

## 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.

