

THE FATE DECK ... page 2
ACTIONS ... page 3
ANGLE OF FIRE ... page 3
SHOOTING ... page 4
RANGE CHART ... page 5
HIT LOCATION & EFFECT ... page 6
OPTIONAL RULES ... page 9

character

Fate Deck

Citizen, Gunman, Shootist and Legend Action Cards

Joker, character card

Citizen:

Gunman:

Shootist:

Legend:

*In addition, you might like to feature **bystanders**: non-participants whose actions are controlled by the gamesmaster.*

THE FATE DECK

The Fate Deck

character card

immediately

action card

at any time

irrespective of the order in which they were

declared,

An example:

The Gunman action card is drawn, it is left face up on the table.

The next card drawn is Enoch Weatherdrew, the town milliner, currently acting as a sheriff's deputy. Enoch is a Citizen, which is a lower class than a Gunman, so his player cannot pick up the Gunman action card. Enoch takes his turn..

The next card is Big John, the infamous murderous outlaw. Big John is a Legend, a higher class than a Gunman, so his player picks up the action card. Big John takes his turn, advancing menacingly down the street towards his opponents. If his player wished, Big John could use the action card to take another turn immediately, but he decides to wait and see what happens.

Next, the Chico Kid's card is drawn. The Kid draws a bead on Big John, but before he can throw his firing dice, Big John's player announces that he is using the card to make action. The action card is played and discarded, Big John fires and the Kid falls wounded to the ground.

Joker

Any action cards held by players

Character cards

A good way to do character cards is to cut out the photos of your models from magazine adverts or catalogue sheets and glue each one to a card. Do one of these for each model in your collection, then you can give them all names, or you can allow the first player to use each character in a game to name him.

When the card is drawn, it's immediately apparent which character and model should take his turn.

This gives you a good way of randomly determining which characters to use in a game; you just draw from the deck that represents your collection. As characters have battles and adventures, and gain skills, they tend to develop their own personalities, and nicknames that reflect this can be entered on their card, along with a record of their kills and the skills they have gained.

When a character finally meets his end you can either start a new card for that model, or obliterate his name and information with a self-adhesive mailing label or similar and start again.

ACTIONS

Reposition:

Move:

It's very hard for you to rely on Citizens ever being exactly where you need them; this is hardly surprising, they are confused and frightened when presented with gunplay and violence. This, combined with their low abilities and inability to fire deliberately means that citizens are often of only marginal use unless gathered together en masse

Move & Fire: **except**

Fire:

Aim:

aimed shot **move** **ducks back**

Reload: **out of ammo**

Recover:	recovering
-----------------	-------------------

Get up: **recovering** **get up**

Duck back **duck back** **recover**

Fix gun:

Challenge:

Fast draw:

Mount or Dismount Steed:

Moving Moving & Firing

ANGLE OF FIRE

SHOOTING

deliberately

blaze away

Note that the

number of dice rolled is intended to relate to the chance of the character hitting at all, not directly to the number of shots fired.

Deliberate fire:

aim

actions

Blazing away:

hits

out of ammo

out of ammo,

misses

jammed,

fixed

Characters firing deliberately are assumed to calmly and sensibly take their shot and allow themselves time to reload. Blazing away is reckless, continuous fire; firing and reloading as fast as possible, without care or planning, and leaving the character vulnerable to a jam, or to being caught short with an empty chamber by an enemy with the drop on him.

If playing with a gamesmaster, you might like to introduce a rule where if four or more 1's are rolled the character "fumbles" and something terrible happens. He could drop his gun (which might go off), catch it in his clothing or suspenders, shoot himself or someone standing nearby, fall on his face, mistake a friend for an enemy or vice-versa, bump into someone, bang his head on a sign or post, a little old lady might launch a frenzied attack with her umbrella, the gunpowder flash might temporarily blind him, the sidewalk might collapse, a mule might bite him, his gun explode, shirt catch fire etc Further suggestions are invited, if we get enough we could do a big list or a deck of event cards.

Since writing the above, dozens of suggestions for event cards and fumbles have come in. I hope to do a proper event deck (including a sub-deck of fumbles). Perhaps having a player draw a card if his character throws all 6's for movement.

