

Weapons & Reloads

Remember, you don't have to use everyone, but it's more fun if yuh do! Each person gets one weapon (your choice, but not a Derringer) and carries ammo for two full reloads. Below, put an "X" through the weapons they don't have. Note character descriptions for exceptions.

Actions & Morale

In this game, the Townsfolk get only two Actions per Turn. Also, you may want to consider using the NPC Morale system to determine if they stand and fight or run away (see 13.3). If you do so, we suggest you check by individual, not by group.

Name: Garfield Dolan

TN: 9 Base

Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedv

Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions: Garfield owns the hardware store and is married to Petunia. He's not a brave man, but he'll do what he has to do.

He has an extra Bowie Knife weapon.

Pistol - R OOOOOO Pistol - L 0 0 0 0 0 0

Shotgun O O (sawed off?_

Rifle 00000000 0000000 Bowie Knife (

TN 5, DEF 8, Dam 1d6+2

	Character Type:	Townsfo	lk
e as a	Loot: \$5 and a silver pocket watch (\$20)	Pain: Light: Mod:	
	Gear: Bowler hat and nice suit.	Sev:	-1 to hit -1
_)	NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs	Damage	
	outnumber the Fargles	Light: Mod:	□ □ □ □ □ □ □ □ □ □ □ -1 to hit, move - 33%
		Sev:	-2 to hit, move - 50%

Name: Petunia Dolan

TN: 9 Base

Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions: Married to Garfield, Petunia ain't no shrinking violet! She grew up on a farm and knows how to shoot.

Pistol - R OOOOOO Pistol - L 0 0 0 0 0 0 Shotgun O O (sawed off?___)

Rifle OOOOOOO 0000000

Bowie Knife (TN 5, DEF 8, Dam 1d6+2

Character Type: Townsfolk

Pain:

Loot: \$1 and a silver pocket locket with her mother's picture in it (\$5) Gear: Plain dress and attitude.

NPC Morale: (use this space to track

their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles

Light:	
Mod:	
	-1 to hit
Sev:	
	-2 to hit
Domogou	
Damage:	
Light:	
Mod:	
	-1 to hit, move - 33%
Sev:	

-2 to hit, move - 50%

Name: Unita "N	ita"	Dolan	Character Type:	Townsfo	lk
TN: 9 Base		Pistol - R 000000	Loot: \$15	Pain:	
		Pistol - L 0 0 0 0 0 0 0		Light:	
Specialties (has both)			Gear: A hat with a peacock feather	Mod:	
Hard-to-Hit		Shotgun O O (sawed off?)			-1 to hit
(-1 to all attacks against you	u)	.	NPC Morale: (use this space to track	Sev:	
Speedy	,		their current morale level, see Table 13.3.1)		-2 to hit
Crawl 3, Walk 5, Trot 8, Rur	n 14	0000000	Start tests at +3 because NPCs		
			outnumber the Fargles	Damage	:
Notes/Restrictions:		Bowie Knife ()		Light:	
Garfield's spinster sister. Sh	he's a	TN 5, DEF 8, Dam 1d6+2		Mod:	
tough old bird and don't tak	e no				-1 to hit, move - 33%
guff from no one!				Sev:	
0					-2 to hit. move - 50%



The Townsfolk of Muckhole

Character Type: Townsfolk

Name: Hank Boswol	rth	Character Type:	Townsfo	olk
TN: 9 Base	Pistol - R 0 0 0 0 0 0 0	Loot: \$7.50	Pain:	
	Pistol - L 0 0 0 0 0 0 0		Light:	
Specialties (has both)		Gear: A pair of fairly nice wooden	Mod:	
Hard-to-Hit	Shotgun O O (sawed off?)	dentures.		-1 to hit
(-1 to all attacks against you)	-		Sev:	
Speedy		NPC Morale: (use this space to track		-2 to hit
Crawl 3, Walk 5, Trot 8, Run 14	000000	their current morale level, see Table 13.3.1)		
		Start tests at +3 because NPCs	Damage):
Notes/Restrictions:	Bowie Knife ()	outnumber the Fargles	Light:	
He owns the only diner in town and	TN 5, DEF 8, Dam 1d6+2		Mod:	
wants the Fargles killed because				-1 to hit, move - 33%
they knocked out his two front teeth			Sev:	
the last time they were here, and				-2 to hit, move - 50%
now he has wooden choppers!				

