

QUICK REFERENCE

Grit

- **Novices:** D6
- **Veterans:** D8
- **Heroes:** D10

Tests

1: Determine Base Number of Dice

Take a certain number of Dice of the type appropriate to their Rank to start with.

2: Apply Dice Modifiers

Apply any appropriate Dice Modifiers as applicable to the situation. Note that these alter the number of Dice you get to roll, rather than the scores on the Dice.

You can never be reduced to 0 Dice for any Test – you always get at least 1 Die, regardless of Modifiers.

3: Roll the Dice

- Each Die showing a score of 5 or better is a Success.
- Each Die showing a score of 4 or less is a Failure.
- If a Die shows the maximum possible score, then you may re-roll one of the other Dice if you wish, following the rules for re-rolls.

4: Determine Outcome

The total number of Successes you scored will determine the outcome of the Test.

Anatomy of the Turn

1: DRAW PHASE

Create Hand – draw cards equal to half the number of your models on table (round up), plus one if Boss is amongst them.

2: ACTION PHASE

i. Play a card from your Hand. Play a card face-down.

ii. Determine order of Activations. Flip face-down cards to determine order of Activation:

- Highest value card to lowest. Aces, Kings, Queens, Jacks, numerical cards (10–2), then Jokers.
- Black cards before red cards.
- Cards of same value. Roll-Off if multiple players reveal conflicting cards then resolve Activations in that order.
- Identical cards. An Event occurs, then Roll-Off to establish who Activates first.

iii. Make Activations

Activate any of your models that do not already have Done Tokens. You have three options:

- If all models have Done Tokens, you must **Pass**. Card goes to the Discard Pile.

Anatomy of the Turn (cont'd)

- **Solo Activation.** Perform a combination of any two Actions (Move, Shoot, Fight or Lookout) with a single model. Each Weapon can only be fired once per Activation. The model then receives a Done Token.
- **Dual Activation.** Choose two models and make one Action with each of them. Both models receive Done Tokens.

iv. Discard and Repeat

Cards used for Activation go face up on your Discard Pile. Start the process again at step 1 until all players have no cards in their Hand or all models on the table are marked as Done. Discard any remaining cards in your Hand and the Action Phase ends.

Running Out of Cards

Played cards remain in your Discard Pile until you Refresh your Deck. If you find yourself unable to draw enough cards at the start of a new Turn, Refresh your Deck by drawing what cards you can, then shuffling your Discard Pile and continue drawing as necessary.

Lone Gun!

If you have a Hand comprising only one card at the start of a Turn, you may decide exactly when to play it (following all normal rules for doing so) during the Phase.

3: THE NPC PHASE

Roll-Off – winner decides the order in which NPCs will act, subject to this sequence:

- Innocent Bystanders and scenario-specific NPCs get to act first.
- Supernatural Creatures then get to act.

4: RECOVERY PHASE

i. Remove Done Tokens

ii. Make Recovery Tests. 3 Dice Recovery Test for each Downed model. Counts the number of Successes. +1 Die Modifier for any model with any friendly non-Downed models in Contact.

- 0 Successes: Remove model as a Casualty
- 1–2 Successes: Model remains Downed.
- 3+ Successes: Model stands back up but is Shaken.

iii. Bottle Checks

Make Bottle Check when half Posse's starting number (rounded down) is a Casualty or Downed. Boss must make Bottle Check – unmodified 3 Dice Nerve Test – on behalf of the entire Posse. If Boss is Downed or not on the table, the model with the next highest Rank must make the Check on only 1 Die.

- **At least 1 Success:** Posse fights on.
- **0 Successes:** Entire Posse 'Bottles Out' – all its remaining models are removed from play.

Shoot

1: Declare Weapon and Target

2: Check Range

3: Roll to Hit. With Range determined, make a 3 Dice Shooting Test. The following Dice Modifiers apply:

TYPE	MODIFIER
Target has Cover	-1
Target at Long Range	-1
Back-Shooter	+1
Target at Short Range	+1
Shooter Elevated	+1

4: Target Makes Save if Hit. The Target model must now make a Save on one Grit Die to try and escape harm.

NO. OF SUCCESSES	SAVE ON
1	5+
2	6+
3	7+
4	8+
5	9+
6+	10+

Fight

When a model is Activated for a Fight Action, follow this procedure:

1: Choose Defender

2: Roll to Strike and Determine Outcome. Both models now make a 3 Dice Fight Test. The following Die Modifiers will apply to one or both models:

TYPE	MODIFIER
You are Charging	-1
You are Attacking a Fortified Defender	-1
Each unengaged enemy in Contact with you after the first	+1

Both models then total up their Successes:

- If the Attacker scores more Successes, they win the Fight and strike the Defender.
- If the Defender scores more Successes, they win and strike the Attacker.
- If the totals are equal, the model with the single highest scoring Die wins by 1. Otherwise the Fight is a Draw and has no effect, the Action ends and the models remain engaged (in Contact) with each other.