RANGE CHART

PISTOL	POINT BLANK	CLOSE	MEDIUM	LONG	EXTREME
RANGE	2"	6"	9"	12"	24"
NUMBER OF DICE	2	3	2	1	MINUS 1

RIFLE	POINT BLANK	CLOSE	MEDIUM	LONG	EXTREME
RANGE	2"	6"	12"	24"	IN SIGHT
NUMBER OF DICE	1	2	3	2	0

Modifiers: add or subtract the following **NUMBER OF DICE** rolled by the character:

Blazing away

Gamesmasters may further modify the number of dice as they find appropriate

Characters firing from horseback

Lucky shots:

NUMBER OF FIRING DICE AT CLOSE & POINT BLANK RANGE

Perhaps I'd better justify my reducing the number of firing dice at closer ranges. I'm assuming that a close (and possibly closing) opponent is busy either rushing towards the firer in an alarming manner, shooting back within spitting distance or behaving evasively. It's the combination of the unnerving aspects of all this with the fact that you physically have to move your gun hand further to correct for the movement of your opponent at close range (at twenty feet you just have to twitch your wrist to follow your target as he takes a pace, at six feet your whole arm or body must move through an arc: by which time he's somewhere else) that makes a proactive target hard to hit close up, especially with an unwieldy weapon like a rifle. This is one of the reasons why so many gunfights involved the protagonists chasing each other round at very close range, firing dozens of shots, but hitting nobody other than innocent bystanders.

The number of dice rolled is easily modified to fit other theories though!

HIT LOCATION & EFFECT

Either

or

shooting chit

HIT LOCATION CHART							
DICE THROW		1	2	3	4	5	6
1	HEAD	GRAZE		FLESH WOUND	FLESH WOUND & KNOCKED OUT throw 6 to recover	DEAD	
2	CHEST	GRAZE	FLESH WOUND		FLESH WOUND & KNOCKED DOWN	SERIOUS WOUND & KNOCKED OUT throw 6 to recover	DEAD
3	RIGHT ARM	GRAZE	FLESH WOUND			SERIOUS WOUND Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS WOUND & KNOCKED DOWN Cannot shoot with that arm. Cannot reload or shoot rifle
4	LEFT ARM	GRAZE	FLESH WOUND			SERIOUS WOUND Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS WOUND & KNOCKED DOWN Cannot shoot with that arm. Cannot reload or shoot rifle
5	BELLY	GRAZE	FLESH WOUND no movement or turning	FLESH WOUND & KNOCKED DOWN no movement or turning	SERIOUS WOUND & KNOCKED OUT Throw 6 to recover. no movement or turning	DEAD	
6	LEGS	GRAZE	FLESH WOUND Movement reduced by one dice	FLESH WOUND & KNOCKED DOWN Movement reduced by one dice		SERIOUS WOUND & KNOCKED DOWN Throw 6 to recover. no movement or turning	SERIOUS WOUND & KNOCKED OUT Throw 6 to recover. no movement or turning

Wounded or grazed

duck back

Wounded

recovering

Knocked down

Get up

Movement is reduced

No movement or turning

Knocked out characters

Characters with a serious arm wound

You know enough now to stage your first gunfight! Take out eight miniature gunfighters: one each Citizen, Gunman, Shootist and Legend for each side, give them all appropriate names. Make up a Fate Deck, cut out the hit location chits overleaf if you want to use them, then set the two sides up about twelve inches apart. Turn your first card, and let the gunfight commence!

USING CARDS TO DETERMINE HIT LOCATION & EFFECT

Instead of rolling two dice to determine the location and effect of a hit, you can make up a pack of 36 cards instead, and have the victim pull out a card, or simply copy and cut out one or more sets of the **shooting chits** below and draw one out of a box for each hit.

This is a quicker method, and less fuss than using the chart. It's also more fun; there's something about using cards that makes everything seem more lively. It seems to be that when you're rolling dice you're just testing your luck, but when you turn a card you're dealing directly with fate.