Name: LUCY Laramie

Name: LUCy Laramie			Character Type: Townsfolk		
She has an extra weapon: a Derringer tucked in her garter.	Loot: \$35	Pain: Light:			
Derringer O O	Gear: A hat with a peacock feather	Mod:	□ □ □ □ □ -1 to hit		
Pistol - R 0 0 0 0 0 0 0 Pistol - L 0 0 0 0 0 0 0	NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs	Sev:	□ □ □ □ □ -2 to hit		
Shotgun O O (sawed off?)	outnumber the Fargles	Damage Light:			
Rifle 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		Mod:	□ □ □ □ □ □ -1 to hit, move - 33%		
Bowie Knife () TN 5, DEF 8, Dam 1d6+2		Sev:	□ □ □ □ □ □ -2 to hit, move - 50%		
	She has an extra weapon: a Derringer tucked in her garter. Derringer • • Pistol - R • • • • • • • • • Pistol - L • • • • • • • • Shotgun • • (sawed off?) Rifle • • • • • • • • • • • • • • • • • • • • • Bowie Knife ()	She has an extra weapon: a Derringer tucked in her garter. Loot: \$35 Derringer O Gear: A hat with a peacock feather Pistol - R OOOOO NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Shotgun OO (sawed off?) Start tests at +3 because NPCs outnumber the Fargles Rifle OOOOOO OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	She has an extra weapon: a Derringer tucked in her garter. Loot: \$35 Pain: Light: Light: Mod: Derringer O O Pistol - R O O O O O O O O O O O O O O O O O O		

Name: Hodges Olsen

		51		
TN: 9 Base	Pistol - R 0 0 0 0 0 0 0	Loot: \$3	Pain:	
Specialties (has both)	Pistol - L 0 0 0 0 0 0 0		Light:	
Hard-to-Hit		Gear: A bowler hat and a very fine	Mod:	
	Shotgun O O (sawed off?)	suit of clothes that would fit Rufus.		-1 to hit
(-1 to all attacks against you)	.		Sev:	
Speedy	Rifle OOOOOOOO	NPC Morale: (use this space to track		-2 to hit
Crawl 3, Walk 5, Trot 8, Run 14	000000	their current morale level, see Table 13.3.1)		
Notes/Restrictions:		Start tests at +3 because NPCs	Damage	e:
Recently from England, he and	Bowie Knife ()	outnumber the Fargles	Liaht:	
his brother Clive are tailors and	TN 5, DEF 8, Dam 1d6+2	3	Mod:	
tent makers. Business is good but				-1 to hit, move - 33%
it could be better if the Fargles			Sev:	
0			001.	-2 to hit, move - 50%
were driven away so more poten-				-2 to mit, move - 5070
tial customers would move here.				

Name: Clive Olsen		Character Type:	Townsfo	olk
FN: 9 Base	He has an extra weapon: a Bowie	Loot: \$2	Pain:	
Presiding (has hath)	Knife hidden in his boot.	Gear: Clive never spends money	Light:	
Specialties (has both) Hard-to-Hit	Bowie Knife (boot)	on his own clothes, although	Mod:	□ □ □ □ □ □ -1 to hit
(-1 to all attacks against you)	TN 5, DEF 8, Dam 1d6+2	they're still pretty nice and they	Sev:	
Speedy	Pistol - R 000000	would fit Cotton like a glove.		-2 to hit
Crawl 3, Walk 5, Trot 8, Run 14	Pistol - L 0 0 0 0 0 0 0	NPC Morale: (use this space to track their current morale level, see Table 13.3.1)	Damage	
Notes/Restrictions: Hodges' younger brother is secret-	Shotgun O O (sawed off?)	Start tests at +3 because NPCs outnumber the Fargles	Light: Mod:	
y in love with Lucy and will risk his own life to save her.	Rifle 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		Sev:	-1 to hit, move - 33%



