

LEGENDS OF THE OLD WEST

- | | | |
|-----------------|----------------------------|------------------------------|
| Turn | 1. The Drop | 3. The Shootin' Phase |
| Sequence | 2. The Movin' Phase | 4. The Fightin' Phase |

1. THE DROP.

Players roll off or cut cards to decide who will move, shoot or fight first during the turn. If they draw, the drop changes over from the previous turn.

2. THE MOVIN' PHASE.

HEAD FOR THE HILLS - If half or more of the fighters on your side are taken out of the action, then a Head For The Hills test must be taken every turn at the start of the Movin' phase.

Move	Range	Difficult Terrain
Man / Woman	6"	3"
Horse	10"	2 1/2"
Mule	8"	4"
Models lying down move at 2"		
To lie down or stand up costs 50% of movement		
To open or close a door or a gate costs 50% of movement.		

Barrier		
	On Foot	Mounts
1/2" to 2"	Can be jumped by models on foot or horse.	Impassable to mules.
2"+	Can be climbed by models on foot.	Impassable to all mounts.

Gaps	
1/2" to 2"	Can be jumped.
2" to 4"	Can be jumped by horses only.
4" +	Impassable.

Jump Table	
Dice	Result
1	Stumbles – does not cross and cannot move any further.
2 - 5	Success – the model is placed on the other side of the obstacle in base contact, but cannot move any further.
6	Effortlessly bounds across – the model leaps over the obstacle and can complete its move if it has any remaining.
Fighters must pass a jump test to mount a horse, but can dismount without testing.	

Climb Table	
Dice	Result
1	Fall – the model slips and falls to the ground.
2 - 5	Continue to climb – if the top/bottom is reached, place the model at the edge. The model cannot move any further that turn.
6	Continue to climb – if the top/bottom is reached the model can complete any remaining move.

Falling – A model can fall 2" without suffering any damage. A model falling greater than 2" is placed lying down and suffers one Strength 3 hit for each inch fallen in total.

Horse Jump Table	
Dice	Result
1	Refuses – the model does not cross and the move ends.
2 - 5	Effortlessly bounds across – the model leaps over the obstacle and can complete its move as normal.
If the barrier is taller than 1" or the gap wider than 2", subtract 1 from the dice roll. If the dice scores an unmodified 1, then the rider is unseated – roll on the Thrown Rider Table.	

Thrown Rider Table	
Dice	Result
1	Knocked flying – The rider suffers a single strength 2 hit. If he survives, he is placed lying down besides his mount, in base contact if possible. If already engaged in a fight he fights lying down.
2 - 5	Rises from the dust – The rider can do nothing else for that turn – if already engaged in a fight, he cannot strike blows if he wins.
6	Leaps into action – The mounted fighter is replaced by a model on foot and suffers no further penalty.