SHOOTING CHITS

GRAZE On Head	GRAZE ON HEAD	FLESH WOUND ON HEAD	FLESH WOUND ON HEAD. KNOCKED OUT throw 6 to recover	FATAL HEAD SHOT	FATAL HEAD SHOT
GRAZE On Chest	FLESH WOUND ON CHEST	FLESH WOUND ON CHEST	FLESH WOUND ON CHEST. KNOCKED DOWN	SERIOUS WOUND ON CHEST. KNOCKED OUT throw 6 to recover	SHOT THROUGH THE HEART
GRAZE On Right Arm	FLESH WOUND ON RIGHT ARM	FLESH WOUND ON RIGHT ARM	FLESH WOUND ON RIGHT ARM	SERIOUS WOUND ON RIGHT ARM Cannot shoot with that arm. Cannot reload or shoot rifle	SERIOUS RIGHT ARM WOUND. KNOCKED DOWN. Cannot shoot with that arm, reload or use rifle
GRAZE On Left Arm	FLESH WOUND ON LEFT ARM	FLESH WOUND ON LEFT ARM	FLESH WOUND ON LEFT ARM	SERIOUS WOUND ON LEFT ARM Cannot shoot with that arm, reload or use rifle	SERIOUS LEFT ARM WOUND. KNOCKED DOWN. Cannot shoot with that arm, reload or use rifle
GRAZE On Belly	FLESH WOUND TO BELLY no movement or turning	FLESH WOUND TO BELLY KNOCKED DOWN no movement or turning	FLESH WOUND TO BELLY KNOCKED OUT Throw 6 to recover. no movement or turning	FATAL GUTSHOT	FATAL GUTSHOT
GRAZE On Leg	FLESH WOUND TO LEG Movement reduced by one dice	FLESH WOUND TO LEG. KNOCKED DOWN Movement reduced by one dice	FLESH WOUND TO LEG. KNOCKED DOWN Movement reduced by one dice	SERIOUS LEG WOUND. KNOCKED DOWN no movement or turning	SERIOUS LEG WOUND. KNOCKED OUT. Throw 6 to recover, no movement or turning

The way that shooting works, is that the better a shot the character is, and the larger the number of extra dice he has to throw because of modifiers, the less likely he will have any need to blaze away or aim. Blazing away is usually only a good plan if it more than doubles the number of dice at your character gets to throw, as there is a rather less than a 50% chance that blazing away will cause him to miss and be out of ammo because of rolling too many 1's. Aiming works well if your targets character card has recently passed and yours hasn't come up yet. It's even better if you hold an action card that will allow you to take your shot whenever you like; no need to take it straight away, you can wait to see when your opponent's card or the Joker comes up before you decide.

A good way to record damage to your character is to prepare a card for him, and when he takes a wound, simply attach the Shooting Chit to the card with some Blue Tack or a "glue stick" or similar. We photocopy four or five sets of the Shooting Chits and put them in an old cigar box, these are used to mark characters cards, then thrown away. As the level of chits in the box gets low, we just photocopy a few more sets and top them up.

COVER

duck back

ducks back

DUCK BACKS

Duck backs are an important feature of these rules; you can use the duck back rule to pin and neutralise your opponents and provide realistic covering fire for your friends.

Only characters behind cover are subject to duck backs.

duck back

recovering

duck back

recovering

STARTING POSITIONS

If you don't want to work out a scenario, and just want to get stuck right in with a general gun battle between all the players divided into two or more sides, a good way to get things rolling (as suggested by Tony Yates) is to draw from the fate deck, as each characters card is drawn, his model is placed on the table. He can be positioned anywhere his player likes, as long as he is either at least six inches from all enemy models, and is closer to the nearest friend than the nearest enemy.

As soon as the Joker is drawn, the game starts, with those characters who have not yet appeared being placed on the table as above when their cards are drawn.

OPTIONAL RULES

You may have no need of these optional rules at all! If all you plan to do is fight big, cheerful, beery shoot outs at the club or at conventions, then there is no reason to add further complication; in fact you might want to do away with some of the existing rules. You could get rid of the rule that forces all movement to be in a straight line, get rid of duck backs and/or knock downs or reduce the number of firing modifiers, for instance, anything that you find speeds the game up can be useful if you are trying to entertain as many groups of players as possible at a convention.