The Townsfolk of Muckhole

Character Type: Townsfolk

Character Type: Townsfolk

Name: Martha Olsen

TN: 9 Base	Pistol - R 0 0 0 0 0 0 0	Loot: None	Pain:	
Specialties (has both)	Pistol - L		Light:	
Hard-to-Hit		Gear: An exotic hat with a silver	Mod:	
(-1 to all attacks against you)	Shotgun O O (sawed off?)	pin.		-1 to hit
Speedy			Sev:	
Crawl 3, Walk 5, Trot 8, Run 14		NPC Morale: (use this space to track		-2 to hit
Clawi S, Walk S, Hol O, Rull 14	$\circ \circ $	their current morale level, see Table 13.3.1)		
Notes/Restrictions:		Start tests at +3 because NPCs	Damage	e:
Hodges wife runs a millinery	Bowie Knife ()	outnumber the Fargles	Light:	
department in the family shop.	TN 5, DEF 8, Dam 1d6+2		Mod:	
She knows how her brother-in-law				-1 to hit, move - 33%
feels about Lucy and she does			Sev:	
not approve! There's just some-				-2 to hit, move - 50%
thing seedy about that woman.				

Name: Migel Moldenaro Character Type: Townsfolk TN: 9 Base Pistol - R 000000 Loot: \$1 Pain: Pistol - L 0 0 0 0 0 0 Light: Specialties (has both) Gear: Half a bottle of tequila Mod: Hard-to-Hit Shotgun O O (sawed off?___) -1 to hit (-1 to all attacks against you) NPC Morale: (use this space to track Sev: Speedy Rifle 00000000 -2 to hit their current morale level, see Table 13.3.1) Crawl 3, Walk 5, Trot 8, Run 14 0000000 Start tests at +3 because NPCs Damage: outnumber the Fargles Notes/Restrictions: Bowie Knife (Light: Migel and his cousin, Javier, run the TN 5, DEF 8, Dam 1d6+2 Mod: livery stable for Old Man Williams -1 to hit, move - 33% (who isn't in this fight). The town Sev: treats them well, so they are eager -2 to hit, move - 50% to help. Plus, those Fargles beat them up last time they were here.

Name lavier Moldenaro

Name: Javier Molde	enaro	Character Type:	Townsfe	olk
TN: 9 Base Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14 Notes/Restrictions:	He has an extra weapon: a Bowie Knife hidden in his boot. Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2 Pistol - R OOOOOO Pistol - L OOOOOOO	Character Type: Loot: \$1 Gear: A full bottle of tequila NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles	Pain: Light: Mod: Sev: Damage Light:	
Like his cousin, he's more than will- ing to help out. Besides, maybe he can impress Lucy enough that she'll notice him.	Shotgun ○ ○ (sawed off?) Rifle ○<		Mod: Sev:	-1 to hit, move - 33% -2 to hit, move - 50%

Name: Terrence Smith

			71		
	TN: 9 Base	Pistol - R 0 0 0 0 0 0 0	Loot: None	Pain:	
I	Specialties (has both)	Pistol - L 0 0 0 0 0 0 0		Light:	
I	Hard-to-Hit		Gear: None	Mod:	
I		Shotgun O O (sawed off?)			-1 to hit
I	(-1 to all attacks against you)	5	NPC Morale: (use this space to track	Sev:	
I	Speedy		their current morale level, see Table 13.3.1)		-2 to hit
I	Crawl 3, Walk 5, Trot 8, Run 14	000000	Start tests at +3 because NPCs		
I	Notes/Restrictions:		outnumber the Fargles	Damage	1
I		Bowie Knife (earraine er anglee	Light:	
I	Terrence owns the bakery, and	TN 5, DEF 8, Dam 1d6+2		Mod:	
I	he's had enough of this noise and			mou.	-1 to hit, move - 33%
I	fury. The Fargles are going down			Sev:	
I	and this time they're going to stay			Sev.	
I	down!				-2 to hit, move - 50%



The Townsfolk of Muckhole

Character Type: Townsfolk

Name: Thomas "Tick" Jones

TN: 9 Base	He has an extra weapon: a Derringer tucked in his pocket.	Loot: \$5	Pain: Light:	
Specialties (has both) Hard-to-Hit	Derringer O O	Gear: None	Mod:	-1 to hit
(-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Pistol - R () () () () () () () () () () () () ()	NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs	Sev:	-2 to hit
	Shotgun O O (sawed off?)	outnumber the Fargles	Damage	
Notes/Restrictions:			Light:	
Tom's got a nervous tick, and an			Mod:	
itchy trigger finger for Cotton, the	$\bigcirc \bigcirc $			-1 to hit, move - 33%
fella who busted him up good last time. This church deacon is tired of being "meek."	Bowie Knife () TN 5, DEF 8, Dam 1d6+2		Sev:	□ □ □ □ □ -2 to hit, move - 50%

Name: **Betty** Jones

TN: 9 Base

Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Tick's wife is a Godly woman, but she's tired of turning the other cheek!

