

# Six Gun Sound

Gaming the American Wild West



**2**

Hour Wargames

# SIX GUN SOUND

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## INTRODUCTION

Six Gun Sound is a simple and easy to play Old West shoot'em up game. But more than that it is a complete and simple campaign system that will tie all your exploits together. It doesn't require a lot of time or money and should provide hours of fun.

Rob a bank, rustle cattle, fight Apaches, bring the bad guys to justice, it's all here. So sit down, pour yourself a cold one, bring out the pretzels and get started. Welcome to

## Six Gun Sound!

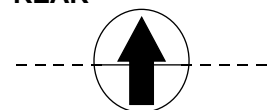
## REQUIRED EQUIPMENT

1. Wild West figures preferably in 25mm. If desired cardboard counters may be substituted.
2. Two or more six-sided dice hereto referred to as D6.
3. Flat surface at least 3 feet by 4 feet.
4. A ruler marked in inches or tape measure.
5. Deck of common playing cards with the Jokers removed.

## BASING

All figures should be mounted on 1" square or round bases. Horses are mounted 1" wide and as deep as needed to hold the figure. Wagons and other vehicles should be mounted 3" wide and as deep as needed to hold the figures.

## REAR



With the arrow being the figure and direction of facing, anything to the rear of the bisecting line is said to be behind the figure.

Only two attackers may brawl from the front or rear at same time.

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## SCALE

Entirely too much time is wasted concerning the accuracy of scale in regards to real life. Instead, players should focus on weapon range, turn sequence as it relates to the game and movement abilities. This said, the only scale you need to know is that one figure equals one person.

## DETERMINING INDIVIDUAL ABILITIES

Each figure is a character. Figures may represent the player (player characters) or do not represent players (non-player characters).

The following traits, Combat Value, Constitution, and Coolness define each character.

## COMBAT VALUE

“Combat Value” represents a combination of training, experience, morale, and motivation and is a numerical expression of it’s overall fighting quality. There are four possible Combat Values.

CV6 – These are rare gunfighters or lawmen that have reached the pinnacle of perfection in their field. Almost never encountered.

CV5 – These are veterans of many encounters and gunplay. Hard bitten men and some women who can be counted on in almost any situation.

CV4 – Reliable characters with some experience at handling a gun. These are the average cowboy, outlaw or deputy.

CV3 – Greenhorn, tenderfoot, call them what you will, but don’t call them to a gunfight. Those with little or no fighting experience. These are the majority of civilians.

Whenever a player character is created roll 1D6. On a roll of 1, the player CV is a 3. On a roll of 2 through 5 his CV is a 4. And if a 6 is rolled, roll again. If another 6 is rolled the player is CV6. Otherwise he is CV5.

## CONSTITUTION

This is the amount of damage a player may take before he goes unconscious. Constitution is arrived at by taking the character’s CV and adding any modifiers from the table following that apply. This modified total is the characters Constitution.

|                                   |
|-----------------------------------|
| Indian, Ranger or Marshal = +2    |
| Outlaw, Gunfighter or Cowboy = +1 |
| Civilian = -1                     |
| Woman = -1                        |

## COOLNESS

When the bullets begin to fly how calm can your character remain? Coolness tells you how. Coolness ranges from 3, your average guy in his first encounter, to 6, ice water in the veins.

To determine a character’s Coolness roll 1D6 as if generating CV. The Coolness function will be explained later in the rulebook.

## IMPROVING ABILITIES

Combat Value and Constitution will never increase. Only Coolness can increase or decrease during a campaign. Only player characters may get better or worse. For every three encounters involved in that resulted in a shoot-out and the character did not run away, add 1 to the Coolness. For every shoot-out the character is involved in and ran away, subtract 1 from their Coolness. Coolness may never exceed six nor be lower than zero.

## EQUIPPING THE CHARACTERS

All player characters are assumed to have a pistol, rifle, horse, and necessary means of support. For realism, players in town will not have a rifle on them but will leave it at their horse. Strangers walking in town with a rifle would cause the immediate demand for surrender of the weapon to the local authorities. Non-player characters are assumed to have weapons and horses as above but more specifically outlined in the Non Player Character (NPC) Tables.

## MOVEMENT

Movement is not simultaneous. Instead characters may move when their card is drawn. Each side takes a color either red or black. Shuffle the cards and draw two cards. If both cards are the same color then that side will move first. The opposite side may then move. This concludes one turn. If the two cards are of differing color then the highest card determines which side moves first. Ties cause new cards to be drawn.

**Play continues until either one side is left or ten face cards have been drawn. In encounters this is considered to be the passage of one day.**

Movement is by side starting with the highest CV and rolling off ties.

## MOVEMENT AND ACTIONS

- “Pop Up”- “Popping up” from behind cover and coming into sight to see and be seen.
- Duck Down - Dropping out of sight behind cover.
- Move - moving up to allowable distance.
- Draw! - Process to determine who fires first.
- Seek cover - Run to nearest cover and duck down or move full speed away.

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- Runaway - Quit. Go home; runaway from scene at fastest speed without stopping until leave board.
- Brawl - Hand to hand combat with 1D6 damage. If using a knife, lance, or saber use 2D6.

## MOVEMENT RATES

| On Foot | Mounted | Vehicles |
|---------|---------|----------|
| 8"      | 16"     | 12"      |

Movement over rough terrain is at half speed.

## WEAPONS

| Weapon     | Eff Range | Long Range | ROF*   |
|------------|-----------|------------|--------|
| Bow        | Up to 16  | 24         | 1      |
| Knife      | Up to 3   | 6          | 1      |
| Pistol     | Up to 12  | 18         | 3      |
| Rifle      | Up to 24  | 36         | 1      |
| Scattergun | Up to 6   | 9          | 1 or 2 |
| Shotgun    | Up to 12  | NA         | 1 or 2 |

\* "Rate of Fire" is how many times a weapon may be fired in one action phase, regardless of Reaction Test results i.e. players may be unable to return fire due to Rate of Fire limitations.

## LINE OF SIGHT AND OBSERVATION

Line of sight extends across the whole table and is blocked only by terrain, buildings, or if a character has ducked back.

## CONCEALED

Characters may opt to be concealed from view at anytime they have not previously been spotted by enemies and have sufficient cover to conceal them. Those "concealed" would only be spotted on a die roll of 1 checked the each time they could possibly be seen and is checked per each character looking. Concealed figures do not have to take a "Got A Shot" Reaction Test.

Apache Indians in the Southwest locale must roll as follows to be spotted. Roll 1D6 and roll a 1. Roll another D6 and roll a 4 - 6. Other wise the Apache remains concealed. Apaches may also "disappear" if "On trail" and get to a position out of sight of enemy characters.

## FIELD OF FIRE

All fire is direct and at one target at a time with the exceptions of shotguns, scatterguns, and pistols.

Shotguns will hit all within 2" path at effective range.

Scatterguns will hit all within 3" path at effective range.

Those firing pistols may fire 3 shots and at up to three targets if within 4" path.

## TARGET SELECTION

When a character is active or has drawn a card, he may fire at the end of his movement at any target in line of sight.

When a character is forced to respond to a Reaction Check he may only fire at the target that caused the check.

## WHO FIRES FIRST

Usually a character will fire when active or returning fire. On some occasions a result of "Draw!" will occur during a Reaction Check. To determine who fires first on a Draw roll 1D6 and add to the CV. If there is a tie then the character with the higher Coolness rating will fire first. If still tied, then firing is simultaneous.