Remember, these are your rules now and you can do what you like to them! Feel free to add or change to suit your own needs. If you settle down to regularly gaming in the Old West amongst a group of friends, you'll probably get the most out of it if you develop the rules to suit your own tastes. You'll soon find out the depth of detail that you prefer. You can start by seeing if you think that any of the optional rules we offer here will provide you with sufficient extra interest and excitement to justify the effort and time they consume. Let us know where your own version of our rules ends up: we're very interested to see what you get up to, though we're unlikely to add any extra complication to the mechanisms of the published rules in future editions: our feeling is that once you're ready for a high level of extra detail, you might as well add it yourself to be sure that it fits your playing style.

*I'm eventually going to cover: **Locoweed/Drunks/Imbeciles, Stray Shots, Dynamite, Scenarios, Randomly generated groups, gangs & units, random towns and occupants, Random Events, Bystanders Behaviour, Veterans.** But as you can see, I haven't got to everything yet.*

EXPERIENCE

Games become more interesting if each little lead warrior is allowed to take on a life and personality of his own. We can do this with almost no effort at all by allowing them to improve in class between games, and with a little more effort we can allow them to acquire skills which really individualise them.

Even if you are running a series of games for different groups of players at a convention, you can add extra interest (not least for yourself) by allowing surviving characters to be promoted between games, even though they will then be run by different players. You could start with two sides consisting entirely of Citizens, perhaps each led by a more dangerous individual, and see how many of them make it to Shootists and Legends over the day or weekend. It's amazing how much individual personality your miniature gunslingers can gain just by naming them and introducing a small element of continuity. No arduous record keeping is involved; you can just stick the Skill Chits on the characters' record cards. If each player starts with a gang of three or four Citizens or Gunmen, you can allow each pair to throw to see if they recruit any more gang members between each gunfight: perhaps 1,2,3 - no new recruits. 4,5 - a Citizen. 6 - a Gunman. If you are using event cards, they could be used to generate more interesting new gang members during the actual encounters. Any characters seriously wounded would miss the same number of gunfights as their number of serious wounds.

SKILLS

The next stage is to allow characters to gain individual skills. This is a little more complicated, but all the record keeping can still be done on the character cards. You can either dice for skills randomly, draw chits, or allocate them according to your knowledge of the personality of the character based on his performance in previous games.

Shootists

Legends automatically

“Double” skills:

Backshooting, shooting unarmed, unconscious and surrendered characters and all women does not count towards experience or skills, and anyone who does so, or surrenders or refuses a challenge does not gain any experience or skills for the whole gunfight. Evil characters are the exception to this.

These experience and skill rules assume that players will be having the occasional casual game, and will want to see their characters progress reasonably quickly. If you are playing in a more committed and regular manner, you might like to slow the process up so that all your characters aren't super human before your campaigning has barely begun. However, bear in mind that every gunfight your characters participate in carries a risk. We find that the fatality rate runs at about one in six (though this depends on your style of play), of course, the more experienced characters have a better chance of survival, especially if they're played carefully. When you are thinking about the rate of experience and skill accumulation, you need to consider how tough and skilful you want a typical character to be before he takes up residence on Boot Hill.

SKILLS & ATTRIBUTES

Agile:	move*	move	Lightning Fast:	
			Lucky:	
Ambidextrous:			Marksman:	
Bossman:			Nerves of steel:	duck back,
			Fears	
Brawler:			Quick shot:	
			blazing away	
Charmed:			Runt:	
Clumsy:			Slow:	
Crack shot:			Stealthy:	
Cursed:	it's a good plan to give each player a "curse" token to pass over, a coin will do			
Deadeye:	single shot		Strong:	
Drunk (or Deranged)			Swift:	moved
Wildman.	Staggering drunk:			
	must			
	Dead drunk:		Terrifying:	fear*
Nauseous				
Sobers up			Tough:	
Evil:			True Grit:	Fears
Hard as nails:			Vengeful:	hates
Jumpy:	recovering		White knight:	
	blazes away,			Evil
				Charmed*
				never
Knifeman/Swordsman:				. Fears
			Wildman:	move
				and fire
				fear.
			Expert Fighter	True Grit*
Legend of the West:				Tough*
			Yellow:	Fears
Ambidextrous		Fears		
When this character gains further skills he may choose whichever one he wants.				