Rifle OOOOOOOO 0000000

Pistol - R 000000 Pistol - L O O O O O O

Shotgun O O (sawed off?____

Bowie Knife (TN 5, DEF 8, Dam 1d6+2

	Onaracter Type.	10001310	
)	Loot: \$25 in her bodice	Pain:	
1		Light:	
	Gear: None	Mod:	
_)			-1 to hit
	NPC Morale: (use this space to track	Sev:	
)	their current morale level, see Table 13.3.1)		-2 to hit
	Start tests at +3 because NPCs		
	outnumber the Fargles	Damage	:
		Light:	
		Mod:	
			-1 to hit, move - 33%
		Sev:	
			-2 to hit, move - 50%

Pain: Light:

Mod:

Character Type: Townsfolk

Name: Bertha Jones

TN: 9 Base

Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions:

Bertha is Tick's sister, and this large woman is handy with her favorite weapon, a sawed-off shotgun!

Shotgun O O (sawed off)

Additionally, she has four total reloads for her gun... and none of them are rock salt!

Character Type: Townsfolk Loot: \$5 in her bodice Gear: None NPC Morale: (use this space to track their current morale level, see Table 13.3.1) Start tests at +3 because NPCs outnumber the Fargles

Sev:	□ □ □ □ □ □ -2 to hit
Damage:	
Light:	
Mod:	
	-1 to hit, move - 33%
Sev:	
	-2 to hit move - 50%

-1 to hit

Name: Bedina Jones

TN: 9 Base

Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14

Notes/Restrictions: This Sunday school teacher believes that the Lord helps those who help themselves, and she aims to help those no-good Fargles to an early grave!

Pistol - R OOOOOO Pistol - L O O O O O O Shotgun O O (sawed off?___) Rifle OOOOOOO 0000000

ľ

Bowie Knife (TN 5, DEF 8, Dam 1d6+2

Character Type.	10011510	IK
Loot: \$7.50 in a coin purse hid-	Pain:	
den under her skirts	Light:	
	Mod:	
Gear: None		-1 to hit
	Sev:	
NPC Morale: (use this space to track		-2 to hit
their current morale level, see Table 13.3.1)		
Start tests at +3 because NPCs	Damage	:
outnumber the Fargles	Light:	
	Mod:	
		-1 to hit, move - 33%
	Sev:	
		-2 to hit, move - 50%

Character Type, Townsfell

NAMESLIPS FOR Stand-off at Muckhole	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN 8) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN S) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
TOBIAS FARGLE (TN 6) Quick-draw & Fan the Gun (see 10.8.8)	COTTON FARGLE (TN S) Gets 2 pistol attacks per Action	RUFUS FARGLE (TN 8) Gets 2 pistol attacks per Action
Garfield Dolan (tn 9)	Garfield Dolan (tn 9)	Petunia Dolan (tn 9)
Unita "Nita" Dolan (tn 9)	Unita "Nita" Dolan (tn 9)	Petunia Dolan (tn 9)
Hank Bosworth (tn 9)	Hank Bosworth (tn 9)	Hodges Olsen (tn 9)
LUCY LARAMIE (TN 9)	LUCY LARAMIE (TN 9)	Hodges Olsen (tn 9)
Martha Olsen (tn 9)	Martha Olsen (tn 9)	Clive Olsen (tn 9)
Miguel Moldenaro (tn 9)	Miguel Moldenaro (tn 9)	Clive Olsen (tn 9)
Javier Moldenaro (tn 9)	Javier Moldenaro (tn 9)	Bertha Jones (tn 9)
TERRENCE SMITH (TN 9)	Terrence Smith (tn 9)	Bertha Jones (tn 9)
Thomas "Tick" Jones (tn 9)	Thomas "Tick" Jones (tn 9)	Bedina Jones (tn 9)
Betty Jones (tn 9)	Betty Jones (tn 9)	Bedina Jones (tn 9)