## COOLNESS IN GUNPLAY

When an actual shoot-out begins characters must check their Coolness rating to see if they "flinch" or "rush" their shot.

Roll 2D6 once before a character fires and NOT for each bullet fired. Compare each die separately to the Coolness rating.

If both die scores are equal or lower than the rating the character continues as normal.

If one score is higher than the rating the character has "flinched" and subtracts one from his "To Hit" score.

If both dice scores are higher than his Coolness rating then the character "rushes" his shot and will subtract two from his "To Hit" score.

## SCORING A HIT

To score a Hit when shooting take the CV, modify from the table below, and add 1D6.

If the final score is 7 or less then a miss has occurred.

If an 8 or 9 are scored a hit has happened and will result in 1D6 of damage to the targets Constitution.

If the score is 10 or greater than a hit has been scored and will do 2D6 damage to the target's Constitution.

Roll once per each bullet firing.

## TO HIT

CV + modifiers + 1D6

Firer stationary +1

Effective range +1

Target stationary +1

Target "popped up" -1

Target in cover -1

Each bullet over one -1

Firer "Flinches" -1

Firer "Rushes" -2

Score 7 or less = miss

8 or 9 = 1D6 damage

10 or more = 2D6 damage

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## DAMAGE

Each character may take damage equal to his or her Constitution. When zero Constitution is reached, the character is unconscious. If damage exceeds twice the characters original Constitution then the character is dead. Characters recover Constitution loss to raise them to a one immediately after the battle. They then recover one point of Constitution per month and may opt to decline an encounter if not at full strength.

## FIRING AT A MOUNTED TARGET

Horses have a Constitution of 12 and a CV of 5. Whenever firing at a mounted target over 12" away use the following rule.

Whenever a hit is scored on a mounted target roll 1D6. On a roll of 1-3 the mount is hit. On a roll of 4 – 6 the rider is hit. Apply any damage to the horse.

Roll a "My Horse Has Fallen Check". Roll 2D6 and compare it to the CV of the horse. Read the dice independently.

If both die scores are equal or less than the CV the horse keeps going.

If one score is higher than the CV the horse will break stride and the rider is thrown off on a roll of 4 – 6.

If both scores are higher than the horse's CV, it has fallen and the rider is tossed to the ground. He must spend next card either standing up or ducking down behind the horse.

## BRAWLING

Characters may receive damage through brawling. This damage is temporary and is recovered after the encounter.

However, if damaged by any weapon such as knife, tomahawk, etc. then treat damage as if from a bullet.

## REACTION CHECKS

The Reaction Test is the core of "Six Gun Sound". Players would do well to study this section.

## HOW TO TEST REACTION

The "Reaction Test" represents the effect of various stressful situations on a character's ability to perform tasks. Taking a "Reaction Test" involves taking the character's CV and applying the appropriate modifiers below:

### Reaction Test Modifiers

|                                 |    |
|---------------------------------|----|
| Attacked or shot at from behind | -2 |
| Attacking someone from behind   | +2 |
| In cover                        | +1 |

Next roll 2D6 and compare the number on each die (NOT THE TOTAL) to the modified CV of

the character that is making a Reaction Test. If the individual die score is equal or less than the character's modified CV then the character has passed on that die. It is possible to "Pass" on two (2), one (1), and zero (0) dice. (See Reaction Charts).

## WHEN TO TAKE A REACTION TEST

Reaction tests are given for the following reasons.

### "GOT A SHOT" TEST

Anytime a target moves into range to their front or flank, a non-active character must take this check. Immediately roll 2D6 and compare to the chart below. (Note: Characters that are considered concealed do not have to take this test.)

Pass 2 dice      Take a shot.

Pass 1 die      Draw!

Pass 0 dice      Duck down.

### "SHOT AT" TEST

If you are fired on by anybody, you must take a "Shot At" Reaction Test.

Pass 2 dice      Carry on by either continuing movement or returning fire.

Pass 1 die      Duck down.

Pass 0 dice      Runaway.

### "CHARGING" TEST

If you are attempting to move into melee with an enemy, you must take a "Charging" Reaction Test. This applies to ANY move that will result in melee combat.

Pass 2 dice      Charge into Brawl.

Pass 1 die      Don't charge, fire instead if can, otherwise stand still.

Pass 0 dice      Duck down.

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## “BEING CHARGED” TEST

Characters attempting to contact the enemy and have passed a “Charging” Reaction Test must stop 1” away and the target must take a “Being Charged” Reaction Test.

- Pass 2 dice      Stand and fire if can.
- Pass 1 die       Stand and give up the first punch.
- Pass 0 dice      Runaway.

## “BRAWLING” TEST

When characters come into physical contact, a Brawl occurs. ALL characters at the end of a Brawl must take a “Brawling” Reaction Test.

- Pass 2 dice      Continue fighting.
- Pass 1 die       Subtract 1 CON, move back 1”, and keep fighting. (If both score this result, then neither side moves back).
- Pass 0 dice      Runaway.

This ends the tactical rules. What follows is the campaign game, the reason to play!

## CAMPAIGN GAME

The following rules will allow players to tie together all of the encounters that they have while playing Six Gun Sound. The campaign starts in January 1867 and runs until December 1885.

## CHOOSING A PROFESSION

After a player has generated the attributes for his character as outlined elsewhere in the rules he must choose a Profession. Roll 2D6 and consult the table following. Or choose what you like. This decision will determine the possible encounters that the player will have.

## PROFESSION TABLE

| Total | Result                         |
|-------|--------------------------------|
|       | Roll 2D6 once on table below.  |
| 2     | Outlaw                         |
| 3     | Marshal                        |
| 4/5   | Gunfighter.                    |
| 6     | Cowboy                         |
| 7     | Your choice.                   |
| 8     | Outlaw                         |
| 9/10  | Cowboy.                        |
| 11    | Territorial Marshal or Ranger. |
| 12    | Your choice                    |

## LIFE AND TIMES

After a player has chosen his profession roll 2D6 on the table below once for each CV that a player has. This will add flesh to the characters and help to make them unique.

## LIFE AND TIMES TABLE

Die Roll of:

- 2/3      Marshal is childhood friend. Subtract 2 from all Capture encounter rolls in locale of choice.
- 4        Have connection to bank. Add 2 to Robbery encounter roll in locale of choice.
- 5        Old family friend has safe house. Subtract 2 from all Capture encounter rolls in locale of choice.
- 6        Have exceptional horse. Start Posse at +3 to die instead of +2.
- 7        Have reputation for gunplay. Add 1 to all Gunfight encounter rolls.
- 8        Reputation as “Trail Boss”. Add 2 to Cattle Drive encounter rolls.
- 9        Wanted for crime in locale at random. Add 2 to Posse encounter rolls.
- 10      Family owns ranch in locale of choice. Add 2 to Range War encounter rolls.
- 11/12   Reputation amongst Indians. Subtract 1 Indian encounter rolls in locale of choice.

As you may notice, some of the results will not affect some professions. Do not re-roll when this occurs. You have just led a boring life... up to now.

## LOCALES

Six Gun Sound takes place in three locales. This was the heart and soul of the Old West. They are –

Kansas – The major rail yards for shipping cattle to the east. This is the place where all cattle drives end. By this time the more “civilized” of the three locales. But don’t check your gun.