INTRODUCING EXPERIENCED CHARACTERS

Especially if using a gamesmaster, players should make an effort to award appropriate skills to any character whose model catches their eye, irrespective of his experience. So, a model of a big, brawny blacksmith should entitle the character to be Very Strong and Tough, even if he is only a Citizen. A model of a dashing Mexican officer posturing with his sword obviously represents an Agile Swordsman, and so on.

Also, if a character performs particularly well in a game, in terms of properly fulfilling the role allotted to him, behaving in character, and generally doing the manly thing, then he can be awarded an extra skill: ideally a skill chosen because it relates specifically to some successful action performed during the game.

If you like, and your players can cope with it, you can allow each player using new characters to pick one of them to receive a skill at the beginning of the gunfight. You could even allow all new characters a starting skill, or have each one dice to see if they get one.

Now would be a good moment to cut out the skill chits, or roll some dice, and give skills to the Shootists and Legends that you were using to try out the shooting rules back on page 5. Then go ahead and run the gunfight again, and award appropriate experience to the survivors.

It really is amazing how much more personality your characters have now isn't it? Their progress in the gunfight, and their range of skills really give them an individual identity; now you can probably think of an appropriate "handle" or nickname for each of the survivors, and you're all fired up to test their mettle in another heroic confrontation!

As you will see, this is an enjoyable process, but the resulting characters are also quite complicated, and their players would have a fair few things to remember during a gunfight. This works fine if players build their characters up gradually, and are able to assimilate each skill as it is acquired, but you don't want too many multi-skilled characters in a game unless your players are experienced and enthusiastic.

So, don't give inexperienced players characters with loads of skills to worry about, at the most give them one character with a single skill until they earn more for themselves.

You can have an interesting gunfight with the gamesmaster running a number of particularly tough characters himself, this gives players a chance to meet up with heavy duty Legends complete with interesting selections of skills without having to worry too much about the rules themselves. Of course, if you expect your players to take on highly skilled Legends, you'd better provide them with an appropriately sized force.

We record the acquisition of skills exactly as we do wounds, when a character gains a skill, we attach the Skill Chit to his card with some Blue Tack or a "glue stick" or similar.

We photocopy four or five sets of the Skill Chits and put them in an old cigar box, these are used to mark characters cards, then thrown away. As the level of chits in the box gets low, we just photocopy a few more sets and top them up.

SKILL CHITS

					Agile: <div>move</div> <div>move*</div>
Ambidextrous:	Bossman:	Charmed:	Crack shot:	Cursed:	Deadeye: <div>shot</div> <div>single</div>
Drunk: 1 Wildman. 2 Staggering drunk: 3 must 4 Dead drunk 5 Nauseous 6 Sober	Lightning Fast:	Swift: moved	Hard as nails:	Legend of the West: Ambidextrous Fears Chooses his own skills	Lucky:
Marksman:	Evil:	Nerves of steel: <div>duck</div> back, Fears	Jumpy: recovering blazes away,	Quick shot: <div>blazing</div> away	Runt:
Brawler:	Slow:	Stealthy:	Stoopid:	Strong:	Terrifying: fear*
	Yellow: Fears Plus draw another skill	BRUISER! Tough:- Slow: Stoopid:	Evil:	Knife/Swordsman:	Clumsy:
Tough:	True Grit: Fears	Vengeful: hates	White knight: <div>Evil</div> Charmed* never . Fears	Wildman: move fire <div>fear.</div> Tough:- Brawler True Grit:	Yellow: Fears

FIGHTING

You don't need your characters to be able to thump each other to have a good game; they manage perfectly well with their fire arms. However, it does add additional colour and interest if you can cope with the additional complication.

defends **attack,**

fighting chart
fighting chart

recovering.

