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Important Thangs

Shootin' Modifiers

| Situation | Modifier |
|--------------------------------|----------|
| Firer is running | -4 |
| Firer is mounted | -2. |
| Firer is wounded | -1 to -5 |
| Target is hidden | -4 to -8 |
| Target is moving fast | -4 |
| Target size | Varies |
| Called shots: | |
| Guts | -2 |
| Legs, arms | -4 |
| Heads, hands, feet | -6 |
| Eyeball, heart | -10 |
| Hip Shootin' | -2 |
| Off-Hand Attack | -4 |
| Fannin | -2 |
| One-handed rifle | -2 |
| Night, full moon, twilig | ght -2 |
| Night, half moon | -4 |
| Night, quarter moon | -6 |
| Blindness, total darkne | ess -10 |
| RANDER OF THE REAL PROPERTY OF | |

Tests o' Will Opposed Test Aptitude Aptitude Bluff Scrutinize Overawe Guts Ridicule Ridicule Raises Effect Unnerved 1 2 Distracted 3 Broken Speed-Load Rounds Loaded TN 9 2 3 11 Clip 5 5 Spare cylinder Quick Draw TN Task

5

5

7

Hit Location

1d2 1-4 5-0 10 11-1 15-1 20

> ±1 +2 +2

+2

| 0 | Location |
|-------|---|
| 12523 | Sector States and the sector of the sector of |
| ł | Legs |
| 9 | Lower Guts |
| | Gizzards |
| 4 | Arms |
| 9 | Upper Guts |
| | Noggin |
| | Den stalling said and |
| | Modifiers |
| 161 | Per attack roll ra |

| 9 |
|--|
| 101111 |
| |
| |
| |
| Sources of the second s |
| |

Hurtin'& Healin'

| Wound | Modifier | Stun/ Healin' TN |
|----------|----------|---|
| | Wounter | A CONTRACTOR OF |
| Wind | | 3 4 7 1 |
| Light | -1 | 5-5- |
| Heavy | -2 | 7 |
| Serious | -3 | 9 |
| Critical | -4 | 11 |
| Maimed | -5 | 13 |
| | | |

Suit Ranks

| 1.2余者我也有关于考虑到你能够的。 | ALCONDERSO DE METORE |
|--------------------|-----------------------------|
| Suit | Rank |
| Spades | First |
| Hearts | Second |
| Diamonds | Third |
| Clubs | Fourth |
| | 化化物学 医外的现象 医外生产的 化化生产的 医外生的 |

Fightin' Weapons

| | Defensive | | | |
|----------------|-----------|-------|----------|------|
| Weapon | Bonus | Speed | Damage | Cost |
| Brass knuckles | | 1 | STR+1d4 | 20 |
| Small club | | 1 | STR+ld4 | |
| Big club | +1 | 2 | STR+Id6 | 5 |
| Knife | +1 +1 | | STR+ld4 | 10 |
| Big knife | +1 | 1 | STR+Id6 | 25 |
| Machete | +1 | .1 | STR+2d6 | 75 |
| Sword | +2 | 1 | STR+2d8 | 100 |
| Bayonet | +1 | 1 | STR+2d6 | 75 |
| Spear | +3 | 1 | STR+2d6 | 25 |
| Hand ax | +1 | 1 | STR+2d6 | 75 |
| Battle-ax | +1 | 2 | STR+2d8 | 100 |
| Great ax | +1 | 2 | STR+2d10 | 200 |
| Mini-chainsaw | +1 | 1 | STR+2d8 | 400 |

Fate & Damage

| Refer | Wounds | Wind | | |
|-------|---------|----------|--|--|
| Chip | Negated | Regained | | |
| White | Up to 1 | 5 | | |
| Red | Up to 2 | 10 | | |
| Blue | Up to 3 | 15 | | |

Unskilled Attempts

Modifier

-4

8

Condition Related skill Unskilled

Shotguns & Scatterguns

| Range | Damag |
|---------|-------|
| ouching | 6d6 |
| 1-10 | 5d6 |
| 11-20 | 4d6 |
| 21-30 | 3d6 |
| 31+ | 2d6 |
| | |