Texas – Just south of Kansas and the home of the Longhorns, the cows that made Cowboys. Things are a little more loose and free in Texas than in Kansas.

The Southwest – Untamed territory that can be summed up in two words... Apaches and Tombstone, I think you understand what I mean.

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Locales will modify Encounter die rolls as follows:

| LOCALES<br>MODIFIERS | ENCOUNTER |       |        |
|----------------------|-----------|-------|--------|
|                      | Southwest | Texas | Kansas |
| Capture              | -1        | 0     | +2     |
| Cattle drive         | +1        | +2    | -1     |
| Cattle Rustling      | 0         | +2    | +1     |
| Gunfight             | +1        | +2    | 0      |
| Indians              | +2        | +1    | -1     |
| Jail Break           | -1        | +1    | +2     |
| Posse                | 0         | 0     | +1     |
| Range War            | +1        | +2    | -1     |
| Robbery              | -1        | 0     | +1     |

### ENCOUNTERS AND PASSAGE OF TIME

Six Gun Sound is played in monthly turns starting in January 1867. At the start of each turn each player rolls 2D6. If a character rolls a 7 then there is an encounter. Any other roll results in no encounter. If a character is not at full Constitution he may opt to decline an encounter.

After an encounter is determined to happen, roll 2D6 for each possibility on the appropriate Profession column. Apply any locale and Life & Times modifiers to the appropriate roll. High score is the encounter with ties being re-rolled.

|                 | Outlaw | Gunfighter | Marshal | Cowboy |
|-----------------|--------|------------|---------|--------|
| Capture         | x      | x          | x       |        |
| Cattle Drive    |        |            |         | x      |
| Cattle Rustling | x      |            |         | x      |
| Gunfight        | x      | x          | x       | x      |
| Indians         | x      | x          |         | x      |
| Jail Break      | x      | x          | x       |        |
| Posse           | x      | x          | x       |        |
| Range War       |        | x          |         | x      |
| Robbery         | x      |            | x       |        |

### TOWNS

Some encounters take place in towns. Players may use the following guidelines to generate towns. After a player generates a town he should keep the information in a binder for future use.

#### DETERMINING TOWN SIZE

Roll 1D6. Modify the die roll by a +1 if the locale is Kansas, -1 if the Southwest, and no modifier for Texas.

1, 2, 3, or 4 = Small town.  
5 or 6 = Good sized town.

#### DETERMINING TOWN NAME

The following names are provided for a reference point and may be used as desired. Arizona,

Colorado, and New Mexico represent the Southwest locale.

#### TOWN NAMES 1867 to 1885

|                          |           |
|--------------------------|-----------|
| Abilene Kansas           | Good Size |
| Denver Colorado          | Good Size |
| Dodge City Kansas        | Good Size |
| Leadville Colorado       | Good Size |
| San Antonio Texas        | Good Size |
| Santa Fe New Mexico      | Good Size |
| Tombstone Arizona        | Good Size |
| Wichita Kansas           | Good Size |
| Acoma Pueblo New Mexico  | Small     |
| Albuquerque New Mexico   | Small     |
| Anahuac Texas            | Small     |
| Apache Wells Arizona     | Small     |
| Burnham's Crossing Texas | Small     |
| Charleston Arizona       | Small     |
| El Paso Texas            | Small     |
| Ellsworth Kansas         | Small     |
| Fort Worth Texas         | Small     |
| Independence Texas       | Small     |
| Laredo Texas             | Small     |
| Nacogdoches Texas        | Small     |
| San Cristobal New Mexico | Small     |
| Tucson Arizona           | Small     |

#### DETERMINE WHAT BUILDINGS ARE IN THE TOWN

The following guidelines will help determine what types of buildings will be found in each town and an indicator of the number of civilians available.

| Small Town             | Building Size |
|------------------------|---------------|
| Bank                   | Medium        |
| Barber & Baths         | Small         |
| Blacksmith             | Medium        |
| Café & Hotel           | Large         |
| Church                 | Medium        |
| Doctor/Dentist         | Small         |
| Feed & Grain           | Medium        |
| General Store/Hardware | Medium        |
| Lawyer                 | Small         |
| Livery/Stables         | Large         |
| Marshal & Jail         | Small         |
| Newspaper              | Small         |
| Post Office            | Small         |
| Saloon                 | Medium        |
| Saloon                 | Large         |
| Schoolhouse            | Medium        |
| Telegraph              | Small         |
| Undertaker             | Small         |

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| Good Sized Town         | Building Size |
|-------------------------|---------------|
| Bank                    | Medium        |
| Bank                    | Medium        |
| Barber & Baths          | Small         |
| Blacksmith *            | Medium        |
| Boarding House & Café   | Large         |
| Boots and Tack          | Medium        |
| Café & Hotel            | Large         |
| Church                  | Medium        |
| Claims Office/Telegraph | Small         |
| Café                    | Medium        |
| Doctor/Dentist          | Small         |
| Feed & Grain            | Medium        |
| General Store           | Medium        |
| General Store/Hardware  | Medium        |
| Hardware                | Medium        |
| Hotel                   | Large         |
| Jeweler & Watch Maker   | Small         |
| Dry Goods & Tailor      | Medium        |
| Lawyer                  | Small         |
| Livery/Stables *        | Large         |
| Lumber Company          | Large         |
| Marshal & Jail          | Small         |
| Newspaper               | Small         |
| Photography Studio      | Small         |
| Post Office             | Medium        |
| Railyard *              | Large         |
| Saloon                  | Medium        |
| Saloon                  | Medium        |
| Saloon                  | Large         |
| Saloon                  | Large         |
| Schoolhouse             | Medium        |
| Territorial Marshal     | Medium        |
| Undertaker              | Small         |
| Wells Fargo Office*     | Medium        |

\* Usually has corral, barn, or stockyards adjacent.

### DETERMINING THE TOWN LAYOUT

Towns should be built with one "Main Street" and some minor side streets if needed. The center of each side of the street should contain the hotels, saloons, banks, and other services with the remaining buildings occupying a position of less importance.

### ON THE TRAIL

Encounters not in a town will occur "on the trail" or in the countryside. Roll 1D6 and layout the terrain listed below:

1 or 2 = Wide-open spaces- desert. Flat countryside with "no effect" scrub. One or two impassable rock formations. Possibly a dry riverbed that enters and exits from adjacent table edges. Will obscure line of sight. Small watering hole may be present.

3 or 4 = Undulating terrain. Countryside that reduces movement. Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at 1/2 speed. No more than 1/3 of the table is flat. Possibly a river running from one edge to the opposite side. One or two fords crossing river.

5 or 6 = High country. Rocky impassable terrain with a definite trail between table edges. Small watering hole may be present with woods in abundance.

Locale modifiers to Terrain Die Roll: Southwest -2  
Texas -1

### SETTING UP TERRAIN

One player sets up the terrain outlined above and the other decides which direction he will come from.

### TERRAIN FEATURES AND SCENERY

Each terrain piece should be represented by a 12" by 12" piece of felt. Upon this can be laid out trees, rocks, scrub, etc. with the edge of the felt outlining the terrain boundaries. The types of terrain are as follows:

"No effect" scrubs – Low lying bushes that provide cover but do not hinder movement. Most of the vegetation in the Southwest.

Impassable rock formations - Base of a mesa or other sheer cliff side. Often the walls of a canyon. Movement not allowed.

Dry riverbed – Three or four inches across. Runs from one table edge to the adjacent one. Those in the riverbed count concealed from those out.

