance* action may be taken if sufficient actions and lance available.
- **If enemy is in cover** determine if the Tuwa can *Ride* to a square that is three squares away from the target which will provide the target with no cover (i.e. to their side or behind them). *Ride* to square if possible. A *Throw Lance* action may be taken if sufficient actions and lance available.
- If no squares met the **enemy in cover** criteria above then character will take a *Shoot+* action. If *Shoot* action is not possible (i.e. due to range etc.) then the character *Rides* towards the target enemy by the shortest possible route until weapon range is close enough to cause a possible wound and then stops.