do not use the shooting rules

THE FIGHTING CHART								
DICE ROLLED			THROW FOR EFFECT					
WEAPON	A T T A C K	D E F E N D	1	2	3	4	5	6
FIST	3	4	KNOCKED DOWN			FLESH WOUND	KNOCKED OUT!	
PISTOL	2	2	KNOCKED DOWN		FLESH WOUND	SHOT!		
CLUBBED PISTOL	3	3	KNOCKED DOWN		HEAD WOUND	KNOCKED OUT!		
RIFLE	2	2	KNOCKED DOWN			FLESH WOUND	SHOT!	
CLUBBED RIFLE	5	3	FLESH WOUND		HEAD WOUND		KNOCKED OUT!	
SWORD or BAYONET	5	5	KNOCKED DOWN	FLESH WOUND		TERRIBLE WOUND!		
BOWIE KNIFE, MACHETE	4	3	KNOCKED DOWN	FLESH WOUND		TERRIBLE WOUND!		
KNIFE	4	4	KNOCKED DOWN	KNIFED!				
TOMAHAWK	5	3	KNOCKED DOWN		HEAD WOUND	KNOCKED OUT!	HEAD WOUND & KO'D!	DEAD!
TRAMPLE or thrown from horse	2	2	BOWLED OVER or foot caught in stirrup	BROKEN LIMB	KNOCKED OUT!	BADLY BRUISED	KNOCKED DOWN	

shield

lances,

If you are fighting an encounter between Indian war bands; with an emphasis on hand to hand combat, you might like to try the slightly more sophisticated rules contained in our Horse & Musket Skirmish Rules.

Modifiers: add or subtract the following NUMBER OF DICE rolled by the character:

Horse combat only:

Gamesmasters may further modify the number of dice as they find appropriate.

flesh wounds, **head wounds,** **hit location chart.**
terrible wounds! **hit location chart**
runs through
shot! knifed!
out of ammo **shot!**
before

SHOOTING INTO COMBAT Evil

ESCAPING FROM COMBAT
outnumbered

TRAMPLED OR THROWN CHARACTERS

Bowled over:
a:
b:

Foot caught in stirrup:

Broken limb:

Badly bruised:

OUTNUMBERED CHARACTERS

Many players have asked about this. There are no special rules or modifiers for characters outnumbered in combat. When a character moves (or remains) in contact with one or more opponents, he decides which one he attacks, they may each attack him in return when their character card is turned.

The outnumbered character is at a considerable disadvantage; if any of his opponents succeed in knocking him down or damaging him in any way, then he is left at the mercy of the others. The rules feel balanced to us as they stand; we feel that any additional modifiers would be over the top - but feel free to introduce whatever mechanic you find suits your own preferences!

CHALLENGES, DUELS & THE FAST DRAW

The Code Of The West!

1. **fast draw**
2. **challenges**
3. **challenges**

challenge

Pass, Move

Fast Draw.

Fast Draw

(Conveniently, this is the same number as when you test Nerve)

Modifiers: add or subtract the following NUMBER OF DICE rolled by the character:

makes two actions

immediately

ALTERNATIVELY

fire on a signal

fear **refuses a challenge,**

hate

and

The rules for Fast Draw have deliberately been set up so that one lone hero can take on a number of opponents simultaneously with some hope of success (just like in the movies). If our lone hero can outdraw his fastest opponent (and proceed to shoot him down like the dog he is), then he gets two extra actions to deal with the rest of the bad guys. Legends of the West are good at this.

If there are no other duellists, the two actions will give him a chance to get off the street before his enemies in the crowd open up.

When complex situations evolve; like when Bloody Bart draws on Dirtface Sam, who in turn is drawing on Smiley White, you're just going to have to let common sense and the gamesmaster determine events!

BACKSHOOTING

hate

Of course, the little lead protagonists on the table top shouldn't really be able to turn to face an enemy sneaking up on them just because their player has an aerial view of proceedings. If you have a gamesmaster, then he will be able to sort out who can react to what. Otherwise an element of common sense is required, combined with judicious dice throwing. We suggest that a character should have a one in three chance of reacting to an enemy within twelve inches of their rear, and a 50% chance once the scheming rat gets within six inches. Once he actually draws a bead on his proposed victim, there should be a further 50% chance of reacting to the sound of the gun cocking, and an immediate Fast Draw resulting, just as if he had been challenged.

