

# SKILLS LISTS

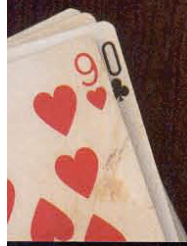
*The following Skill Lists are used to pick advances. Choose a list from those available (depending on your advance roll), then roll a D6 to determine exactly which skill is gained.*

## MOVIN' SKILLS

- 1 **Born in the Saddle:**  
The fighter is an expert rider, and may add 1 to the dice score when making any Jump test or Thrown Rider test while mounted, or when mounting a horse. This does not, however, apply to Saddle Up rolls.
- 2 **Nimble:**  
The fighter may re-roll all failed Jump, Climb and Saddle Up tests while on foot. The result of the re-roll must be accepted.
- 3 **Stealthy:**  
If the fighter is targeted by missile fire while on foot, but is within 1" of any barrier that is in the way of the shot, then the attacker must make a Spotting Roll (see 'Models on the Ground' in the Movin' Section) before being able to target him.
- 4 **Lightning Jack:**  
While on foot, the fighter may choose to make an extra move in the Shootin' phase instead of firing a Shootin' weapon. The fighter must be unengaged, and may not use this move to charge. To determine how far he may move, roll a dice and move that number of inches, following all the usual Movin' rules.
- 5 **Dodge:**  
This fighter has fast reflexes that allow him to avoid incoming danger. Whenever he is wounded by a shootin' attack while he is on foot, roll a dice. On the roll of a 6 he ignores the wound.
- 6 **Scout:**  
The fighter is adept at scouting and foraging, and ignores movement penalties for areas of difficult terrain.

## BRAWLIN' SKILLS

- 1 **Pugilist:**  
The fighter is especially skilled at brawling and unarmed combat, and does not suffer the usual penalties for fighting in this manner. Even when unarmed, the fighter counts as using a hand weapon.
- 2 **Strongman:**  
The fighter is well-muscled and large of frame. He may wield a double-handed weapon with none of the usual penalties.
- 3 **Dirty Fighter:**  
This fighter takes most foes by surprise with low-down strikes and cheap shots. Every time the fighter rolls a 6 to wound a foe in close combat, he may make an extra strike in addition to his normal attacks. This strike may be targeted at any foe in the combat – not just the one who was originally wounded.
- 4 **Swordsman:**  
The fighter has had some training with military sabres or fencing blades, probably due to some time in the army. When using a sabre he may re-roll any dice scores of 1 to determine who wins the fight. The result of the re-roll must be accepted.
- 5 **Fury:**  
The headstrong fighter gains an extra Attack when he charges into combat. This bonus is lost if he is subsequently charged by other enemies.
- 6 **Sidewinder:**  
The fighter's close combat blows are so powerful that he can cleave through any defence. He never needs to roll more than a 4+ to wound an opponent, regardless of the foe's Grit. These rolls to wound may still be modified using Fame points as usual.





## SHOOTIN' SKILLS

### 1 Fast Draw:

The fighter is notoriously quick on the draw. He may call a single Quickdraw at the start of each Shootin' phase without reducing his Fame store, even if he has none remaining, as long as he is using a sixgun. This Quickdraw applies only to the firer – he may never use this ability to shout 'Fire!' (see page 35).

### 2 Trick Shooter:

The gunman is an exceptional shot, and ignores In the Way rolls with his chosen weapon. Choose either sixgun, heavy pistol or rifle (includes repeating rifle). Multiple rolls of this skill may not be re-rolled until all three options have been taken.

### 3 Pistolier:

When armed with two sixguns, the fighter may fire twice in the same Shootin' phase. However, he may not fan either pistol in the same turn as using this ability.

### 4 Trigger-happy:

The fighter is edgy on the trigger, and is exceptionally hard to get the drop on. Whenever this fighter is unengaged and an enemy tries to charge him, the enemy must stop 1" away. The Trigger-happy fighter may take an immediate shot, out of sequence, at the charging model, as long as he is using a sidearm. Only a single shot may be taken – not fanning, spread shots or any other special action – and the weapon must not currently be reloading or jammed. If the shot misses, then the enemy completes his charge as normal. If the shot hits but fails to wound, then the enemy must take a Dive for Cover test as usual. If the enemy model is also entitled to fire during a charge, because they have a Tomahawk, for example, then the model with the drop shoots first. If the charging model is still alive and has not dived for cover, then it may complete its charge as originally intended.

### 5 Rifleman:

When using a rifle or repeating rifle, the fighter may re-roll misses. The result of the re-roll must be accepted.

### 6 Deadeye Shot:

The fighter is deadly accurate, and adds 1 to the dice roll to wound when shooting or throwing.

## SAVVY SKILLS

### 1 True Grit:

The fighter has hidden reserves of courage and tenacity, and may re-roll the first failed Pluck test of any game.

### 2 Seasoned Veteran:

The fighter is a canny opponent, able to read his enemies well. If this Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Fame. He may not use this ability to call a *Quickdraw* or *Yeehaw!* if he has already been engaged in combat.

### 3 Trader:

The fighter is good at haggling and has several store contacts. He adds 2 to all dice rolls to find rare equipment (see the trading section, later).

### 4 Repartee:

The fighter dazzles his opponents with wit, preventing them from attacking him effectively. All models engaged in a fight with this fighter must pass a Pluck test or be unable to strike, though they may win and push him back as normal.

### 5 Card Sharp:

The fighter is a fantastic gambler, and may earn an extra D6 dollars for his Posse so long as he does not search for rare equipment or get removed from play during the game.

### 6 Fearsome Reputation:

The fighter is infamous and other combatants are loathe to attack him. Anyone wishing to charge or shoot at the fighter with this skill must first pass a Pluck test, as described in the Pluck section. If the test is failed, the fighter may do nothing else in that phase.