Undulating terrain – Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at 1/2 speed.

Rough terrain or wooded area – Movement reduced to half speed through area. Also visibility reduced to 6" inside.

Small watering hole – Small depression in the ground that will provide cover. Those "holed" up at a watering hole need only survive three days before the enemy must vacate due to thirst.

### NON-PLAYER CHARACTERS

There are five types of Non-Player Characters. They are as follows:



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## CIVILIANS

Civilians will populate every town. These are the majority of the people in the West during the Six Gun Sound era. They will play a major role in defending the town from Bank Robbers. There will usually be 1 armed civilian per building in the town.

### CIVILIANS

| Score | Who         | CV | Cool | Weapon     |
|-------|-------------|----|------|------------|
| 2     | Saloon Gal  | 4  | 3    | Knife      |
| 3     | Merchant    | 4  | 3    | Rifle      |
| 4     | Bank Teller | 3  | 4    | Pistol     |
| 5     | Gambler     | 4  | 4    | Pistol     |
| 6     | Bartender   | 5  | 5    | Scattergun |
| 7     | Homesteader | 4  | 4    | Rifle      |
| 8     | Miner       | 4  | 4    | Rifle      |
| 9     | Teamster    | 4  | 4    | Rifle      |
| 10    | Cook        | 4  | 3    | Shotgun    |
| 11    | Clerk       | 3  | 3    | Rifle      |
| 12    | Shopkeeper  | 3  | 3    | Pistol     |

## GANG

Outlaws may recruit from 1 to 4 NPCs for their Gang. Gangs help with their added guns but must be paid. (See Winning the Campaign).

### GANG

| Score | Who     | CV | Cool | Weapon |
|-------|---------|----|------|--------|
| 2     | Bill    | 3  | 4    | Pistol |
| 3     | Bob     | 4  | 5    | Pistol |
| 4     | Charlie | 4  | 4    | Pistol |
| 5     | Clay    | 4  | 4    | Pistol |
| 6     | Frank   | 4  | 4    | Pistol |
| 7     | George  | 5  | 4    | Pistol |
| 8     | Henry   | 4  | 5    | Pistol |
| 9     | Ice     | 4  | 4    | Pistol |
| 10    | Jim     | 3  | 4    | Pistol |
| 11    | Ned     | 3  | 4    | Pistol |
| 12    | Sam     | 4  | 3    | Pistol |

## POSSE

It will be necessary to raise a posse at times. A "gang of citizens banded together to help enforce the law". Only 1 Marshal allowed.

## POSSE

| Score | Who         | CV | Cool | Weapon  |
|-------|-------------|----|------|---------|
| 2     | Homesteader | 4  | 4    | Rifle   |
| 3     | Merchant    | 4  | 3    | Rifle   |
| 4     | Bank Teller | 3  | 4    | Pistol  |
| 5     | Gambler     | 4  | 4    | Pistol  |
| 6     | Deputy      | 4  | 4    | Pistol  |
| 7     | Marshal     | 5  | 5    | Pistol  |
| 8     | Miner       | 4  | 4    | Rifle   |
| 9     | Teamster    | 4  | 4    | Rifle   |
| 10    | Clerk       | 3  | 3    | Rifle   |
| 11    | Cook        | 4  | 3    | Shotgun |
| 12    | Shopkeeper  | 3  | 3    | Pistol  |

## INDIANS

These are a small band of Apaches or similar Indians and are spelled out in the individual encounters. There may only be one Chief per tribe.

### INDIANS

| Score | Who   | CV | Cool | Weapon |
|-------|-------|----|------|--------|
| 2     | Chief | 5  | 4    | Rifle  |
| 3     | Youth | 3  | 5    | Rifle  |
| 4     | Youth | 3  | 4    | Rifle  |
| 5     | Brave | 4  | 5    | Rifle  |
| 6     | Brave | 4  | 4    | Rifle  |
| 7     | Brave | 4  | 4    | Rifle  |
| 8     | Brave | 4  | 4    | Rifle  |
| 9     | Brave | 4  | 3    | Rifle  |
| 10    | Chief | 5  | 4    | Rifle  |
| 11    | Chief | 5  | 5    | Rifle  |
| 12    | Youth | 3  | 4    | Rifle  |

## COWBOYS

Guys who actually herd cows. Being a Cowboy is a hard life and these fellows will appear in almost all encounters. There may be only one Trail Boss per group.

### COWBOYS

| Score | Who              | CV | Cool | Weapon |
|-------|------------------|----|------|--------|
| 2     | Ben - Trail Boss | 5  | 4    | Pistol |
| 3     | Charlie          | 3  | 5    | Pistol |
| 4     | Jeff             | 3  | 4    | Pistol |
| 5     | Jesse            | 4  | 5    | Pistol |
| 6     | Jim              | 4  | 4    | Pistol |
| 7     | John             | 4  | 4    | Pistol |
| 8     | Lonny            | 4  | 4    | Pistol |
| 9     | Pat              | 4  | 3    | Pistol |
| 10    | Sam - Trail Boss | 5  | 4    | Pistol |
| 11    | Tom - Trail Boss | 5  | 5    | Pistol |
| 12    | Wes              | 3  | 4    | Pistol |

# SIX GUN SOUND

## ENCOUNTERS

Encounters are the scenarios for Six Gun Sound. They form the basis for the campaign. All encounters follow a similar pattern. It is:

- 1 – What the Encounter is.
- 2 – Who is involved in the Encounter.
- 3 – Where the Encounter will occur and what the terrain is like.
- 4 – How victory is determined.

## CAPTURE

In this encounter a Marshal will attempt to capture an Outlaw. Roll 1D6 at the start.

On a roll of 1 – 3 the attempt will be made in Town. Determine the town as usual. After determining the town layout roll 1D6 for each building. Determine the civilians available as per normal, 1 per each building. Add 2 if the building is a saloon. Add 1 if the building is a hotel. High score determines which building the Outlaw is in. Marshal starts in the street, 1D6 x 6" from Outlaw. Outlaw has the option of recruiting from 1 to 4 gang members. In this case, the Marshal is allowed to recruit 2x as many characters for his Posse.

On a roll of 4 – 6 the attempt will be made "on the trail". In this case the Outlaw is "holed up" in his hideout. Marshal starts outside, 1D6 x 6" from the Outlaw, and counts as if concealed. The hideout is either a house or ranch and there is ample terrain to inhibit visibility. However, the last 12" to the hideout are clear. Each turn roll 1D6. On a roll of 1 the Marshal is spotted. Outlaw has the option of recruiting from 1 to 4 gang members. In this case, the Marshal is allowed to recruit 2x as many characters for his Posse.

The Marshal will gain full encounter points if the Outlaw is captured. Half points are collected if the Outlaw is killed. The Outlaw gains full encounter points only if he escapes.

If Outlaw is captured then the next encounter will be a Jailbreak and occurs 1D6 months down the road.

## CATTLE DRIVE

A Cattle Drive will occupy three consecutive months. When on a Cattle Drive roll 2D6 each month and compare to the Cattle Drive Encounter table following:

|        |                 |
|--------|-----------------|
| 2 to 7 | No encounter.   |
| 8      | Cattle Rustling |
| 9      | Cattle Rustling |
| 10     | Indians         |
| 11     | Indians         |
| 12     | Gunfight        |

## CATTLE RUSTLING

Cattle Rustling will occur "on the trail". The Outlaws have stolen 2D6 head of cattle and the Cowboys are trying to recover them.