	TSHOT	Player Name:	ماودتهم
	<u>Tobias Fargle</u>	(Roll this nu	
arget Number:		higher to hit	t someone)
Character Type:	Gunsninger		
Specialties.	/Modifiers: (you have b	poth)	
Fanning the	Gun (fire multiple shots	in one Action, see 10.8.8)	
Quick-Draw:	Pistol (never take a Wi	ild Shot penalty, see 10.4)	
	e they teach these to	,	
	/'ll be running this pla		
Loot / Gear:	\$110, Bowie Knife in	boot, & pick 3 more weapo	ons
Ammo/Shot	to Thread		
AHHHU/ 3410	is fired	Movement	
istol: Right Hand	Pistol: Left Hand	MOVEMENI (Inches per Action) Crawl	1"
		(Inches per Action) Crawl Walk	3"
$ \underbrace{\overset{\bullet}{\overset{\bullet}}}_{\overset{\bullet}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}}}_{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}}}_{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}} \overset{\circ}} \underbrace{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}}} \underbrace{\overset{\circ}{\overset{\circ}} \overset{\circ}} \overset{\circ}} \overset{\circ}} \overset{\circ}} \overset{\circ}{\overset{\circ}} \overset{\circ}} \overset{\circ} \circ$	$\underbrace{ \begin{array}{c} \textbf{Pistol: Left Hand} \\ \hline \bullet \bullet$	(Inches per Action) Crawl Walk Trot	3" 6"
istol: Right Hand	Pistol: Left Hand	(Inches per Action) Crawl Walk	3"
istol: Right Hand $(\circ \circ \circ) \circ \circ \circ \circ$ $(\circ \circ \circ) \circ \circ \circ \circ \circ$ $(\circ \circ \circ) \circ \circ \circ \circ \circ \circ \circ \circ \circ$ $(\circ \circ \circ) \circ $	Pistol: Left Hand	(Inches per Action) Crawl Walk Trot	3" 6" 12"
istol: Right Hand	Pistol: Left Hand	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle	3" 6" 12" ers penalty
$ \begin{array}{c} \text{istol: Right Hand}\\ \begin{array}{c} \bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\$	Pistol: Left Hand	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening	3" 6" 12" ers penalty -1"
$ \begin{array}{c} \text{istol: Right Hand}\\ \begin{array}{c} \bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\\bullet\\$	Pistol: Left Hand $(\bullet \circ $	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open *	3" 6" 12" ers penalty
istol: Right Hand	$\frac{Pistol: Left Hand}{\textcircled{0}}$	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush,	3" 6" 12" ers penalty -1" -3"
istol: Right Hand	$\frac{Pistol: Left Hand}{\textcircled{0}}$	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush, water trough, etc.	3" 6" 12" ers penalty -1"
istol: Right Hand	Pistol: Left Hand $ \begin{array}{c} $	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush,	3" 6" 12" ers penalty -1" -3" -1"
istol: Right Hand	Pistol: Left Hand $ \begin{array}{c} $	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush, water trough, etc. Gate, opening Gate, opening & closing Window, climb thru	3" 6" 12" ers penalty -1" -3" -1" -2" -3" -2"
Pistol: Right Hand	Pistol: Left Hand $ \begin{array}{c} $	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush, water trough, etc. Gate, opening Gate, opening & closing Window, climb thru Window, crash thru *	3" 6" 12" ers penalty -1" -3" -1" -2" -3" -3"
Pistol: Right Hand	Pistol: Left Hand $ \begin{array}{c} $	(Inches per Action) Crawl Walk Trot Run Movement Modifie Obstacle Door, opening Door, kicking open * Hop over fence, bush, water trough, etc. Gate, opening Gate, opening & closing Window, climb thru	3" 6" 12" ers penalty -1" -3" -1" -2" -3" -2"

Wounds (Apply modifiers to Attack Rolls & Action Checks) DAMAGE PAIN Bruised: No negative effect. Light: No negative effect.

Beat up: -1 to hit	Moderate: -1 to hit, movement reduced by 33%
Bloody: -2 to hit	Severe: -2 to hit, movement reduced by 50%
	cannot "fan" gun, reload at half speed.
When all Pain slots are filled, a Character falls unconscious for 2d6 Turns.	Damage is caused by guns, dynamite, and other deadly things. When all 15 Damage slots are full, you are dead.