Draw

Cock

Draw & cock

Shoofin' Thangs

Shootin' Irons

| | Star 1924 Hills | 4. <u>84</u> 9 2 | | CONTRACT. | | | |
|-----------------------------------|--|------------------------------------|-----------------------|------------|---------------|--|------------|
| Weapon Type | Ammo | Shots | Speed | ROF | Range | Damage | Cost |
| Bows | Arrow | | 2 | 1 | 10 | STR+1d6 | 25 |
| Compound bow | Arrow | | 2 | The second | 10 | STR+1d6+2 | 50 |
| Crossbow | Bolt | 10日半月2月 | 2 | 1 | 10 | 2d6+2 | 50 |
| Thrown Weapons | Don | 42432013 | | | 10 | 24012 | |
| Bolo | 的日生生物的 | 1 1 1 | 2 | 1 | 5 | STR+1d4 | 15 |
| Small knife | | 1 | i i | 1 | 5 | STR+1d4 | 10 |
| Large knife | | 1 | T I | 1 | 5 | STR+1d6 | 20 |
| Boomerang | Rep Later | 1 | | 1 | 5 | STR+1d4 | 10 |
| Sharpened hubcapi | | T A | 1 | i i | 5 | STR+1d6 | 5 |
| Shuriken' | | | 1 | Î | 5 | STR+1 | 10 |
| Pistols | 计算机算法 | 11111 | | | | A STATE OF A STATE OF | |
| Police Pistol ² | 10mm | 9 | 1 | | 10 | 3d6 | 100 |
| NA officer's sidearm ³ | 9mm | 15 | 1 1 1 | i i i | 10 | 3d6 | 100 |
| SA officer's sidearm ⁴ | .50 | 6 | | T. A. | 10 | 4d6 | 100 |
| Rifles | | | | | | | |
| Lever-action | .30 | 15 | 2 | .1 | 20 | 4d8 | 100 |
| Hunting rifle | .30-06 | 9 | 1.1 | 1 | 20 | 4d8 | 150 |
| NA assault rifle ³ | 5.56 | 30 | 1 | 9 | 10/20 | 3d8 | 200 |
| SA assault rifle ⁴ | 7.62 | 20 | -0 - î - 0 - 0 | 6 | 10/20 | 4d8 | 200 |
| Shotguns | | | a se l'antain | | 2.3.3.3.3.4.4 | | REAL |
| Double-barrel scattergun | 12 gauge | 2 | 2 | 2 | 5 | 2-6d6 | 150 |
| Double-barrel shotgun | 12 gauge | 2 | 2 | 2 | 10 | 2-6d6 | 150 |
| Pump shotgun | 12 gauge | 8 | 2 | 1 | 10 | 2-6d6 | 150 |
| Auto-shotgun | 12 gauge | 20 | 301 | 3 | 5/10 | 2-6d6 | 600 |
| Submachine-Guns | 0 0 | | Can Det | | | | |
| Police Hellfire ² | 10mm | 20 | W P F | 6 | 5/10 | 3d6 | 150 |
| NA Commando ³ | 5.56 | 30 | 1 | 12 | 5/10 | 3d6 | 150 |
| SA Commando ⁴ | .50 | 20 | 1 | 6 | 5/10 | 4d6 | 150 |
| Heavy Machine-Guns | | | | - under | ALC: NO REAL | | 内的时候 |
| NA SAW ³ | 5.56 | 60 | 1 | 12 | 20 | 3d8 | 1,000 |
| SA SAW ⁴ | 7.62 | 30 | 1 | 9 | 20 | 5d8 | 1,000 |
| Other | | | | | | and the second | |
| Flamethrower | | 30 | 1 | 1d6 | Max 20 | ld10/shot | 1,000 |
| Grenade ⁴ | | 1.1 | 2 | 1 | 5 | 4d12 | 100 |
| Grenade launcher | 40mm | 3. | 1.000 | 1 | 20 | By grenade | 1,500 |
| Dynamite (1 stick) | 1011 <u>4</u> 1.805 | I | 2 | 1 | 5 | 3d20 | 50 |
| Nitro (8 oz.) | | 1 | 1.8.8 | 1 | 5 | 3d20 | 75 |
| Rocket launcher ⁴ | Rockets | 1 | 2 | 1 | 20 | 5d20, AP 3 | 2,000 |
| | AL PROPERTY. | | | 17. AU | COLUMN A | | |
| | | a Guard | | | | | |
| The second | | A | rmor | | | <u> </u> | |
| Type Valu | ue Cost | C | overs | Not | | | |
| Thick winter coat -2 | | Gut | s, arms | Add | ls +4 to sur | vival rolls agains | st cold. |
| Boiled leather shirt -4 | 10.5 do | 5-5-7 X 2017 Y 2018 & CAU-9 X 2018 | s, arms | | CHAPTERS. | Stand - Aller | Contract C |
| Boiled leather pants -4 | | | legs | STATE: | | | |
| Motorcycle helmet | 250 | | noggin | and the | | 0 | |
| Kevlar vest 2 | 750 | (| Suts | | 1 versus ha | nd-to-hand atta | ¢ks. |
| Armored duster -4 | and a strate of the second | | ns, 50% leg | S | 18169 | CALL BROWN | |
| Infantry battlesuit Spec | ial 1100 | | arms, legs | | Kevlar in g | uts; -4 arms and | l legs. |