NERVE

You will find that there is a tendency for games between stubborn opponents to only end when the last wounded survivor from the losing side is hunted down and shot or beaten unconscious by his enemies, many of whom will be hobbling around with wounds of their own by this point. Really, the gunfight should have ended long before; when it became apparent that one side was severely disadvantaged and could not fulfil its objectives. In "real life", the losing side, finding themselves in an untenable situation, would have vamoosed while they had the opportunity to get away in one piece. However, the little lead men only have as much intelligence as either their players or the rule system provide them with, and if you find that your gunfight drag on beyond the point of common sense or lively entertainment, then you will find the following rule useful:

he loses his nerve:

1. When he is HURT REAL BAD:

or graze

2. When half of his friends go down;

3. Whenever the gamesmaster thinks it appropriate.

Nerve

at least one 6

lost his nerve

HATRED & FEAR

hates

fears

When a character HATES an opponent:

lost his nerve.

Fearless,

extreme

two

MORE ACTION CARDS

In the basic rules, the fate deck contains only four action cards, one each Citizen, Gunman, Shootist and Legend. In the basic game we were keen to keep things straightforward and quick, but didn't want the rules to be so simplistic as to be mind-numbingly dull, so we made sure to include rules that allowed (perhaps even forced) tactical planning. These are:

The movement rules that permit only straight line movement and turning only at the start of the turn.

The duck back rule.

The aiming rule.

And the action cards.

Of course, you can just ignore any of these rules if you want an even simpler game.

However, a number of people have commented on the fact that the number of action cards doesn't increase with the number of characters in use. Our rationale was that if there are only a small number of characters, then any group of players should be able to cope with the action cards coming round frequently, but with big games with lots of casual players, you don't want the rhythm of play constantly interrupted, and also the scarcity of the action cards makes it much more exciting for the casual participant to draw one.

With more sophisticated and experienced players, there's no reason not to include as many sets of action cards as you like, perhaps one set per ten characters as a starting point. Our inclination would be to include full sets irrespective of the number of characters of each type in the game. This would mean that if there was only one Legend in a big game, he would have the sole use of all the Legend action cards, this seems fair enough: with no challenger of anything like his calibre, he should be able to dominate the confrontation.

It's up to you whether you restrict the number of action cards that can be played sequentially. You can limit it to one for a more "realistic" game, or allow any number for a spaghetti western sort of approach!

*As in the normal rules, When more than one action card is played in the same turn, then **irrespective of the order in which they were declared**, the superior card goes first, but if there are a number of each type of action card, you will have to mark each card with a number to indicate their superiority over each other.*

Having said all of the above, these rules were really intended for games where each player controlled about four or five characters at most, and in big participation games we had imagined that only one character would be used per participant, though obviously some of you are using many more successfully.

BUILDINGS

and
and

GROUP MOVEMENT

groups

COMBAT IN THE GREAT OUTDOORS

clear shot.

Loose scrub Dense scrub, Loose woods, Dense woods.

aim fire

density

stands

Subtract one from the dice when attempting to find a clear shot at an Indian, or at a character who has ducked back.

skirting

duck back.

Rocky ground

MUSKETS & OTHER MUZZLE LOADING WEAPONS

Loader Firing Card	reload card.	Muzzle
reload card		
muzzle loader firing card	reload card	and

Joker

Unless a specific scenario dictates otherwise, a player always starts the game with all his characters’ firing cards in his hand.

SHOTGUNS

accuracy dice

right

left

So, if the **right** dice comes up three, and the **left** dice comes up five, you should move the marker two inches to the left.

However

even

accuracy dice

, one add two

out of ammo.

I must provide a chart that encapsulates the above information!

Sawn-off Shotguns

six inches range one
and a half inches

Blunderbusses and Musketoons

Le Mat Revolvers

You will notice that shotguns are markedly more accurate on the near side of the target spot than they are beyond it, becoming dramatically more accurate as the range gets closer, until it is not possible to miss once you get yourself stationary within one inch of your target. Shotguns are particularly deadly if you can open up on a bunched group of victims a few inches away.

The shotgun rules have attracted more comment than any other part of the rules, and haven't received universal acclaim!

Some people prefer a template system, and others prefer to use the standard shooting system with modifiers to the number and effect of the hits. But mostly, people comment that shotguns are just as effective in the hands of a wounded Citizen as those of a Legend of the West.

