

RULES WITH NO NAME

ACTIONS

MOVE - 3d6", end facing any direction. Three 1's on movement dice character falls over. Must move lowest dice score.

MOVE & FIRE - As above with 2d6" and must fire at end of move. Must move lowest dice score.

FIRE - Turn to face any direction then fire.

AIM - The character aims at a stated opponent and turns to face him. If the aiming character is able to take another turn before the target makes any kind of move, he gains from an aimed shot.

RELOAD - Reload weapon after suffering out of ammo result.

RECOVER - Characters who are seriously wounded or duck back must spend a turn recovering.

GET UP - Characters that are knocked down by a bullet or in a fight must spend a turn getting up.

DUCK BACK - A character may voluntarily duck back, so he can't see or be seen.

FIX GUN - Attempt to unjam weapon, throw a d6;
 1/2 - Plumb busted, gun no longer any use.
 3/4 - Try again next turn.
 5/6 - Jam cleared.

CHALLENGE - Call out one or more of his enemies to a duel in the open.

FAST DRAW - Go for his gun, often in a duel or back shooting situation.

RANGES & NUMBER OF DICE

	<i>Point Blank</i>	<i>Close</i>	<i>Medium</i>	<i>Long</i>	<i>Extreme</i>
Pistol	2" - 2d6	6" - 3d6	9" - 2d6	12" - 1d6	24" - -1d6
Rifle	2" - 1d6	6" - 2d6	12" - 3d6	24" - 2d6	In Sight - 0d6
Shotgun (Template)	2" - 2d6	6" - 4d6	9" - 2d6	12" - 0d6	N/A

MODIFIERS: Add or subtract the following number of dice rolled by the character					
<i>Citizen</i>	-1	<i>Firing Rifle After Moving</i>	-2	<i>Backshooting</i>	+3
<i>Shootist</i>	+1	<i>Firing Shotgun After Moving</i>	-2	<i>Target Knocked Out / Down</i>	+2
<i>Legend</i>	+2	<i>Firing Two Pistols</i>	-2	<i>Blazing Away / Breechloader</i>	+1
<i>Target In Soft Cover</i>	-1	<i>Aimed Shot / Pistol</i>	+4	<i>Blazing Away / Repeating Rifle</i>	+2
<i>Target In Hard Cover</i>	-2	<i>Aimed Shot / Rifle</i>	+6	<i>Blazing Away / Pistol</i>	+3
<i>Firing Pistol After Moving</i>	-1	<i>Wounded / Seriously wounded</i>	-1 / -2	<i>Blazing Away / Shotgun</i>	+4

Citizens: Must "Blaze Away".

Shotguns: Having "Blazed Away", are automatically "out of ammo".

Lucky shots: A character that finds he must throw no dice (or less) may still fire; he throws 3 dice needing two 6's to hit. Out of ammo if more 1's than 6's are thrown.

If a character in loose or dense cover/terrain is wounded, roll to see if shot is stopped by cover/terrain.

Needing 4+ in dense cover/terrain.

Needing 5+ in loose cover/terrain.

Wound Chart						
Dice Throw	1	2	3	4	5	6
1 (Head)	Graze		Flesh Wound	Flesh Wound & Knocked Out	Dead	
2 (Chest)	Graze	Flesh Wound		Flesh Wound & Knocked Down	Serious Wound & Knocked Out	Dead
3 (Right Arm)	Graze	Flesh Wound			Serious Wound	Serious Wound & Knocked Down
4 (Left Arm)	Graze	Flesh Wound			Serious Wound	Serious Wound & Knocked Down
5 (Belly)	Graze	Flesh Wound	Flesh Wound & Knocked Down	Serious Wound & Knocked Down	Dead	
6 (Legs)	Graze	Flesh Wound	Flesh Wound & Knocked Down		Serious Wound & Knocked Down	Serious Wound & Knocked Out

Wounded or Grazed characters that are behind cover must duck back.

Seriously Wounded characters must use an action **Recovering** before making any other action.

Knocked Down characters must **Get Up** before making any other action apart from **Recover**

Knocked Out characters must throw a 6 on 1 dice to regain consciousness. (+1 on subsequent throws.)

CLOSE COMBAT

Fighting Chart								
Dice Rolled			Throw For Effect					
Weapon	Attack	Defend	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	3	3	Flesh Wound		Head Wound		Knocked Out	
Bowie Knife	4	3	Knocked Down	Flesh Wound		Terrible Wound		
Knife/Lance	4	4	Knocked Down	Knifed				
Tomahawk	5	3	Knocked Down		Head Wound	Knocked Out	Head Wound & Ko'd	Dead

MODIFIERS: Add or subtract the following number of dice rolled by the character						
Citizen	-1	Attacker Moved 9+ Ins.		+2	Backshooting	+2
Shootist	+1	Defender On Ground		+2	Wounded	-1
Legend	+2	Attacked From Rear		-4	Seriously Wounded	-2
Behind Cover	-1	Attacked From Side		-2		

Throw for the effect of **head wounds** on wound chart.

If the victim has been **knocked down** he does not roll any dice in defence.

If the victim has been **knocked out**, the attacker automatically scores a hit with each dice he throws, or can shoot the victim at point blank range, which automatically kills.