## LEGENDS OF THE OLD WEST \* 2000 OULCK, REFERENCE SHEET

# TURN SEQUENCE:

# THE DROP THE MOVIN' PHASE

# THE SHOOTIN' PHASE THE FIGHTIN' PHASE

#### THE DROP

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.

MODEL	MOVE
Man	6"
Mule	8"
Horse	10"
Appaloosa	12"

#### DIFFICULT TERRAIN

Areas of Difficult Terrain reduce the movement of a model on foot or on a Mule by half. Models on a Horse or Appaloosa reduce their movement rate to a quarter.

#### BARRIERS AND GAPS

Barriers up to 1/2" high do not affect movement. Barriers between 1/2" and 2" can be jumped by models on for or mounted on a Horse or Appaloosa, but count as impassable terrain for mules. Barriers higher than 2" can be climbed by models on foot if there are enough hand and foot holds, but are impassable to all mounts. These distances also apply to gaps, but Horses and Appaloosa may attempt to jump a gap of up to 4" wide.

## THE MOVIN' PHASE MOUNTED FIGHTERS

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

<b>Stumbles</b> – does not cross and cannot move further.
<b>Success</b> – placed on the other side of the obstacle, in base contact, but can move no further.
<b>Effortlessly Bounds Across</b> – the model leaps the obstacle and can complete its move if it has any remaining.

CLIMB TABLE						
1	Fall – the model slips and falls to					
	the ground					
	Continue to Climb - if the					
2 – 5	top/bottom is reached place the					
	model at the edge. The model					
	cannot move further that turn.					
	Continue to Climb - if the					
e	top/bottom is reached the model					
0	can complete any remaining					
	move.					

#### HORSE JUMP TABLE

1	Refuses – the model does not
1	cross and its move ends
2 - 6	Effortlessly Bounds Across - the
	model leaps the obstacle and can
	complete its move if it has any
	remaining.

#### THROWN RIDER TABLE Knocked Flying - the rider suffers a Strength 2 hit. If he survives, he is placed lying down 1 in base to base contact with his mount. If already engaged in a fight he fights lying down. Rises from the Dust - the mounted fighter is replaced by a model on foot and can do nothing 2 - 5else for that turn. If he was already engaged in a fight, he cannot strike blows if he wins. Leaps into Action – The mounted 6 model is replaced by a model on foot and suffers no further penalty.

#### SPLITTIN' FIGHTS

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

### THE SHOOTIN' PHASE

Models armed with Shootin' weapons can shoot. To Hit the target they need to roll equal to or more than the Shootin' value on their profile. For every Hit, cross reference on the Wound Chart the Strength of their Shootin' weapon with the Grit of the target. In order to cause a wound on the target, they need to roll equal to, or higher than the value shown on the chart.

## THE FIGHTIN' PHASE

Models in close combat roll off to see who wins the fight. If they draw, the model with the highest Fightin' value wins; if the fighters have more than one attack on their profile, the roll a die for each. The loser must back off 1" and the winner strikes him. On the Wound chart, cross-reference the Strength of the winner with the Grit value of the loser and then roll dice equal to the winner's Attack value. In order to cause a wound on the loser, the winner needs to roll equal to or more the value shown on the chart.

1.000	IN THE WAY GRAKT
3+	Picket fence, hedge, cactus, washing line, narrow
	posts, barbed wire, etc.
4+	Solid wooden fences, low walls, rocks, wagons, carts, doors or windows of wooden buildings, barrels,
	crates, etc.
5+	Fortified walls, large rocky outcrops, boulders, etc.

#### WOUND CHART

						GRIT					
	$\searrow$	1	2	3	4	5	6	7	8	9	10
	1	. 4*	5	5	6	6	6/4	6/5	6/6	-	1
	2	4	4	5	5	6	6	6/4	6/5	6/6	
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
0 <sup>th</sup>	4	3	3	4	4	5	5	6	6	6/4	6/5
STRENGTH	5	-3	3	3	4	4	5	5	6	6	6/4
Sth	6	3	3 •	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

## LEGENDS OF THE OLD WEST

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* WEAPONS REFERENCE SHEET					
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	20 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	Slow Reload	
Rifle	24"	4	full	Claw Dalaad	
КШе	24	4	IUII	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	
PRIMATIVE SHOOTIN <sup>,</sup> WEAP	ONS				
Indian Longbow	18"	2	half	- Carlos and Car	
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				1	
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	
	0 - 00	10	Special	Cumon	

## FIGHTIN, WEAPONS

WEAPON	WINNIN' THE FIGHT	ROLLING TO WOUND	SPECIAL
Unarmed	-1	-1	-
Improvised Weapon	-1		-
Hand Weapon	and the second second		*
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)	Section - Company		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