* Requires successful Action Check

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Firearms

Attack, Damage & Range Modifiers Damage Point Ammo Far Base Blank Close Medium Long Capacity DERRINGER, Remmington Double (if 2 barrels, fire both as one Attack), Weapon Weight: 0.5 0 -2 Range modifiers +1 -1 na 0 - 1" 1 - 2" 2 - 3" 3 - 4" Range in inches: na 1-3 +1 0 -1 -2 1 or 2 na Damage: PISTOL, Colt Army 1873 Weapon Weight: 1.0 +3 +1 0 -1 -3 Range modifiers 0 - 1" 9 - 13" 1 - 3" 3 - 6" 6 - 9" Range in inches: 1d6 +2 +1 +1 +1 0 6 Damage: RIFLE, Winchester Yellowboy 1866 Weapon Weight: 2.0 0 +2 -1 +1 0 Range modifiers 0 - 1" 1 - 6" 6 -12" 12 - 18" 18 - 25" Range in inches: 1d6 +3 +3 +2 0 -1 15 Damage: SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack), Weapon Weight: 2.0 +3 +2 -1 -3 +1 Range modifiers 0 - 1" 1 - 2" 2 - 4" 4 - 6" 6 - 10" Range in inches: 0 0 1" 1.5" 2" Scatter area in inches: +3 +2 +1 -1 -3 1d6 1 or 2 Damage: SAWED-OFF SHOTGUN, Remington 1874 (if 2 barrels, fire both as one Attack) Weapon Weight: 1.5 0 -2 +4+3 -4 Range modifiers 0 - 1" 1-2 2 - 3" 3 - 4" 4 - 5" Range in inches: 1" 2" 3" 0 1.5" Scatter area in inches: 0 -2 +4 +3 -4 1 or 2 Damage: 2-7 (1d6 + 1)

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

Add or subtract from Attack Roll.

If the shooter is:	Modifier:
Aimed Shot (see 10.8.4)	+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 (about 90%)	-3
Shooting at Target with Partial Cover (about 50%)	-1
Shooting at a target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshaft, etc.)	-5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	

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DEU	TSHOT		off at Muckh
Character Name	E: Cotton Fargle		
Target Number:	8		(Roll this number or higher to hit someone
Character Type:	: Custom 2		-
	s/Modifiers (He has both	n):	
	US (You get an extra Action	•	
		,	
	Shootist (If you have two pi		
Notes: The	e oldest brother, and possibly t	the meanest when he	S
drunk. He sur	e ain't letting no townies keep	him from a night of	drinking and fighting.
Loot / Gea	ar: \$200, a matched set of	ivory handled Colt r	evolvers
Ammo/Sho	ots Fired	Moveme	nt
Pistol: Right Hand	Pistol: Left Hand	(Inches per	Action)
		Crawl	1"
		Walk	3"
\bigcirc \bigcirc \bigcirc		Trot	6"
Rifle	Note: You have two pistols and a Bowie Knife. Select ONE more	Run	12"
	weapon; put an X thru weapons	Movement	Modifiers
	you don't have, and indicate if the shotguns are sawed off.	Obstacle	penalty
$\mathbf{I} \bullet \bullet \bullet \bullet \bullet$	0	Door, opening	-1"
	Reloads:	_ 00, 0p01111g	



Other Weapons:

Bowie Knife (Attack 5, Def. 8, Unarmed Def. 9, 1d6+1 Pain)

	dense la ella	
	dam/pain	* Requi
-		

many are rock salt.)

Pistols: 36 extra bullets Rifle: 15 bullets

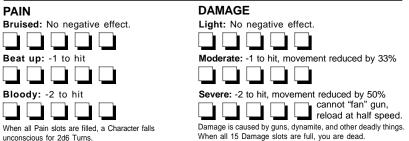
Shotgun: 10 extra shells

(Before the game starts, please

note how many are lead and how

Wounds (Apply modifiers to Attack Rolls & Action Checks)

dam/pain



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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 thru	-2"
Window, crash thru *	-3"
Unpredictable Terrain	-33%
Dangerous Terrain	-50%

Firearms

Attack, Damage & Range Modifiers

			8				
	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Remmington Double (if 2 barrels, fire both as one Attack), Weapon Weight: 0.5							
Range modifiers		+1	0	-1	-2	na	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	na	
Damage:	1-3	+1	0	-1	-2	na	1 or 2
PISTOL, Colt A	rmy 1873	Weapo	n 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	+1	0	6
RIFLE , Winche	ster Yello	wboy ′	1866 Weapo	on Weight:	2.0		
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25"	
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Re	mington 1	1874 (if	2 barrels, fire b	oth as one	Attack), Weap	on Weight: 2	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"	1.5"	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: 1.5							
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"	1.5"	2"	3"	
Damage:	2-7 (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

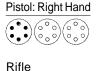
Add or subtract from Attack Roll.