The board should be cluttered with terrain. The Outlaws must herd the cattle from one edge of the board to the other far edge of the board. The Cowboys pursue the rustlers as per a Posse encounter. However, because the cows move so erratically, the Outlaws start out at a +1 instead of a +2. They move as if a CV of 4. (See Posse encounter.)

Outlaws may control 4 cows each. Staying within 6" of each cow does this. If any cow is not "herded" as described above then roll 1D6 at the start of each turn. On a 1 – 3 the cow moves as desired. On a 4 the cow heads toward the left board edge, a 5 to the rear from whence they came, and a 6 will be towards the right edge. Cows can be recovered if the Outlaw moves to within 1" of the cow.

The Outlaw may recruit up to 3 additional Outlaws. The Cowboys may recruit up to 1.5 times the number of Outlaws.

The Outlaw receives full encounter points if all cows exit the far edge. Otherwise he collects a percentage of encounter points equal to the percentage of cows exited. If the Outlaw escapes the Cowboys, with or without any cows, there is a 1 in 6 chance of a Posse encounter occurring next month.

The Cowboy receives full encounter points if all the cows are recovered or Outlaws are chased off. Otherwise he collects a percentage of encounter points equal to the percentage of cows recovered.

## GUNFIGHT

Gunfights always occur in town unless otherwise specified. It is usually the result of a difference of opinion, alcohol, insults, or something else. Roll 1D6 for location.

On a roll of 1 or 2 the gunfight will occur in the saloon.

On a roll of 3 through 6 it occurs in the street. Layout the town as usual including civilians. Roll 1D6 to determine who and what the gunfight consequences will be.

1 - 4 Roll on Cowboy Table for opponent. If Cowboy loses there will be a Posse encounter of Cowboys immediately on a roll of 1 to 3. Otherwise, no pursuit.

5 – 6 Roll on Gang Table for opponent. If Gang member loses there will be a Posse encounter of Gang member's immediately on a roll of 1 to 3. Otherwise, no pursuit.

This is the classic gunfight where both sides are facing each other and waiting to make a move.

## SIX GUN SOUND

The procedure is as follows ALL gunfighters take a "GOT A SHOT" test. Those with a "Take a shot" result roll 1D6 and add it to their CV. High score fires first with ties firing simultaneously. Those with a draw result on the Take A Shot Test are then allowed to draw as normal versus anyone who has not shot yet. Those that score a Duck down must do so

Full encounter points if opponent killed or otherwise incapacitated. Half points if opponent runs away. No points otherwise.

### INDIANS

The player has drifted into Indian Territory and the Indians are hostile. Roll 1D6.

On a roll of 1 – 3 the Indians are in pursuit as a Posse encounter.

On a roll of 4 – 6 the character is already "holed up" and surrounded.

Indians receive 2 plus 1D6 Indians. Player may recruit 1 – 4 gang, cowboys, or civilians prior to rolling for Indians.

The terrain is generated as outlined elsewhere in the rules.

The objective of the Indians is to kill or capture the players.

Indians are subject to special morale rules. At the end of each day count up the number of dead or incapacitated Indians and add 1D6. Now count up the number of Indians still alive and add 1D6. If the modified dead Indian score is higher than the live Indian score, then the Indians will disappear and the encounter is over. Otherwise continue to fight the next day.

Also at the end of each day, roll 1D6 to see if "the Cavalry arrives" in the "nick of time". Subtract 2 to the die roll if in Kansas. Add 1 to the die roll if in the Southwest.

1 to 3 = Cavalry intervenes and Indians are driven off.

4 to 6 = Continue fighting next day.

Those "holed up" at a watering hole need only last three days. After that the Indians will disappear.

Players will receive full victory points if they escape on their own, half points for cavalry intervention.

### JAIL BREAK

An Outlaw is in jail and attempting to escape while a Marshal and the citizenry will try to prevent it.

The Jailbreak occurs in town. Set up the town as normal. The Outlaw starts in the Jail. The Marshal starts in another building rolled at random. Civilians start as per Town setup.

The Outlaw may recruit 1 – 4 gang members to assist in the escape. These will start in the Jail

also. All horses involved for getaway will be 1D6 x 6" from the Jail. When the Outlaw exits the Jail roll 1D6 each time he moves. On the FIRST turn only citizens will be active on a roll of 1 – 3. In the second and subsequent turns if the die score is equal to that turn then the citizens are alerted and may respond. All will activate after any gunshot. The Outlaw starts the encounter armed with a pistol.

The Outlaw receives full encounter points only if he escapes. The Marshal receives full encounter points if the Outlaw is captured, half if the Outlaw is killed.

If the Outlaw escapes then a Posse encounter will begin immediately.

### POSSE

This encounter covers all situations where one group is tracking and attempting to catch another. Posses can be composed of Gangs, Indians, Civilians, or Cowboys depending upon the situation. Posse encounters are sometimes automatic due to the result of a previous scenario. Sides are divided into Runners and Chasers.

The Chasers receive 2 plus 1D6 Posse members. The Runner may recruit 1 – 4 gang members, cowboys, or civilians prior to rolling for Posse.

Terrain is generated as usual.

The Posse encounter is handled as followed:  
1 – The Chasers start 50" behind the Runners.

2 – The Runner enters the board from any direction he desires. His objective is to exit the opposite edge of the board. When he does he immediately re-enters the board at the edge directly to his left and the procedure continues until any of the encounter ends (See #6)

3 – Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest CV of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50" distance between Runner and Chaser.

4 – Roll 1D6 for the Chaser. Add this score to the lowest CV of the Chasers. Subtract this from the distance separating the Runner and Chaser. If the Chaser score exceeded the Runner score then subtract 1 from the Runner's next score. Continue doing this each time the Chaser score exceeds the Runner score. Eventually the Runner will go from +2, to +1, to 0, to -1, to -2 etc.

5 – Place the Chasers on the board whenever the distance between parties allows.

6 – The encounter will end when

## SIX GUN SOUND

the distance between Runner and Chaser equals 100 or more inches in which the Runners have escaped or...

The distance between the two parties has been reduced to rifle range and the Runners are placed upon the table and take up defensive positions or...

The Runners voluntarily decide to stop running and take up defensive positions on the board and wait for the posse to arrive.

The Runner will receive full encounter points if he escapes. The Chasers receive full encounter points if they capture or kill the Runner.

### RANGE WAR

A Range War will generate a new encounter each month until the leader of one faction or the other is killed or leaves the area at the owning player's discretion.

During the Range War roll 2D6 each month and compare to the Range War Encounter table following:

|        |                 |
|--------|-----------------|
| 2 to 7 | No encounter.   |
| 8      | Gunfight*       |
| 9      | Cattle Rustling |
| 10     | Gunfight*       |
| 11     | Cattle Rustling |
| 12     | Gunfight*       |

\*Gunfight takes place on the trail with each side able to recruit 1 – 3 Cowboys and up to 1 Gunfighter or Outlaw. Generate terrain as normal. Otherwise all other Gunfight rules apply.

Encounter points are gained as per either Gunfight or Cattle Rustling scenarios.

### ROBBERY

Both Outlaws and Marshals will partake in Robbery encounters.

Bank Robbery – Determine the town that the robbery will take place in. The Outlaw is allowed to recruit 1 – 4 Gang members. The Outlaws start in the bank with their horses 1D6 x 6" away. Citizens will activate as outlined in the Jailbreak Encounter.

