

## ACTION SEQUENCE (repeat)

ACTION SEQUENCE		
<b>Call Time</b>	tokens phase	place one ready token on all active characters
<b>Initiative Roll</b>	initiative phase	determine initiative for this action sequence
<b>1</b>	<b>Expert</b>	action scene winner's expert characters are activated
	<b>Greenhorn</b>	action scene loser's greenhorn characters are activated
<b>2</b>	<b>Practised</b>	action scene winner's practised characters are activated
	<b>Competent</b>	action scene loser's competent characters are activated
<b>3</b>	<b>Competent</b>	action scene winner's competent characters are activated
	<b>Practised</b>	action scene loser's practised characters are activated
<b>4</b>	<b>Greenhorn</b>	action scene winner's greenhorn characters are activated
	<b>Expert</b>	action scene loser's expert characters are activated
<b>Lawmen</b>	response phase	move local lawmen extras when activated
<b>Townfolk</b>	response phase	townfolk extras can execute one random action
<b>Wrap Test</b>	victory phase	execute wrap tests to see if the production ends

## SHOOTING REACTIONS

Roll *the dice* and apply the following modifiers, a successful reaction roll is seven or better.

INCHES	0 - 6 360"	6 - 12 180"	12 - 18 180"
<b>Renowned</b>	+2	+1	0
<b>Expert</b>	+1	0	-1
<b>Practised</b>	0	-1	-2
<b>Competent</b>	-1	-2	-3
<b>Greenhorn</b>	-2	-3	-4

### SHOOTING REACTION MODIFIERS

- +2 **Shooter Moving** shooter moves within the visibility arc of the target
- +1 **Alertness** each alertness proficiency of target
- +1 **Observant** outlaw attribute
- 1 **Wounded** each wound the target is suffering; white wound rings
- 1 **Concealed** Shooter is concealed in or directly behind cover
- 1 **Crouched** target is crouching and attempting to react
- 2 **Dazed** target is dazed with bludgeoning blows
- 2 **Out of Sight** shooter is within 6 inches, but didn't move through target's visibility arc
- 3 **Critical Wound** target is critically wounded; red wound ring
- 3 **Prone** target is prone and attempting to react

Success indicates that one of the following reactions can be immediately executed:

- HIT THE DIRT:** Character immediately goes prone
- DODGE:** Character moves 3" and applies the dodge modifier
- SHOOT-OUT:** Perform a shoot-out see below for who shoots first
- CHARGE:** Character can charge to contact if within 3" of opponent

### SHOOT-OUT INITIATIVE - roll *the dice*

#### SHOOT-OUT MODIFIERS

- +2 **instigating** the shooting action this phase
- +2 **legendary** character
- +2 **lightning-fast** trait
- +1 per reaction **response proficiency**
- +1 **short-barrelled** revolver
- 1 **drawing gun** from holster
- 1 **greenhorn** character
- 1 **long-barrelled** revolver
- 2 afflicted with a **sluggish injury**

### SHOOTING DICE - Natural Rolls

- DOUBLE ONE:** Gun Jams, can't shoot
- DOUBLE SIX:** Grievous Wound inflicted, suffer 2 wounds grievous effect
- OTHER DOUBLE:** Gun runs OUT OF AMMUNITION, Click, Click, Click...

OTHERS	Point Blank	Short	Effective	Long
<b>Arrow</b>	3	6	12	18
<b>Spear</b>	2	4	6	12
<b>Tomahawk</b>	2	3	4	6
<b>Bowie Knife</b>	1	2	3	4
<b>Modifier</b>	+2	+1	0	-3

# YOUR MAGNIFICENT 7

**SHOOTING** - roll *the dice*, ± modifiers below:

### COVER MODIFIERS

COVER TYPE	Open 0%	Light 1% to 32%	Moderate 33% to 65%	Heavy 66% to 99%	Blind Shot 100%
<b>Modifiers</b>	0	-1	-2	-3	-4
<b>Crouching</b>	-1	-2	-3	Out of Sight	N/A

### RANGE MODIFIERS

REVOLVERS	Contact	Point Blank	Short	Effective	Long
<b>Remington Army</b>	1	2	4	8	12
<b>Colt Peacemaker</b>	1	2	5	9	14
<b>S &amp; W Schofield</b>	1	3	6	10	16
<b>Colt Frontier Six</b>	1	3	7	12	18
<b>Modifier</b>	+4	+2	+1	0	-3