3: Loser Makes a Save

Damage

When a model Fails a Save, the amount by which the Save was Failed determines the Damage suffered by the model:

AMOUNT FAILED BY	DAMAGE RESULT
1-2	Shaken
3-4	Downed
5+	Removed as Casualty

Shaken

While Shaken, a model treats its Grit Die as one Rank lower, to a minimum of D6. Further Damage results of Shaken cause the model to be immediately Downed.

Downed

Whilst Downed, a model may only be Activated to make a Move Action to crawl up to 2" and can be ignored by all models. It may not be Shot at but can be Fought – no Fight Test is made and the Downed model is immediately removed as a Casualty.

Basic Weapon Summary

WEAPON	S	M	L	JAM	NOTES
Pistol	4"	8"	12"	D10	Pistol
Carbine	6"	12"	18"	D10	Rifle
Shotgun	4"	8"	12"	D10	Shotgun. +1 Die Shooting at up to 4", and -1 Die at 9-12"
Bow	6"	12"	18"	D10	Native Americans only. Targets gain a +1 Save Modifier T -12", and +2 at 13-18"
Rifle	8"	16"	24"	D8	Rifle

Special Weapon Summary

WEAPON	S	M	L	JAM	NOTES
Heavy Pistol	4"	8"	12"	D8	Pistol. Targets suffer -1 Save Modifier at up to 4"
Sixgun	4"	8"	12"	D6	Pistol. May Shoot twice as one Action
LeMat Pistol	4"	8"	12"	D8	Pistol. Once per game, may Shoot as Sawn-Off Shotgun
Repeater Rifle	6"	12"	18"	D6	Rifle. May Shoot twice as one Action
Buffalo Gun	10"	20"	30"	D6	Rifle. Targets suffer -1 Save Modifier at up to 10"
Sawn-Off Shotgun	6" Fire Corridor			Auto	Shotgun. Automatically Jams after Shooting

Jamming Checks. If you missed and at least one Die scored a 1, you must make a Jamming Check. On a Success nothing happens, but on a Failure the Weapon receives a Jammed Token, which must be cleared before it can be used again!

Skills

SKILL	NOTES
Trigger-Happy	This model may Shoot the same Weapon twice in a single Activation, following all usual rules. This Skill cannot be used as part of a Reaction, and cannot be combined with the Gunslinger Skill.
Gunslinger	If armed with two Pistol-Class Weapons, this model may fire both as a single Shoot Action, against different Targets if you wish. Resolve each Attack separately, following all the usual rules. This Skill cannot be used as part of a Reaction. Sixguns may not fire twice, and LeMat Pistols cannot use their once-per-game ability when using this Skill.
Hawkeye	This model may re-roll a Failed Spotting Test, and ignores the usual rules for Shooting into a Fight – in this case, it may freely pick its Target.
Gunsmith	This model may re-roll any Failed Jamming Check.
Trick Shooter	When it Shoots with a Rifle-Class Weapon, this model ignores either the Long Range or the Cover Die Modifier. Declare which Modifier you are ignoring before making the shot.
Deadeye	This model gains an extra +1 Die Modifier on its Shooting Tests.

Gumption Skills

SKILL	NOTES
Bushwhacker	When this model is on Lookout and Reacts, after resolving their Reaction roll one Grit Die on their behalf. If you score a Success, this model retains its Lookout marker and is not classed as Done. It can still only React once per triggering Action, however!
Nerves of Steel	This model may re-roll any one Die result on all its Nerve Tests, including Bottle Checks when applicable.
Hard to Kill	If this model is Downed at the start of the Recovery Phase, it automatically stands up Shaken.
Quickdraw	This model may re-roll a Reaction Test.
Lead-belly	This model ignores the Grit Penalty whilst Shaken.
Slick	When Activated, this model may roll one Grit Die. On a Success, it can make an additional Action this Activation.

Fighting Skills

SKILL	NOTES
Close Work	This model may use an unjammed Pistol-Class Weapon during a Fight to gain a +1 Die Modifier. Using two Pistols grants a +2 Modifier, but cannot be combined with the bonus from a Derringer in this case.
Fearsome	Enemy models wishing to Fight this model (even if it is Down!) must pass a 1 Die Nerve Test or suffer a -1 Die Modifier on its Fight Tests this Activation. Note that other Fearsome models ignore this Skill.
Bull-Rush	If this model Charges and wins the ensuing Fight, the Defender suffers a -1 Save Modifier.
'Ornery	This model ignores the penalty for being in Contact with multiple enemies in a Fight.
Tough	This model always has a +1 Save Modifier.
Mean	This model gains an extra +1 Die Modifier on its Fight Tests.

Lasting Injuries

INJURY	NOTES
Old Wound	The model must roll one Grit Die before Deployment at the start of each game from now on. If the roll is Failed, the model begins that game already Shaken.
One-Eyed	The model suffers a -1 Die Modifier on all Shooting Tests from now on.
Limp	If on foot, the model can only make one Move Action per Activation from now on, regardless of how many Actions it has.
Weakened	The model suffers a -1 Die Modifier on all Fight Tests from now on.

Notes



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