b. Can be made with an Onerous (7) trade: weaponsmithing roll. 2: General police model used before the Last War 3: General type used by the Northern Alliance. 4: General type used by the Southern Alliance. 5: One use only

Noggin

Infantry helmet

2

500

Shootin' Modifiers

Hit Location

Important Thangs

Hurtin'& Healin'

| Situation Firer is running Firer is mounted Firer is mounted Firer is mounded Target is moving fas Target size Called shots. Guts Legs, arms Heads, hands, feet Eyeball, heart Hip Shootin Off-Hand Attack Fannin' One-handed rifle Night, full moon, tw | Varies -2 -4 -6 -10 -2 -4 -2 -2 -2 -2 | 1d20 1-4 5-9 10 11-14 15-19 20 41 +2 +2 +2 | When fi Higher (fighti | uts uts e rs ck rol] raise ghting when ng) ank (when | Wind Light Heavy Serious Critical Maimed Suit Spad Hear | ts ionds | Stun/ Healin' Tr 3 5 7 9 11 13 13 k S S S S S S S S S S S S S S S S S S S |
|--|--|---|--|---|--|---|--|
| Night, half moon Night, quarter moon Blindness, total dark | | Page 12 | | Fightin' | Weapons | | |
| | | | | Defensive | | | |
| Aptitude A Bluff S Overawe Ridicule Raises 1 L 2 D | Dpposed orutinize Guts Ridicule Effect Janerved Distracted Broken | Weapon Brass knu Small club Big club Knufe Big knife Machete Sword Bayonet Spear Hand ax Battle-ax Great ax Mini-chair | ckles 5 | Bonus +1 +1 +1 +1 +1 +1 +2 +1 +3 +1 +1 +1 +1 +1 +1 | Speed 1 2 1 1 1 1 1 1 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 | Damage STR+ld4 STR+ld4 STR+ld6 STR+ld6 STR+2d6 STR+2d6 STR+2d6 STR+2d6 STR+2d6 STR+2d6 STR+2d8 STR+2d8 STR+2d8 | Cost 20 5 10 25 75 100 75 25 75 100 200 400 |
| Rounds | | Fa | ite & Dai | nage | Shota | tuns & Sca | itterguns |
| Loaded 2 3 Clip Spare cylinder | TN 9 11 5 5 | Chip White | Wounds Negated Up to 1 Up to 2 Up to 3 | Wind Regained 5 10 15 | Ran Toucl I-li II-2 21-: | າໂກຊ 0 20 30 | Damage 6d6 5d6 4d6 3d6 |
| Quick Dr. | aw | Uluc | killed At | tomnts | 31- | F. | 2d6 |
| Task Draw Cock | TN 5 5 | Condit Related | ion | Modifier -4 | | | Ŷ |