RIFLES - CARBINES	Contact	Point Blank	Short	Effective	Long
<b>Henry Rifle</b>	1	2	12	18	30
<b>Winchester Rifle</b>	1	2	14	21	35
<b>Colt Revolver Rifle</b>	1	3	16	24	40
<b>Spencer Carbine</b>	1	3	18	27	45
<b>Sharps Rifle</b>	1	4	24	36	60
<b>Modifier</b>	-1	+1	+2	0	-2

SHOTGUNS	Contact	Point Blank	Short	Effective
<b>Coach Gun</b>	2	4	6	8
<b>Shotgun</b>	2	4	8	12
<b>Single Barrel</b>	+3	+2	+1	0
<b>Double Barrel</b>	+5	+3	+2	+1

### SHOOTING MODIFIERS

SHOOTER	
<b>+ Accuracy Proficiencies</b>	add any modifiers for accuracy proficiencies
<b>+2 Aiming</b>	performing an aimed shot action
<b>+1 Vantage Point</b>	on higher ground and target is in or behind cover
<b>-1 Moved or Turned</b>	moved this action scene, -1 per prior move action performed
<b>-1 Non-Dominant Hand</b>	firing gun with non-dominant hand
<b>-1 Reaction Shot</b>	firing a 'shoot-out' reaction shot
<b>-1 Wounded</b>	each white wound that the shooter is suffering
<b>-2 Dazed</b>	suffering from any bludgeoning blows
<b>-2 Prone</b>	firing gun when prone on the ground
<b>-2 Snapshot</b>	firing a quick snapshot
<b>-2 Unaccustomed Gun</b>	using a claimed gun that the character is unaccustomed too
<b>-3 Critically Wounded</b>	suffering from a critical wound; red wound ring
TARGET	
<b>-1 Dodging</b>	performing a dodge reaction
<b>-2 Prone</b>	firing at a prone target that is more than 6 inches away
OTHER CHARACTERS	
<b>-1 Wild Shot</b>	caught by a wild shot that missed its intended target
<b>-1 Shotgun Blast</b>	caught in shotgun blast template and not intended target

## WOUNDING CHARACTERS

Miss		Duck Back		Wound		Mortal						
<	2	3	4	5	6	7	8	9	10	11	12	>

- DUCK BACK:** If in cover, move up to 2" to become out of sight or go prone  
If in open, sustain one wound
- WOUND:** Inflict one wound upon character
- MORTAL:** Character mortally wounded, leave dying in the mud...  
Receive one tombstone point and proficiency point, maybe advancement?

**CRITICAL WOUNDS:** The third wound is a **critical wound** replace the two white rings with one red ring, this indicates a critical wound, another inflicted wound is a KILL SHOOT.

**CLASS ADVANCEMENTS:** On levels 1, 3, 5 and 7, gain +1 ability

### BRAVERY ROLL - roll the dice

#### CLASS MODIFIERS

CLASS	Greenhorn	Competent	Practised	Expert	Renowned
<b>Modifiers</b>	-1	0	+1	+2	+3

#### BRAVERY ROLL MODIFIERS

- 3 suffering from a critical wound, red wound ring
- 1 each wound that the character is suffering, white wound ring
- +1 greenhorn accompanied by better class of character, within 3 inches
- +1 if group leader is within 6 inches
- +2 in or directly behind cover, unless characters are hunkered down

7+

RESULT	Hightail It	Lickety Split	Scoot to Cover	Just Dandy				
<b>Bravery</b>	<	2	3	4	5	6	7	>

- JUST DANDY:** morale OK continue as normal
- SCOOT TO COVER:** move 6" to cover, if no cover lickety split, if in cover hunker down
- LICKETY SPLIT** move 12" straight back toward nearest table edge, if they leave, they count towards the wrap test
- HIGH TAIL IT:** remove character from the set, they count towards the wrap test
- HUNKER DOWN:** character crouches, if crouching they then go prone
- Natural double six become dauntless, natural double one become yellow-belly

### CONTACT REACTION ROLL - roll the dice

#### CONTACT REACTION MODIFIERS

- +2 **Lightning-Fast** character has the lightning-fast trait
- +1 **Alertness** each alertness proficiency of target
- +1 **Observant** outlaw attribute
- 1 **Wounded** each wound the target is suffering; white wound rings
- 1 **Crouched** target is crouching and attempting to react
- 2 **From Behind** being contacted through characters rear arc
- 2 **Dazed** character is dazed
- 3 **Critically Wounded** target is critically wounded; red wound ring
- 3 **Prone** target is prone and attempting to react