If the shooter is:	Modifier:
Aimed Shot (see 10.8.4)	+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 (about 90%)	-3
Shooting at Target with Partial Cover (about 50%)	-1
Shooting at a target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshaft, etc.)	-5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	

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SUTSHOT	[™] Stand-off at Muckhole Player Name:		
Character Name: Rufus Fargle			
Target Number: 8	(Roll this number or higher to hit someone)		
Character Type: Custom 2			
Specialties/Modifiers (He has be	oth):		
Spontaneous (You get an extra Action	on each Turn)		
Two-Gun Shootist (If you have two	pistols in hand, you get to attacks per Turn.)		
Notes: Just 'cause he's the "baby brother" don't mean he's no less ready fer a fight.			
Them townies are gonna regret this day!			
Loot / Gear: \$100, matched set of ivory	handled Colt revolvers, gold pocket watch (\$50)		
Ammo/Shots Fired	Movement		

Ammo/Snots Fired



Shotgun

Barrel 1

Barrel 2

୧୦୬ Note: You have two pistols and a Bowie Knife, Select ONE more weapon: put an X thru weapons you don't have, and indicate if the shotguns are sawed off. Reloads:

Pistol: Left Hand 60 •••

0

Pistols: 36 extra bullets Rifle: 15 bullets Shotgun: 10 extra shells (Before the game starts, please 0000 note how many are lead and how $\mathbf{0}$ many are rock salt.)

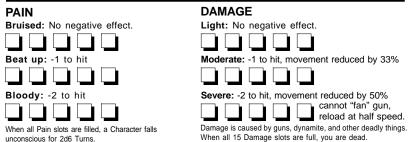
Other Weapons:

Bowie Knife (Attack 5, Def. 8, Unarmed Def. 9, 1d6+1 Pain)

dam/pain
dam/pain

Wounds (Apply modifiers to Attack Rolls & Action Checks)

dam/pain



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movement

(Inches per Action)			
Crawl	1"		
Walk	3"		
Trot	6"		
Run	12"		
Movement Modifiers			
Obstacle	penalty		
Obstacle Door, opening	penalty -1"		
Door, opening	-1"		
Door, opening Door, kicking open *	-1"		
Door, opening Door, kicking open * Hop over fence, bush,	-1" -3"		

-2" Window, climb thru Window, crash thru * -3" Unpredictable Terrain -33% Dangerous Terrain -50%

* Requires successful Action Check



Attack, Damage & Range Modifiers

,				115.0		010	
	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacity
DERRINGER, Re	emmington [Double	(if 2 barrels, fire	both as one	Attack), Wea	pon Weight:	0.5
Range modifiers		+1	0	-1	-2	na	
Range in inches:		0 - 1"	1 - 2"	2 - 3"	3 - 4"	na	
Damage:	1-3	+1	0	-1	-2	na	1 or 2
PISTOL, Colt A	rmy 1873	Weapor	n 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	+1	0	6
RIFLE , Winche	ester Yello	wboy 1	866 Weap	on Weight: 2	2.0		
Range modifiers		0	+1	+2	0	-1	
Range in inches:		0 - 1"	1 - 6"	6 -12"	12 - 18"	18 - 25"	
Damage:	1d6	+3	+3	+2	0	-1	15
SHOTGUN, Re	emington 1	1874 (if	2 barrels, fire b	ooth as one	Attack), Weap	on Weight: 2	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"	1.5"	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: 1.5							
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"	1.5"	2"	3"	
Damage:	2-7 (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

Add or subtract from Attack Roll.

If the shooter is:	Modifier:
Aimed Shot (see 10.8.4)	+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 (about 90%)	-3
Shooting at Target with Partial Cover (about 50%)	-1
Shooting at a target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot / Surprise Back Shot (see 10.8.4.1)	+4
Shooting into total darkness: Blind Shot (dark night, mineshaft, etc.)	-5
Wild Shot (draw & fire in same Action, see 10.4)	-1
Remember, all modifiers are cummulative.	

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