Unskilled

Draw & cock 7

Terror

Dice Description TN

- A description of something strange: A nasty wound. 1d6
- Something slightly strange. A dead body. A 2d6. fresh Harrowed.
 - A bizarre creature like a croaker. A gruesome corpse.
- 4d6 A supernatural creature like a walkin dead. a blast shadow, or a night terror. A mutilated corpse. 1
 - A unique and overwhelming horror like a 5d6 bloodwolf or a lurker. A scene of mass carnage.
 - creature that defies imagination. Grisly carnage that serves some arcane and evil purpose "man was not meant to" know"

Fear Level Effects

Level Effects None.

0

5

6

- -1 to guts checks.
- 2 to guts checks.
- -3 to guts checks.
 - -4 to guts checks. The Marshal draws a Fate Chip when One-Eyed Jacks are dealt from his Action Deck.
- -5 to guts checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck.
- -6 to guts checks. The Marshal draws a Fate Chip when One-Eyed Jacks or Suicide Kings are dealt from his Action Deck. The fearmonger draws an extra card from his
- Action Deck every round.

Scart

Terrible Thangs

Roll Effect

- Uneasy: The character stares slackjawed at the -3 grisly scene. For her hesitation, she loses her next Action Card.
- 4-6 Queasy: The victim stares in horror at the scene He loses his next Action Card and subtracts -2 from any Trait or Aptitude rolls made this round.
- 7-9 The Willies: The character staggers back in horror, missing his actions for the round. He tosses in all his Action Cards, including any up his sleeve. He takes 1d6 Wind, and his actions are at -2 until he makes a guts check (try once per action).
- 10-12 The Heebie-Jeebies: The character turns white as a ghost and loses his entire turn and 1d6 Wind. All actions are at -2 for the rest of the encounter.
- 13-15 Weak in the Knees: The victim loses 1d6 Wind. At grotesque scenes, he loses his lunch and staggers away. At terrible scenes, he puts his tail between his legs and gets the Hell out of Dodge. In either case, he's ineffectual until he makes the guts check that caused this result (which he can try on any action). Then he's -2 until the encounter is over or he pays a white Fate chip.
- 16-18 Dead Faint: The victim takes 3d6 Wind. If reduced to 0 or less, he faints dead away. Chips can be spent to reduce the Wind normally. A victim with faith must make an Onerous (7) *faith* roll. It she fails, the horror causes her to permanently lose one level of faith.

- 19-21 Minor Phobia: The victim goes weak in the knees and gains a minor phobia (a 2-point loco Hindrance) from the event. When affected by the object of this irrational fear, she suffers a penalty of -2 to all actions.
- 22-24 Major Phobia: The victim goes weak in the knees and gains a major phobia (a 5-point loco Hindrance) from the event. This is the same as above, but the penalty is -4, and the victim must make a Hard (9) guts check to directly affect the object of fear.
- 25-27 Corporeal Alteration: The victim gains a minor phobia and suffers a physical defect such as a streak of white hair or being restricted to never speaking louder than a whisper. He may never be the same.
- 28-30 "The Shakes": The survivor gets a major phobia and must make a Hard (9) Spirit roll or, permanently reduce her Definess by -1 step. If the roll is made, her Definess is only reduced for 1d6 days.
- 31-35 Heart Attack: The poor sap's heart skips a beat. He must make a Hard (9) Vigor roll. If made, he suffers 3d6 Wind and gains a major phobia. If failed, he suffers 3d6 Wind, and his Vigor is permanently reduced by one. He must make a second Hard (9) Vigor roll. If failed, he has a heart attack and dies unless saved by an Incredible (II) medicine roll within 2d6 rounds. If his Vigor ever falls below 4, he kicks the bucket anyhow.
 - 36 Corporeal Aging: The character suffers a heart attack and automatically ages one year.