7+

CLASS	Greenhorn	Competent	Practised	Expert	Renowned
<b>Modifiers</b>	-1	0	+1	+2	+3

Success indicates that one of the following reactions can be immediately implemented by the defender:

- BLOCK:** Roll the blocking dice as normal
- SNAPSHOT:** Fire with snapshot modifier, defender evades
- FIGHT:** Defender rolls brawling dice instead of blocking dice, all-out attack
- NO REACTION:** Attacker gains unopposed attack with their brawling dice

SHOOTING VALUE	7	8	9	10	11
<b>Knocked Back</b>	0	0	1	1	2
<b>Stumble less than</b>	5	6	8	10	12

- KNOCKED BACK:** Move character backwards stated distance in inches
- STUMBLE:** Roll the dice if below the indicated number go prone

## BRAWLING

Roll the following number of dice:

### ATTACKERS DICE brawling dice

CLASS	MODIFIERS		
2 <b>Greenhorn</b>	?	<b>Skulduggery</b>	prop used in brawling attack
3 <b>Competent</b>	2	<b>Charge Impetus</b>	charged to contact
4 <b>Practised</b>	2	<b>Fresh</b>	no wounds or blows
5 <b>Expert</b>	2	<b>Legendary</b>	legendary character
6 <b>Renowned</b>	1	<b>Brawn</b>	per proficiency
	-1	<b>Wounded</b>	per inflicted wound
	-2	<b>Prone</b>	down on the ground
	-2	<b>Headlock</b>	caught in headlock

### DEFENDERS DICE blocking dice

CLASS	MODIFIERS		
2 <b>Greenhorn</b>	2	<b>Fresh</b>	no wounds or blows
3 <b>Competent</b>	2	<b>Legendary</b>	legendary character
4 <b>Practised</b>	1	<b>Agility</b>	per proficiency
5 <b>Expert</b>	1	<b>Hardy</b>	having the hardy trait
6 <b>Renowned</b>	-1	<b>Back Attack</b>	attacked to the rear
	-1	<b>Wounded</b>	per inflicted wound
	-2	<b>Prone</b>	down on the ground
	-2	<b>Headlock</b>	caught in headlock

### SINGLE SCORING BRAWLING DICE



**EACH 4 – GRAPPLE**  
Both combatants grip each other and hold tight, but no bludgeoning blows are caused.

**EACH 5 – KICK**  
A straight forward kick to the legs that delivers 1 bludgeoning blow for each 5 that is rolled, unless the defender is prone then the kick is aimed at the body and it delivers 2 bludgeoning blows for each 5.

**EACH 6 – PUNCH**  
A solid punch delivers 1 bludgeoning blow for each 6 that is rolled.

### COMBINATIONS OF DICE

Apart from the basic bludgeoning blows that are inflicted with each single dice; combinations of similar or different dice will have an additional effect upon the defender, these are:

**DOUBLE 4 – SHOULDER THROW**  
The attacker twists their body and bends their knees to throw their opponent to the ground, prone.

**DOUBLE 5 – SPINNING KICK**  
Pushback the defender 2 inches, whilst spinning them around 180°.

**DOUBLE 6 – RIGHT HOOK**  
The attacker inflicts 1 additional bludgeoning blow and then pushes the defender back 1 inch.

**TRIPLE 4 – HEADLOCK**  
The attacker manages to twist their foe so that they have them pinned in a headlock. Automatically inflict 2 bludgeoning blows for each action phase the headlock is maintained.

**TRIPLE 5 – JUMP KICK**  
Springing up from the ground, the attacker inflicts 1 bludgeoning blow with the force of their kick, this then causes the defender to be pushed back 3 inches.

**TRIPLE 6 – UPPER CUT**  
The attacker catches their foe with a forceful blow under their chin, that jerks their head backwards, this causes a pushback of 2 inches and it also inflicts 2 additional bludgeoning blows.

**STRAIGHT 4-5-6 – PILEDRIVER**  
The attacker kicks their opponent in their nether regions, causing them to bend forward. The attacker then locks their head between their legs and inverts them, before dropping down to the ground and smashing them on their head. This unfortunately, leaves both parties prone on the ground.

Inflict 3 bludgeoning blows on the defender and perform two unconscious checks on the character. If both are successfully passed, continue as normal.

Any bludgeoning blows that are inflicted require one unconscious check