The Outlaws must exit the board by moving down the street. After the bank robbery is over, there will automatically be a Posse encounter. If the Outlaw escapes the Posse then there is a 1 in 6 chance of an immediate Capture encounter.

Outlaws receive full encounter points if they actually rob the bank and escape. The Marshal will receive encounter points only if the robbery is stopped.

Players are encouraged to design other robberies such as stagecoach, miners payroll, or train robberies. In all of the above cases there would be an

immediate Posse encounter with a Capture encounter on a roll of 1 on a D6.

### WINNING THE CAMPAIGN

The encounters are designed to tie together all of the scenarios played into a continuous campaign. Encounter points are designed to determine how well you have done. Encounter points are given out as follows.

1 – Every time a character kills an armed enemy in an encounter he receives 10 points.

2 – Every time a player completes an encounter successfully he receives 120 points or 60 points if half points are awarded.

3 – All encounter points received for completion of an encounter in case 2 listed above, are divided by the number of characters and non-player characters on the same side. This also includes any that may have been killed during the encounter. Example – Outlaw Jonas Kincaid knocks off the 1<sup>st</sup> National Bank and receives 120 points. He has 2 gang members so the 120 points are divided by 3. Jonas receives only 40 points.

The higher point total wins the campaign.

### DESIGNER NOTES

If you're a gamer like me sometimes you get tired of playing the major periods like Ancients, Napoleonic, or World War II and want a change of pace. A simple game of something different that doesn't take a large investment in time or money but is still fun to play. (You remember fun, right?) That's why I wrote Six Gun Sound. Good, cheap entertainment in a hobby that at times can be very costly.

I wanted a set of fast play tactical battles linked together in a quick and easy campaign system. That's what Six Gun Sound is. You won't see cavalry troopers and large-scale Indian fights. Those are things better left to small level skirmish rules. Six Gun Sound is as much a role-playing game (gasp!) as it is a tactical wargame. I wanted to capture the flavor of the Old West, which was usually one man against one man.

Gunplay is quick and deadly and a guy with a steady nerve (Coolness) can beat a guy that is quicker on the draw but has a harder time hitting someone. (If you don't think that's true try pitting a CV5 Coolness 2 guy versus a CV4 Coolness 6 guy!)

I noticed with other rules that most of them have all the terrain generated for you, that the order of battle is fixed, and scenarios are laid out. After each scenario has been played the rules usually will get put away and never used again. You know the stuff that collects in the back of your closet. By giving

## SIX GUN SOUND

you the tools to generate your own scenarios with clearly defined encounters, Six Gun Sound can be played for years to come.

If this is your first time using the Reaction System with the 2D6 Reaction Checks used by 2-Hour Wargames then I'm sure you are in for a surprise. The most often complaint I have heard about the Reaction Test used in Six Gun Sound is that players do not understand why they follow a reaction instead of doing what they want. ("But I don't want to fire back at that guy.") That is because the tests are set up for the typical human reaction to what is going on. The split second, no time to think reaction that everyone has every day of his or her life. Ever notice how quick you pull your finger away from a hot pan. Later you take a planned action and use a towel to pick it up. The same holds true in the Reaction Tests. After a player has exited a reaction test and becomes ACTIVE he can do what he wants...until someone forces him to react.

Since first coming out with Six Gun Sound there have been numerous people that have made suggestions and inspired me to add optional and advanced rules to the basic game. I must point out that these rules are optional and should be used only if desired. The game is great as it is but with the optional rules you can tailor it to fit your needs. Use as much or as little as you like.

The section concerning Indians as Player Characters only came about due to the hard work and effort of one fellow gamer. His name is Bob Minadeo. Thanks Bob!

Having said this keep in mind that the main purpose of Six Gun Sound is to have fun. Play it and I hope you like it.

### OTHER TWO HOUR WARGAMES

Two Hour Wargames has a wide variety of titles based on the Reaction Check system used in Mayhem: Warring Nations. They range from the ancient time period to the far future.

For more info check us out at on the web at [www.twohourwargames.com](http://www.twohourwargames.com)

### ADVANCED AND OPTIONAL RULES

Six Gun Sound, as it is, is a wonderful game. The following rules are totally optional and can be used if desired. You will see slightly different Reaction Tests as well as a different To Hit procedure. These rules work well when there are lots of figures on the board. Use as much or as little as you desire, or don't use any of them at all! Just replace the original rules that the optional rules cover.

### INVOLUNTARY MOVEMENT

- **DUCK DOWN** – Run to nearest cover AWAY from threat and duck behind cover or move full charge speed away.

- **CARRY ON** – Will continue as desired.
- **RUNAWAY** –Quit. Split.
- **PURSUE BY FIRE** – After a character forces an enemy to Runaway from hand to hand combat he rolls 2D6 and compares it to his CV as if taking a Reaction Test. If pass 2D6 then he is allowed to immediately fire at the running away character, if pass 1D6 then he is allowed a shot counting target moved fast, and if pass 0 dice then he may not fire at all.

### MOVEMENT RATES

Movement rates stay the same with the exception that all may increase their speed up to twice their normal move.

For combat purposes any movement over 8" is considered to be a "fast move". Keep in mind this is the actual distance to be traveled and not just a "fast move" for less than 12" distance. Characters may not "fast move" two consecutive turns in a row however this does not apply to horses.

Badly wounded characters have their movement rate reduced by half. Badly wounded characters may be carried by other non-wounded characters at ½ speed or full speed if carried by two.

| WEAPONS TABLE     |       |     |        |
|-------------------|-------|-----|--------|
| Weapon            | Range | ROF | Impact |
| Pistol            | 12    | 3   | 2      |
| Shotgun           | 12    | 2   | 4      |
| Bow               | 18    | 1   | 2      |
| Trapdoor Rifle    | 48    | 1   | 4      |
| Scattergun        | 6     | 2   | 4      |
| Tomahawk/Knife    | 3     | 1   | 2      |
| Lance/Bayonet     | x     | 1   | 3      |
| Repeating Carbine | 24    | 2   | 2      |
| Trapdoor Carbine  | 36    | 1   | 3      |

Range – There is no more long range. Instead the range listed is the effective range of the weapon where the firer believes he has a reasonable chance to score a hit.

Impact – Number assigned to the "stopping power" of the weapon. Figures in on the Bad Wound Table.

### TO HIT

The procedure To Hit is very different from the one in the Basic Six Gun Sound rules. In this system you declare the firer and the target that he is firing at. Roll 1D6 and add to the firer's CV. Do not figure out any modifiers as they are built into the table.

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Cross-index the total with the results and count only the modifiers that apply. Coolness is still used in the game and is rolled once before the firer starts shooting. This result of flinch and rush are now built into the To Hit table.

Roll once on the To Hit table for each bullet fired.

Some of the results are conditional. For example, Johnny Dawg is firing at Ol' Red. The player rolls 1D6 and adds it to Johnny's CV for a total of 8. Looking at the 8 results the player reads all of the conditions that apply. (see #8 on the Hit table.) As Ol' Red is in cover, Johnny scores a Scratch on Ol' Red. If he had not been in cover Ol' Red would have received a Bad Wound instead.