Shootin' Modifiers

Hit Location

Important Thangs

Hurtin'& Healin'

Wound Modifier Healin' TN

Wind

Stun/

| Situation Firer is running Firer is mounted Firer is wounded Target is hidden Target is moving Target size Called shots: Guts Legs, arms Heads, hands, | -1 to -5 -4 to -8 fast -4 Varies -2 -4 feet -6 | 11-14 15-19 20 +1 +2 | Location Legs Lower Guts Gizzards Arms Upper Guts Noggin Modifiers Per attack roll raise When fighting Higher (when |
|--|--|--|---|
| Eveball, heart Hip Shootin' Off-Hand Attack Fannin' One-handed rifle Night, full moon, Night, half moon Night, quarter mo Blindness, total o | twilight -2 -4 oon -6 | +2 m +2 * | fighting) Point-blank (when shooting) Fightin |
| Tests | o' Will | Weapon Brass knuc | Defensive Bonus |
| Test Aptitude Bluff Overawe Ridicule | Opposed Aptitude Scrutinize Guts Ridicule | Small club Big club Knife Big knife Machete Sword | NETWORKS AND CONTRACTOR AND A DATE OF A DESCRIPTION OF A DESCRIPANTO OF A DESCRIPTION OF A DESCRIPTION OF A |
| Raises | Effect Unnerved Distracted | Bayonet Spear | +1 +1 +3 |

Distracted

5

.7

Broken

Speed-Load

2

3

Cock

Draw & cock

| Rounds | |
|----------------|------------|
| Loaded | TN |
| 2 | 9 |
| | 11 |
| Clip | 5 |
| Spare cylinder | 5 |
| | A ST AND A |
| Quick D | raw |
| Task | TN |
| Draw | 5 |

| Weapon Brass knuckles Small club Big club Knife Big knife Machete Sword Bayonet | | Defensive Bonus +1 +1 +1 +1 +1 +1 +2 +1 | Speed 1 2 1 1 1 1 1 1 1 1 1 1 | Damage STR+1d4 STR+1d4 STR+1d6 STR+1d6 STR+1d6 STR+2d6 STR+2d8 STR+2d6 | Cost 20 5 10 25 75 100 75 |
|---|--|--|---|--|--|
| Spear Hand ax Battle-ax Great ax Mini-chainsaw | | 143 +1 +1 +1 +1 +1 | 1 1 2 2 1 | STR+2d6 STR+2d6 STR+2d8 STR+2d10 STR+2d8 | 25 75 100 200 400 |
| | Fate & Dan | lage | Shot | guns & Sca | ittergun |
| Chip White Red Blue | Wounds Negated Up to 1 Up to 2 Up to 3 | Wind Regaine 5 10 15 | d Touc - I - 2 - | nge hing 10 20 30 | Damage 6d6 5d6 4d6 3d6 2d6 |

Unskilled Attempts

Modifier Condition Related skill Unskilled

| Light | -1 | 5 |
|----------------|---------|----------------------|
| Heavy | -2 | 7 |
| Serious | -3 | 9 |
| Critical | -4 | 11 |
| Maimed | -5 | 13 |
| Suit Spades | Suit Ra | Rank First |
| Hearts | | Secon |
| Diamonds | | Third |
| Clubs | | Fourtl |
| lastra | | |

Fightin' Weapons

| Speed | Damage | Cost |
|--------------|----------|------|
| 1 | STR+1d4 | 20 |
| 1.2 | STR+ld4 | |
| 2 | STR+ld6 | 5 |
| 1 | STR+ld4 | 10 |
| 1 | STR+Id6 | 25 |
| 金融计1 读生生 | STR+2d6 | 75 |
| No. Past | STR+2d8 | 100 |
| | STR+2d6 | 75 |
| -1° | STR+2d6 | 25 |
| 1 | STR+2d6 | 75 |
| 2 | STR+2d8 | 100 |
| 2 | STR+2d10 | 200 |
| | STR+2d8 | 400 |

Scatterguns

| Range | Damage |
|--------------|--------|
| Touching | 6d6 |
| - 1-10 | 5d6 |
| 11-20 | 4d6 |
| 21-30 | 3d6 |
| 31+ | 2d6 |
| | 101 |
| 推动 的图 | |