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	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							
½" to 2"	Can be jumped by	Impassable to					
	models on foot or horse.	mules.					
2"+	Can be climbed by	Impassable to					
	models on foot.	all mounts.					

Gaps					
½" 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				
1	further.				
2 - 5	Success – the model is placed on the other side				
	of the obstacle in base contact, but cannot move				
	any further.				
	Effortlessly bounds across – the model leaps				
6	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	Dice Result					
1	<i>Fall</i> – 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.				

3. THE SHOOTIN' PHASE.

To hit the target they need to roll equal to or more than the shootin' value on their profile.

Missile Weapon Summary Chart							
Weapon	Weapon Range Strength Move Penalty Special Rules						
Flintlock Pistol	8"	3	Half	Improvised Weapon; Slow Reload			
Sixgun	10"	3	None	Fanning			
Heavy Pistol	12"	4	Half	Improvised Weapon			
Saturday-night Special	6"	3	None	Concealed; Slow Reload			
Le Mat Pistol	12"	3	Half	Scattergun Setting			
Flintlock Rifle	24"	3	Full	Longarm; Slow Reload			
Flintlock carbine	16"	3	Half	Longarm; Slow Reload			
Caplock rifle	20"	4	Full	Longarm; Slow Reload			
Rifle	24"	4	Full	Slow Reload			
Repeating Rifle	18"	4	Half	-			
Musket	18"	3	Full	Slow Reload			
Buffalo Gun	30"	4	Full	Blown Away; Slow Reload; Two-handed Weapon			
Shotgun	12"	3/5	Half	Shotgun; variable strength; forceful			
Sawn-off shotgun	Template	3	Half	Spread			
Cavalry Carbine	20"	4	Half	Longarm; Slow Reload			
Indian Longbow	18"	2	Half	-			
Thrown Weapon	St x 2"	As User	None	Improvised Weapon			
Tomahawk	St x 2"	As User	None	Fire on the Move; Hand Weapon			

	In The Way Chart					
Dice	Dice Terrain Type					
3+	Picket Fence, Hedge, Cactus, Washing Line, Narrow Posts, Barbed Wire.					
4+	Solid Wooden Fence, Low Wall, Rocks, Wagon, Door or Window of Wooden building, Barrels and Crates.					
5+	Fortified Wall, Large Rocky Outcrops and Boulders.					

4. THE FIGHTIN' PHASE.

Models in close combat roll off to see who wins the fight. If they draw the model with the highest fightin' value wins. The loser must back off 1" and the winner strikes him.

Fightin' Weapons Summary Chart								
	Dice M	odifiers						
	Winnin' the	Rolling to						
Weapon	Fight	Wound	Notes					
Hand Weapon	=	=	-					
Two-handed Weapon	-1	+1	Requires Two Hands.					
Lance (On foot)	-	-	Thrown Weapon					
Lance (Mounted)	-	-	Thrown Weapon; +1 Strength when charging					
Bow-lance	-	-	As Normal Lance; May not be thrown; Primitive shootin' weapon					
Unarmed	-1	-1	-					
Improvised Weapon	-1	-	-					

	Wound Chart										
	Grit										
		1	2	3	4	5	6	7	8	9	10
S	1	4	5	5	6	6	6/4	6/5	6/6	-	-
t	2	4	4	5	5	6	6	6/4	6/5	6/6	-
r	3	3	4	4	5	5	6	6	6/4	6/5	6/6
e	4	3	3	4	4	5	5	6	6	6/4	6/5
n	5	3	3	3	4	4	5	5	6	6	6/4
g	6	3	3	3	3	4	4	5	5	6	6
t	7	3	3	3	3	3	4	4	5	5	6
h	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	<i>10</i> +	3	3	3	3	3	3	3	3	4	4