In the same example – If Johnny was firing three bullets and Ol' Red was not in cover, he would have scored a Scratch with the second and third bullet, but still scored a Bad Wound with the first.

| To Hit Table |   |
|--------------|---|
| #            | Results   |
| 3            | Miss!   |
| 4            | Miss!   |
| 5            | Miss!   |
| 6            | Target in cover, fast movement, second or third bullet, flinch or rush count Miss, all others Scratch!      |
| 7            | Target in cover, rush, or third bullet count Miss, all others Scratch!                                      |
| 8            | Target in cover, fast movement, second or third bullet, flinch or rush count Scratch, all others Bad Wound! |
| 9            | Target in cover, rush, or third bullet count Scratch, all others Bad Wound!                                 |
| 10           | Bad Wound!  |
| 11           | Bad Wound!  |

After a Hit is scored roll 2D6 versus the targets CV. This procedure is exactly like taking a Reaction test with characters capable of passing 2, 1, or 0 dice.

### SCRATCH TABLE

Pass 2D6 = Target ignores wound and carries on whether to return fire or continue move. Those unable to fire will Duck Down instead.

Pass 1D6 = Roll 1D6 and subtract CV. Target will Duck Down this many turns with minimum of one.

Pass 0D6 = Target will Runaway.

### BAD WOUND TABLE

Pass 2D6 = Roll 1D6 and subtract CV. Target will Duck Down this many turns with minimum of one.

Pass 1D6 = Roll 1D6 and add to Impact of weapon that fired at target.

Roll 1D6 and add to targets CV.

If Impact score exceeds CV score then character is dead.

If CV score exceeds Impact score then character is unconscious due to wounds and may not function until after battle.

Pass 0D6 = Target Dead

### TWO STRIKES AND YOU'RE OUT

Anyone receiving a second Bad Wound is dead.

### GROUP MORALE

For larger battles figures may function together as a group. This may happen at the start of the battle or anytime the opportunity arises during the battle. To count as a group all figures must be within 2" of another figure in the group. Roll Reaction versus the highest CV in the group (the leader). When reactions are taken apply it to the whole group at once. Example – One guy in the posse gets fired at, then the whole group takes a check based on the leaders CV. The smallest group would be two figures with the largest being ten.

### DRAW

This rule is intended for use only when playing the Gunfight encounter. You know, high noon, in the street, mano y mano.

Roll for Coolness for each character as usual. Apply the result of flinch or rush for each shot.

Roll 3D6 versus the characters CV. If score equal or less as usual then die roll is passed. If both guys pass the same number of dice then they fire once simultaneously. If one passes MORE than the other then he is allowed one shot per each additional passed die BEFORE the other guy may return fire (if he can!)

## SIX GUN SOUND

In this procedure roll once on the To Hit chart for each bullet fired. *This is the only time characters roll for each bullet.*

In addition no reaction tests are taken until all firing has been finished. However, Scratch and Bad Wound results will apply immediately when they are called for.

Example – Wyatt passes all three dice. Curly Bill passes two dice. Wyatt is allowed to fire one bullet first (roll on the To Hit Table and apply results.) After this Curly Bill and Wyatt will fire any other bullets simultaneously.

### NATIVE AMERICAN PLAYER CHARACTERS IN SIX GUN SOUND

The following variant rules allow players to use Indians in the Six Gun Sound campaign game. These were developed by a Bob Minadeo and are great to add on for a change of pace. As they represent a large departure from the other characters they have a lot of differing circumstances that do not apply to the other characters. As such, if a player chooses to use an Indian Player Character then ALL of the optional rules that pertain specifically to them must be used.

Characters should be generated using the standard 6GS rules. Remember the +2 Constitution for Indians.

### CHOOSING A PROFESSION

For the purposes of this game, player characters will be considered Renegades. This allows players great latitude of action without concern for the occasional years of relative peace between the government, the settlers, and the tribes.

Characters may be either Plains Indians (Comanche, Kiowa, Kiowa Apache, Arapaho, etc.) or South Western Indians (Jicarilla Apache, Mescalero Apache, Kickapoo, etc.)

### LIFE AND TIMES

Not all of these are applicable to Indian characters. Use your discretion. Note that Plains Indians will automatically receive #6 "Have exceptional horse" as their first result.

### LOCALES

Plains Indians may operate in all three locales while Southwest Indians are limited to the Southwest and Texas.

| Encounter Modifiers | SW | Texas | Kansas |
|---------------------|----|-------|--------|
| Capture (Attacker)  | +2 | +1    | -1     |
| Capture (Defender)  | 0  | 0     | 0      |
| Cattle Rustling     | +1 | +2    | 0      |
| Indians             | +2 | +1    | -1     |
| Posse               | -1 | +1    | 0      |

### ENCOUNTERS AND PASSAGE OF TIME

Possible encounters for Indians are listed above in the Locales Encounter Modifiers.

All Indian encounters take place "On the Trail"

### NON-PLAYER CHARACTERS

All Indian NPCs will be rolled for on the Indians table.

Rangers will be rolled for on the Gang table.

Soldiers will be rolled for on the Cowboy table.

### AVAILABLE WEAPONS BY TYPE

Roll 1d6 to determine what types of weapons are available to non-player characters. Player characters may choose any combination from their list.

Chief:

- 1 = bow
- 2-4 = rifle
- 5-6 = lance and pistol

Brave:

- 1 = bow
- 2-5 = rifle
- 6 = lance and pistol

Youth:

- 1-4 = bow
- 5-6 = rifle

Ranger:

- 1-3 = pistol
- 4-6 = rifle.

Soldiers: Will carry Repeating Carbines until 1873. After that they will exchange them for Trapdoor Carbines. In either case they will also carry a pistol.

### ENCOUNTERS

The encounters for an Indian will differ in some respects and are outlined below.

### CAPTURE (ATTACKER)

In this encounter the player's band will try and capture prisoners.

## SIX GUN SOUND

Follow the directions for a Capture encounter in the main rulebook except:

Roll 1d6 at start to determine whom the opposition will be.

- 1-3 Civilians
- 4-5 Cowboys
- 6 Indians

If the defenders are not Indians roll another d6.

1-3 Defenders set up in a building (shack, ranch house, etc.)

4-6 Defenders set up in a camp (tents, water hole, wagon(s) etc.)

Indian defenders always set up in a camp. Camps may have one tent or wagon for each two defenders or fraction thereof.

### CAPTURE (DEFENDER)

In this encounter the player's band is attacked while in camp.

Follow the directions for a Capture encounter in the main rulebook except:

- Roll 1d6 at start to determine the attacker
- 1-3 Posse
- 4-5 Rangers
- 6 Soldiers

The defender sets up camp in the middle of the table, one wickiup/teepee for every two warriors or fraction thereof.

### CATTLE RUSTLING

The player's band is the rustlers. Play proceeds as described in the 6GS rule book except:

Roll 1d6 at encounter start to determine the pursuit

- 1-3 Cowboys
- 4-6 Soldiers (Rangers in Texas)

### INDIANS

The player's band might find themselves on either side of this encounter.

Roll 1d6 at game start

1-4 Player is the attacker

5-6 Player is attacked by a hostile tribe.

Having determined which part the player's band is to play, proceed as in the 6GS-rule book.

### POSSE

Vengeful enemies are pursuing the player's band. Play proceeds as per the 6GS-rule book except:

- Roll 1d6 to determine the pursuit
- 1-3 Posse
- 4-5 Rangers
- 6 Soldiers

### WINNING THE CAMPAIGN

Southwest Indians receive points just as other characters do.

Plains Indians receive points as follows:

Every time a character counts coup on an armed enemy he receives 15 points.

