



Player Name: _____

Character Name: _____

Target Number: _____ (Roll this number or higher to hit someone)

Character Type: _____ 3 Actions per Turn (4 if you choose Spontaneous)

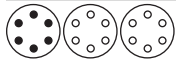
Specialties/Modifiers: _____

Ammo/Shots Fired

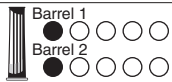
Pistol: Right Hand



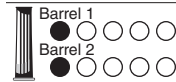
Pistol: Right Hand



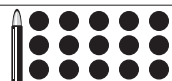
Shotgun



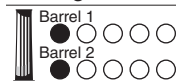
Shotgun



Rifle



Derringer



Note: Put an X through weapons you don't have, and indicate if the shotguns are sawed off.

Other Weapons

_____ dam/pain

_____ dam/pain

_____ dam/pain

Wounds (apply modifiers to Attack Rolls & Action Checks)

PAIN

Bruised: No negative effect



Beat up: -1 to hit



Bloody: -2 to hit



When all Pain slots are filled, a Character fall unconscious for 2d6 turns

DAMAGE

Light: No negative effect



Moderate -1 to hit, movement reduced by 33%



Severe: -2 to hit, movement reduced by 50%, cannot "fa" gun, reload at half speed



Damage is caused by guns, knives and other deadly things. When all 15 Damage slots are full, you are dead.

Movement

| (inches per Action) | |
|---------------------|-----|
| Crawl | 1" |
| Walk | 3" |
| Trot | 6" |
| Run | 12" |

Movement Modifiers

| Obstacle | Penalty |
|--|---------|
| Door, opening | -1" |
| Door, kicking open* | -3" |
| Hop over fence, bush, water trough, etc. | -1" |
| Gate, opening | -2" |
| Gate, opening & closing | -3" |
| Window, climb through | -2" |
| Window, crash through | -3" |
| Unpredictable terrain | -33% |
| Dangerous terrain | -50% |

* Requires successful Action Check



Firearms

Attack, Damage & Range Modifiers

| | Damage Base | Point Blank | Close | Medium | Long | Far | Ammo Capacity |
|---|-------------|-------------|---------|----------|----------|-----|---------------|
| DERRINGER, Remington Double (if 2 barrels, fire both as one Attack), Weapon Weight: ½ | | | | | | | |
| Range modifiers | +1 | 0 | -1 | -2 | n/a | | |
| Range in inches | 0 - 1" | 1 - 2" | 2 - 3" | 3 - 4" | n/a | | |
| Damage | 1d3 | +1 | 0 | -1 | -2 | n/a | 1 or 2 |
| PISTOL, Colt Army 1873 Weapon Weight: 1.0 | | | | | | | |
| Range modifiers | +3 | +1 | 0 | -1 | -3 | | |
| Range in inches | 0 - 1" | 1 - 3" | 3 - 6" | 6 - 9" | 9 - 13" | | |
| Damage | 1d6 | +2 | +1 | +1 | 0 | | 6 |
| RIFLE, Winchester Yellowboy 1866 Weapon Weight: 2.0 | | | | | | | |
| Range modifiers | 0 | +1 | +2 | 0 | -1 | | |
| Range in inches | 0 - 1" | 1 - 6" | 6 - 12" | 12 - 16" | 16 - 25" | | |
| Damage | 1d6 | +3 | +3 | +2 | 0 | -1 | 15 |
| SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 2.0 | | | | | | | |
| Range modifiers | +3 | +2 | +1 | -1 | -3 | | |
| Range in inches | 0 - 1" | 1 - 2" | 2 - 4" | 4 - 6" | 6 - 10" | | |
| Scatter area in inches | 0 | 0 | 1" | 1½" | 2" | | |
| Damage | 1d6 | +3 | +2 | +1 | -1 | -3 | 1 or 2 |
| SAWED-OFF SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 1½ | | | | | | | |
| Range modifiers | +4 | +3 | 0 | -2 | -4 | | |
| Range in inches | 0 - 1" | 1 - 2" | 2 - 3" | 3 - 4" | 4 - 5" | | |
| Scatter area in inches | 0 | 1" | 1½" | 2" | 3" | | |
| Damage | 1d6+1 | +4 | +3 | 0 | -2 | -4 | 1 or 2 |

Before the game starts, indicate how many barrels are on shotguns & derringers!

Scatter Damage: Center target takes full Damage, others in scatter area take half Damage (round down).

Reload Times: Derringer-2/Full Task; Pistol-3/Full Task; Rifle-5/Full Task; Shotgun-2/Full Task.

Combat Modifiers

| If the shooter is: | Modifier |
|---|-------------|
| Aimed Shot | +2 / Action |
| On horseback | -1 |
| In a moving wagon, coach, or train | -1 |
| Crawling | +1 |
| Trotting | -1 |
| Running/Galloping | -3 |
| Shooting at Crawling target | -1 |
| Shooting at Trotting target | -1 |
| Shooting at Running/Galloping target | -2 |
| Shooting at target with Full Cover | -3 |
| Shooting at target with Partial Cover | -1 |
| Shooting at target climbing a rope, ladder, cliff, wall, etc. | +2 |
| Surprise Aimed Shot/Surprise Back Shot | +4 |
| Shooting into total darkness; Blind Shot | -5 |
| Wild Shot | -1 |

Remember, all modifiers are cumulative.

