

3. THE SHOOTIN' PHASE

4. THE FIGHTIN' PHASE

Players roll off or cut cards to see who will move/shoot/fight first during the turn. If they draw, the drop changes over from the previous turn.

Fighters must pass a jump test to mount a horse, but may dismount any time without a test.

At the end of the Movin' Phase, any fights are split by the player with the drop.

[illegible]

WEAPONS REFERENCE SHEET

SHOOTIN' WEAPONS

WEAPON	RANGE	STRENGTH	MOVE PENALTY	SPECIAL RULES
SIDEARMS				
Flintlock Pistol	8"	3	half	Improvised Weapon; Slow Reload
Heavy Pistol	12"	4	half	Improvised Weapon
Le Mat Pistol	12"	3	half	Scattergun Setting
Saturday-Night-Special	6"	3	none	Concealed; Slow Reload
Sixgun	10"	3	none	Fanning
LONGARMS				
Buffalo Gun	30"	4	full	Blown Away; Slow Reload; Two-Handed Weapon
Caplock Rifle	20"	4	full	Slow Reload
Cavalry Carbine	20"	4	half	Slow Reload
Clubbed Rifle	24"	3	half	Slow Reload; Two-Handed Weapon
Flintlock Carbine	16"	3	half	Slow Reload
Flintlock Rifle	24"	3	full	Slow Reload
Musket	18"	3	full	Slow Reload
Repeating Rifle	18"	4	half	-
Rifle	24"	4	full	Slow Reload
SHOTGUNS				
12-gauge Shotgun	12"	3/5	half	Variable Strength; Forceful
Lever-Action Shotgun	12"	3/4	half	Variable Strength; Single-Barrelled, Repeater, Forceful
Sawed-Off Shotgun	Template	3	half	Spread
PRIMITIVE SHOOTIN' WEAPONS				
Indian Longbow	18"	2	half	-
Lasso	6"	-	none	Entangle
Thrown Weapon	St x 2"	As User	none	Improvised Weapon; One Use
Tomahawk	St x 2"	As User	none	Hand Weapon; Fire on the Move; One Use
Whip	3"	3	none	Improvised Rope
EXPLOSIVES				
Dynamite	St x 2"	6	half	Blast Area
Nitro	St x 2"	10	full	Blast Area; Unstable
MILITARY WEAPONS				
Gatling Gun	24"	4	Special	Machine Gun; Terrifying; Forceful
Howitzer	12 - 48"	4	Special	Howitzer
3-6 lbs Cannon	8 - 48"	7	Special	Cannon
8-9 lbs Cannon	8 - 60"	8	Special	Cannon
12-18 lbs Cannon	8 - 60"	10	Special	Cannon

FIGHTIN' WEAPONS

WEAPON	WINNIN' THE FIGHT	ROLLING TO WOUND	SPECIAL
Unarmed	-1	-1	-
Improvised Weapon	-1	-	-
Hand Weapon	-	-	-
Two-Handed Weapon	-1	+1	Two-Handed
Bayonet	-	-	Must be attached to specified Longarm
Bow-lance	-	-	As Indian Lance and Indian Longbow; Cannot be thrown
Cavalry Sabre	-	-	Effected by Swordsman Skill
Chinese Pole-arm	-	-	Martial Arts Weapon; Support Attacks
Chinese Staff	-	-	Martial Arts Weapon; Defensive Fighting
Chinese Sword	Special	-	Martial Arts Weapon; Re-roll
Indian Lance (on foot)	-	-	Thrown Weapon
Indian Lance (mounted)	-	-	Thrown Weapon; +1 Strength when Charging
Mexican Lance	-	-	+1 Fight when Charging; re-roll 1s to wound
Nunchaku	-	-	Martial Arts Weapon; Flurry
Pistol Bayonet	-	-	Must be attached to specified Flintlock Pistol
Spanish Sabre	-	-	Effected by Swordsman Skill; Swordsman auto-win drawn combats
Vigilante Sword	-1	-	Longsword