To count coup a character must make a successful brawling attack on an enemy figure.

The attempt at coup counting is declared before the attack die is rolled.

A successful attack will accrue points but does not harm the defender.

Coup may only be counted once on any given enemy.

Every time a character kills an armed enemy in an encounter he receives 5 points.

Points earned for successful encounters are awarded as for other character types.

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OW-6 Shootists 1



OW-7 Shootists 2



## SIX GUN SOUND

### MOVEMENT AND ACTIONS

- “Pop Up”- “Popping up” from behind cover and coming into sight to see and be seen.
- Duck Down - Dropping out of sight behind cover.
- Move - moving up to allowable distance.
- Draw! - Process to determine who fires first.
- Seek cover - Run to nearest cover and duck down or move full speed away.
- Runaway - Quit. Go home; runaway from scene at fastest speed without stopping until leave board.
- Brawl - Hand to hand combat with 1D6 damage. If using a knife, lance, or saber use 2D6.

### MOVEMENT RATES

| On Foot | Mounted | Vehicles |
|---------|---------|----------|
| 8”      | 16”     | 12”      |

### WEAPONS

| Weapon     | Eff Range | Long Range | ROF*   |
|------------|-----------|------------|--------|
| Bow        | Up to 16  | 24         | 1      |
| Knife      | Up to 3   | 6          | 1      |
| Pistol     | Up to 12  | 18         | 3      |
| Rifle      | Up to 24  | 36         | 1      |
| Scattergun | Up to 6   | 9          | 1 or 2 |
| Shotgun    | Up to 12  | NA         | 1 or 2 |

### TO HIT

CV + modifiers + 1D6  
 Firer stationary +1  
 Effective range +1  
 Target stationary +1  
 Target “popped up” -1  
 Target in cover -1  
 Each bullet over one -1  
 Firer “Flinches” -1  
 Firer “Rushes” -2

**Score**    **7 or less = miss**  
               **8 or 9 = 1D6 damage**  
               **10 or more = 2D6 damage**

### Reaction Test Modifiers

|                                 |    |
|---------------------------------|----|
| Attacked or shot at from behind | -2 |
| Attacking someone from behind   | +2 |
| In cover                        | +1 |

### “GOT A SHOT” TEST

|             |              |
|-------------|--------------|
| Pass 2 dice | Take a shot. |
| Pass 1 die  | Draw!        |
| Pass 0 dice | Duck down    |

### “SHOT AT” TEST

|             |   |
|-------------|---|
| Pass 2 dice | Carry on by either continuing movement or returning fire. |
| Pass 1 die  | Duck down.  |
| Pass 0 dice | Runaway.  |

### “CHARGING” TEST

|             |   |
|-------------|---|
| Pass 2 dice | Charge into Brawl.  |
| Pass 1 die  | Don’t charge, fire instead if can, otherwise stand still. |
| Pass 0 dice | Duck down.  |

### “BEING CHARGED” TEST

|             |                                    |
|-------------|------------------------------------|
| Pass 2 dice | Stand and fire if can.             |
| Pass 1 die  | Stand and give up the first punch. |
| Pass 0 dice | Runaway.                           |

### “BRAWLING” TEST

|             |   |
|-------------|---|
| Pass 2 dice | Continue fighting.  |
| Pass 1 die  | Subtract 1 CON, move back 1”, and keep fighting. (If both score this result, then neither side moves back). |
| Pass 0 dice | Runaway.  |

## BASIC RULES QRS

## SIX GUN SOUND

### REACTION CHECK MODIFIERS

| <u>CONDITION</u>                      | <u>MODIFIER</u> |
|---------------------------------------|-----------------|
| Secure flanks and rear                | +1              |
| In cover                              | +1              |
| Attacking someone from behind         | +1              |
| Attacked or Got a Shot Check to flank | -1              |
| Attacked to rear                      | -1              |

### “GOT A SHOT” CHECK\*

Tester modifies CV by Got a Shot to flank modifier only.

Pass 2D6 Fire.

Pass 1D6 Firer and target roll 1D6 and add to their CV. High score reacts first. May fire or finish movement if active.

Pass 0D6 Duck Down.

### “RECEIVED FIRE” CHECK

Pass 2D6 Chargers continue while others return fire. Those unable to fire will Duck Down instead.

Pass 1D6 CHARGERS will stop in place and fire instead if possible. Others will Duck Down.

Pass 0D6 Runaway.

### “WANTING TO CHARGE” CHECK

Pass 2D6 Charge into brawl.

Pass 1D6 Remain in place and fire instead if possible.

Pass 0D6 Duck Down instead

### “BEING CHARGED” CHECK

Pass 2D6 Fire if can, others will remain in place and fight.

Pass 1D6 May not fire. Those charged to flank or rear will Runaway, others will remain in place and fight.

Pass 0D6 Runaway.

### “BRAWLING” TEST

When characters come into physical contact, a Brawl occurs. ALL characters at the end of a Brawl must take a “Brawling” Reaction Test.

Pass 2 dice Continue fighting.

Pass 1 die Subtract 1 CON, move back 1”, and keep fighting. (If both score this result, then neither side moves back).

Pass 0 dice Runaway.

## ADVANCED QRS

## SIX GUN SOUND

| WEAPONS TABLE     |       |     |        |
|-------------------|-------|-----|--------|
| Weapon            | Range | ROF | Impact |
| Pistol            | 12    | 3   | 2      |
| Shotgun           | 12    | 2   | 4      |
| Bow               | 18    | 1   | 2      |
| Trapdoor Rifle    | 48    | 1   | 4      |
| Scattergun        | 6     | 2   | 4      |
| Tomahawk/Knife    | 3     | 1   | 2      |
| Lance/Bayonet     | x     | 1   | 3      |
| Repeating Carbine | 24    | 2   | 2      |
| Trapdoor Carbine  | 36    | 1   | 3      |

| To Hit Table |   |
|--------------|---|
| #            | Results   |
| 3            | Miss!   |
| 4            | Miss!   |
| 5            | Miss!   |
| 6            | Target in cover, fast movement, second or third bullet, flinch or rush count Miss, all others Scratch!      |
| 7            | Target in cover, rush, or third bullet count Miss, all others Scratch!                                      |
| 8            | Target in cover, fast movement, second or third bullet, flinch or rush count Scratch, all others Bad Wound! |
| 9            | Target in cover, rush, or third bullet count Scratch, all others Bad Wound!                                 |
| 10           | Bad Wound!  |
| 11           | Bad Wound!  |

After a Hit is scored roll 2D6 versus the targets CV. This procedure is exactly like taking a Reaction test with characters capable of passing 2, 1, or 0 dice.

### SCRATCH TABLE

Pass 2D6 = Target ignores wound and carries on whether to return fire or continue move. Those unable to fire will Duck Down instead.

Pass 1D6 = Roll 1D6 and subtract CV. Target will Duck Down this many turns with minimum of one.

Pass 0D6 = Target will Runaway.

### BAD WOUND TABLE

Pass 2D6 = Roll 1D6 and subtract CV. Target will Duck Down this many turns with minimum of one.

Pass 1D6 = Roll 1D6 and add to Impact of weapon that fired at target. Roll 1D6 and add to targets CV.

If Impact score exceeds CV score then character is dead.

If CV score exceeds Impact score then character is unconscious due to wounds and may not function until after battle.

Pass 0D6 = Target Dead

## ADVANCED QRS

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