It's true that I do see shotguns as the great equaliser; that's why shaky old men and stagecoach guards bumping down dusty roads favour them, but I don't think it's true that they're really as deadly in the hands of a Citizen as those of a Legend. Basically, the Legend has many more opportunities to put his shotgun to good effect, he gets all those action cards, while the Citizen rarely sees one, he may have useful skills that will put him in a good position to use his shotgun in a devastating manner, and he doesn't run away just because he picks up a couple of scratches. I think that if you gave him any more advantages, given the potential of shotguns, there'd be little point in him carrying anything else! Let me know your preferences!

INDIANS

Young Blood:

Warrior:

Mighty Warrior:

In addition

Young Blood, Warrior and Mighty Warrior Action Cards

1,2	no skills
3,4	one skill
5	two skills
6	three skills

1	Agile
2	Hard as nails (Stoic)
3	Nerves of steel
4	Fighter
5	Swift
6	a Plains Indian is a Mystic Warrior an Apache is a Crack shot with a rifle and Stealthy

Indian Skills & Attributes

Suggestions for new skills are very welcome!

Warleader

A Mystic Warrior

- 1 Charmed
- 2 Cursed:
- 3 Lucky:
- 4 Dream Quest:
- 5 Medicine Man:

charmed

- 6 Mighty Vision:

- 1, 2 Charmed
- 3, 4 Cursed
- 5, 6 Lucky

Accomplished Shot:

Hunter

clear shot

Great Horseman

EXPERIENCE

count coup

GAINING SKILLS

Apache Warriors & Mighty Warriors

Plains Indian Warriors & Mighty Warriors

and

With their additional action cards, starting skills and the additional beneficial skills that they will rapidly accumulate (especially if you allow them to “double up” on skills), Indian war parties rapidly develop into formidable enemies. After a few encounters they should be able to handle several times their number of inexperienced soldiers.

INDIAN WEAPONS

Firearms

Bows

deliberate fire

impaled

impaled

1, 2
3

1, 2
3
4
5, 6

THROWN WEAPONS

Knife & tomahawk	Medium (9")
Lance	Long (12")

terrible wound

HORSES

Once you introduce horses the game inevitably becomes more complicated, and you have to start recording the final move rate of all your steeds every turn, though you can use counters to indicate your horses speed. We suggest that you don't worry about using horses until you're familiar and confident with the rest of the rules.

We have tried to represent the problems and excitement involved in trying to manoeuvre these huge beasts at speed in confined and dangerous circumstances, and we have made a particular effort to reflect the widely varying capabilities of riders of different levels of competence. You will find that your Inept mounted captain must approach mounted warfare with great caution, while a Plains Indian is capable of running rings around the opposition.

I may do an alternative, massively simplified set of horse rules that remove these details if playtesters find all this too much. The test is whether people find that the rules recompense you for the extra work required by the feeling of exhilaration and danger as you gallop around on your lead-alloy steeds!

Inept:

Poor

Good:

Expert

MOVEMENT

Inept: always throws two dice, multiplies them together, and moves that distance straight ahead

Poor: throws up to 6 dice

Good: throws up to 3 dice
throws again

Expert throws up to 3 dice
again

he then

throws

then throws for a third time

moving & firing

COLLISIONS

LOSS OF CONTROL

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Throw a dice:
1, 2, 3:
4, 5, 6:

1, 2: Horse bucks.

- a:
- b:
- c:

d:

3, 4: Horse rears.

5, 6: Horse bolts.

THROWN RIDERS

FIGHTING FROM HORSEBACK & TRAMPLING

both and either or

PASSING BLOWS

unless passing blow

ATTACKING CHARACTERS ON FOOT

hasty shot

Diving out of the way (+ 4 dice)

Dodge (+ 2 dice)

Stand and fight (no modifier)

Heroic leap (- 2 dice)

SHOOTING AT HORSES

Citizens

- 1, 2, 3
- 4, 5, 6

Gunmen

Shootists & Legends

INJURY TO HORSES

- 1 - 4 Grazed.
- 5 Horse wounded

- 6
- 1, 2
- 3
- 4
- 5
- 6

RESCUING COMRADES ON FOOT