



Wild West adventure game for 25mm miniatures

NPC Record Sheet

Fill in the details and mark out weapons that the NPC does not have.

Name: _____		Character Type: _____	
TN: ____ Base ____ w/favored weapon	Pistol - R ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit Sev: □ □ □ □ □ □ -2 to hit
Specialties: _____ _____ _____	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Gear: _____ _____ _____	Damage: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit, move - 33% Sev: □ □ □ □ □ □ -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____ _____	

Name: _____		Character Type: _____	
TN: ____ Base ____ w/favored weapon	Pistol - R ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit Sev: □ □ □ □ □ □ -2 to hit
Specialties: _____ _____ _____	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Gear: _____ _____ _____	Damage: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit, move - 33% Sev: □ □ □ □ □ □ -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____ _____	

Name: _____		Character Type: _____	
TN: ____ Base ____ w/favored weapon	Pistol - R ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit Sev: □ □ □ □ □ □ -2 to hit
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Name: _____		Character Type: _____	
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Specialties: _____ _____ _____	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Gear: _____ _____ _____	Damage: Light: □ □ □ □ □ □ Mod: □ □ □ □ □ □ -1 to hit, move - 33% Sev: □ □ □ □ □ □ -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____ _____	



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NPC Record Sheet - Townsfolk

Fill in the details and mark out weapons that the NPC does not have.

Name: _____		Character Type: Townsfolk	
TN: 9 Base	Pistol - R ○ ○ ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○	Gear: _____ _____ _____	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____	

Name: _____		Character Type: Townsfolk	
TN: 9 Base	Pistol - R ○ ○ ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○	Gear: _____ _____ _____	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____	

Name: _____		Character Type: Townsfolk	
TN: 9 Base	Pistol - R ○ ○ ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit
Specialties (has both) Hard-to-Hit (-1 to all attacks against you) Speedy Crawl 3, Walk 5, Trot 8, Run 14	Shotgun ○ ○ (sawed off?) Shotgun ○ ○ (sawed off?) Derringer ○ ○ Rifle ○	Gear: _____ _____ _____	Damage: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit, move - 50%
Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____	

Name: _____		Character Type: Townsfolk	
TN: 9 Base	Pistol - R ○ ○ ○ ○ ○ ○ ○ ○ Pistol - L ○ ○ ○ ○ ○ ○ ○ ○	Loot: _____ _____ _____	Pain: Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 to hit
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Notes/Restrictions: _____ _____	Bowie Knife (boot) TN 5, DEF 8, Dam 1d6+2	NPC Morale: _____ _____	