ACTION SEQUENCE (repeat)

ACTION SEQUENCE			
	Call Time	tokens phase	place one Ready Token on all active characters
	Initiative Roll	initiative phase	determine initiative for this action sequence
1	Expert	action scene	winner's Expert characters are activated
	Greenhorn	action scene	loser's Greenhorn characters are activated
2	Practised	action scene	winner's Practised characters are activated
	Competent	action scene	loser's Competent characters are activated
3	Competent	action scene	winner's Competent characters are activated
	Practised	action scene	loser's Practised characters are activated
4	Greenhorn	action scene	winner's Greenhorn characters are activated
	Expert	action scene	loser's Expert characters are activated
	Townsfolk	Response phase	townsfolk extras can execute one random action
	Lawmen	Response phase	move local lawmen extras when activated
	Wrap Test	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˚
Renowned	+2	+1	0
Expert	+1	0	-1
Practised	0	-1	-2
Competent	-1	-2	-3
Greenhorn	-2	-3	-4

SHOOTING REACTION MODIFIERS

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

7+

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	-1	**drawing gun** from holster
+2	**Legendary Character**	-1	**Greenhorn** character
+2	**Lightning-Fast** trait	-1	**long-barrelled** revolver
+1	per reaction **Response proficiency**	-2	afflicted with a **Sluggish Injury**
+1	**short-barrelled** revolver		

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
Arrow	3	6	12	18
Spear	2	4	6	12
Tomahawk	2	3	4	6
Bowie Knife	1	2	3	4
Modifier	+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%
Modifiers	0	-1	-2	-3	-4
Crouching	-1	-2	-3	Out of Sight	N/A

RANGE MODIFIERS

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

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

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

SHOOTING MODIFIERS

SHOOTER		
+	**Accuracy proficiencies**	add any modifiers for Accuracy proficiencies
+2	Aiming	performing an Aimed Shot action
+1	**Vantage Point**	on higher ground and target is in or behind cover
-1	Moved or Turned	moved this action scene, -1 per prior move action performed
-1	**Non-Dominant Hand**	firing gun with non-dominant hand
-1	Reaction Shot	firing a 'shoot-out' reaction shot
-1	**Wounded**	per white wound that the shooter is suffering
-2	Dazed	suffering from any bludgeoning blows
-2	**Prone**	firing a gun when prone on the ground
-2	Snapshot	firing a quick Snapshot
-2	**Unaccustomed Gun**	using a claimed gun that the character is unaccustomed too
-3	**Critically Wounded**	suffering from a critical wound; red wound ring
TARGET		
-1	**Dodging**	performing a dodge reaction
-2	Prone	firing at a prone target that is more than 6 inches away
OTHER CHARACTERS		
-1	**Wild Shot**	caught by a wild shot that missed its intended target
-1	Shotgun Blast	caught in shotgun blast template (not the 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 them dying in the mud…
Receive one tombstone point and proficiency point, check 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 will be 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
Modifiers	-1	0	+1	+2	+3

BRAVERY ROLL MODIFIERS

7+

-3	suffering from a critical wound, red wound ring
-1	each wound that the character is suffering, white wound ring
+1	Greenhorn accompanied by a 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

RESULT	Hightail It		Lickety Split		Scoot to Cover		Just Dandy	
Bravery	<	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

7+

+2	**Lightning-Fast**	character has the Lightning-Fast trait
+1	**Alertness**	per each Alertness proficiency of target
+1	**Observant**	Outlaw attribute
-1	**Wounded**	per 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

CLASS	Greenhorn	Competent	Practised	Expert	Renowned
Modifiers	-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
Knocked Back	0	0	1	1	2
Stumble less than	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	Greenhorn	?	Skullduggery	prop used in brawling attack
3	Competent	2	Charge Impetus	charged to contact
4	Practised	2	Fresh	no wounds or blows
5	Expert	2	Legendary	Legendary Character
6	Renowned	1	Brawn	per proficiency point
		-1	Wounded	per inflicted wound, white ring
		-2	Prone	down on the ground
		-2	Headlock	caught in Headlock

DEFFENDERS DICE blocking dice

CLASS		MODIFIERS		
2	Greenhorn	2	Fresh	no wounds or blows
3	Competent	2	Legendary	Legendary Character
4	Practised	1	Agility	per proficiency point
5	Expert	1	Hardy	having the Hardy trait
6	Renowned	-1	Back Attack	attacked from the rear
		-1	Wounded	per inflicted wound, white ring
		-2	Prone	down on the ground
		-2	Headlock	caught in a 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 one bludgeoning blow for each 5 that is rolled, unless the defender is prone then the Kick is aimed at the body and it delivers two bludgeoning blows for each 5.

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

COMBINATIONS OF DICE

Aside from the basic bludgeoning blows that are inflicted with each single die; 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**
Push the defender back 2 inches while spinning them around 180˚.

DOUBLE 6 – **RIGHT HOOK**
The attacker inflicts one 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 two bludgeoning blows for each action phase the Headlock is maintained.

TRIPLE 5 – **JUMP KICK**
Springing up from the ground, the attacker inflicts one bludgeoning blow with the force of their Kick, causing 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 also inflicts two additional bludgeoning blows.

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

Inflict three bludgeoning blows on the defender and perform two unconscious checks; if both are successfully passed, continue as normal.

Any bludgeoning blows that are inflicted require one unconscious check