

Wild West shoot out:

This is my old set of gun fight rules from way back I took all of the scraps of notes and such and have placed them here. There is a few more odds and ends but this is the bulk of it.

Sequence of play;

Pull a card activates a figure.

Movement:

Walk or turn in place for 6 inches may still fire weapon.

Run may move 12 inches may not fire.

Character:

Hit points roll 5D6 for hit points.

Weapon Skill roll 5D6 pick three best and add together for number.

Save Skill roll 5D6 pick three best and add together for number.

Money: roll 5D6 pick three best and add together

All players start with 24 rounds you may but more before the game if you need to.

Weapon chart:

Weapon	Damage	Short	Med	Long	Rate	Ammo	Cost
Derringer	1+1	2 inches	4 inches	8 inches	2	2	30.00
FDR	2	4 inches	8 inches	16 in	1-3	6	50.00
SAR	2	5 in	10 in	20 in	1	6	40.00
DAR	2	5 in	10 in	20 in	1-3	6	60.00
Navy 36	2-1	3 in	6 in	12 in	3	6	30.00
Colt Dra	2+1	5 in	10 in	20 in	3	6	50.00
LBR	2	6 in	12 in	24 in	3	6	70.00
Broom	2	5 in	10 in	20 in	6	15	180.00
Win LB	3	10 in	20 in	40 in	3	7	160.00
Win Car	3	8 in	16 in	32 in	5	7	140.00
45/70	3+3	12 in	24 in	48 in	1	1	120.00
Shot gun	3	2 in	4 in	8 in	2	2	60.00
Scatter	3+1	1 in	3 in	6 in	2	2	50.00
Musket	3	7 in	14 in	28 in	1	1	40.00
Gat gun	3	12 in	24 in	48 in	12/3**	50	300.00
Ammo						24 rds	10.00

Special notes:

FDR +1 at short -1 long this is on top of the normal modifiers

LBR -1 at short +1 long this is on top of the normal modifiers

Modifiers:

Short range 0

Medium range -2

Long-range -4

Moved/turn in place -1

Soft cover-1

Med cover-2

Hard cover -3

Fire more than one shot -2 per shot fired.

Fan fire may fire 6 rounds -4 You may not walk and do this.

Two guns at once -6 you may not walk and do this.

At or below half of your hit points -2

Any roll of a 20 is bad for weapon or target see gamemster C&Ball may chain fire
mauser jams etc..or Vs saving Roll

Any roll of a 1 is bad for the target. Double damage.VS saving roll

Takes one turn to reload most weapons Cap and ball dragoon, and Navy takes 2 turns
may not run and reload.

Example:how to make a character!

Billy Bob character:

Hit points rolls 4,5,1,2,6 total 18 hit points

Weapon Skill rolls 4,5,3,6,2, pick three best skill is 15 to hit

Saving roll 3,3,2,6,5, roll is 14 saving roll

Money 4,5,1,1,3, 120 dollars buys 2 DAR

Billy Bob

Hit Points 18

Weapon Skill 15

Saving Roll 14

Weapons:

Double Action Revolver 2dice damage short 5 med 10 (-1) long 20 (-2) 000000

Double Action Revolver 2dice damage short 5 med 10 (-1) long 20 (-2) 000000

Belt has 12 rounds 000000

To hit roll D20 get that number or lower

You move in any direction up to your maximum amount.

If you take 8 points of damage or more must make save roll or you have been knocked
down. Takes one turn to stand.

Oh for those who may not know?

FDR is a fast draw revolver short barrel better at short range

SAR single action revolver

DAR double action revolver

LBR long barrel revolver long barrel best at long or med range hard to handle at close range.

Broom mauser broom Handle machine pistol