

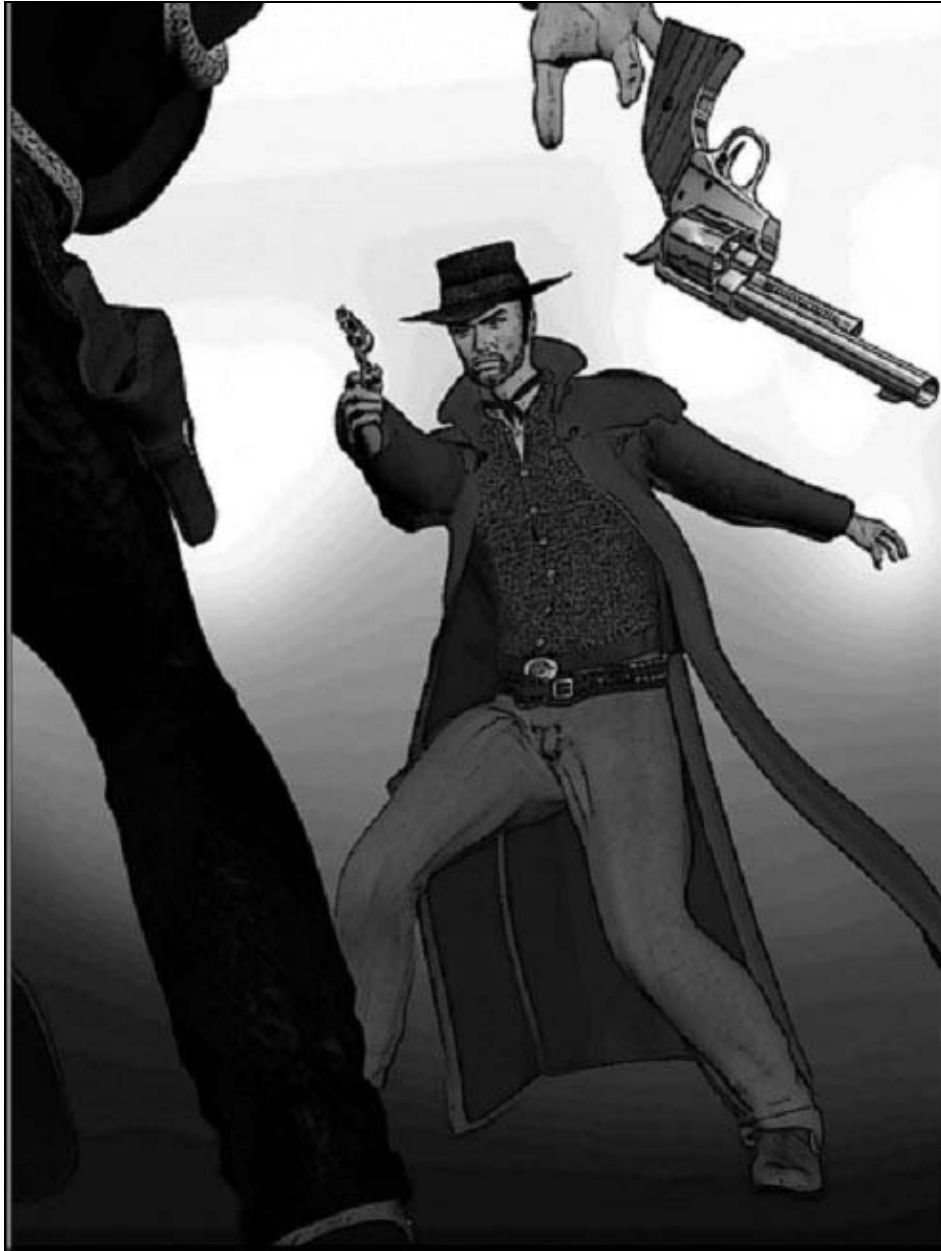


SIX GUN SOUND

BLAZE OF GLORY

SIX GUN SOUND

BLAZE OF GLORY



WRITTEN BY BOB MINADEO & ED TEIXEIRA
ARTWORK BY TONY YATES
COVER BY PAUL KIME

Six Gun Sound: Blaze of Glory

INTRODUCTION 1

THE LEAST YOU NEED TO KNOW	1
NOTE ABOUT THE RULES	1
"YEAH, BUT WHAT ABOUT ALL THE TABLES	1
GETTING STARTED: WHERE TO FIND	
FIGURES AND STUFF	2
EQUIPMENT REQUIRED	2
DICE	2
SCALE AND BASING	2
QUALIFYING FOR FLANK OR REAR	2

THE BASICS: RULES OF PLAY 3

RECRUITING YOUR GROUP	3
PROFESSIONS	3
VETERAN	4
REPUTATION	4
TOUGHNESS	4
SAND	5
WEAPONS	5
RANGED WEAPONS	5
TYPES OF RANGED WEAPONS	5
AMMUNITION SUPPLY	6
FUMBLING FOR CARTRIDGES	
OR RELOADING	6
REPLENISHING AMMO	7
HAND-TO-HAND WEAPONS	7
ORGANIZING YOUR OUTFIT	7
OUTFIT LEADERS	7
GROUP LEADERS	7
GETTING STARTED	8
WHAT THE HECK IS GOING ON	8
TURN SEQUENCE	8
ACTIONS	9
MOVEMENT	9
NORMAL MOVEMENT	9
MOVING FAST	9
GOING PRONE	10
FIRE AND MOVE	10
GETTING IN AND OUT OF VEHICLES	10
MOVEMENT AND WEAPON USAGE	10
REACTION CHECKS	10
HOW TO CHECK REACTION	10
TYPE OF REACTION CHECKS	10
IN SIGHT OR HIDDEN	10
GOT A SHOT CHECK	10
BEEN SHOT AT CHECK	11
REACTION FIRE OR NOT	11
WANTING TO CHARGE CHECK	11
BEING CHARGED CHECK	11
KEEP FIGHTIN' TEST	12
COMIN' BACK CHECK	12
REACTION FORCED ACTIONS	12
FIRE	12

DUCK BACK	12
RUNAWAY	12

SHOOTIN' 12

LINE OF SIGHT	12
RANGES	13
RESOLVING FIRE	13
FIRING TWO WEAPONS AT ONCE	13
SHOOTING A WEAPON	13
TARGET SELECTION	13
SHOOTIN' TABLE	13
DETERMINING DAMAGE	14
SHOOTIN' DAMAGE TABLE	14
"I'M HIT!"	15
DEALING WITH COVER	15
TYPES OF COVER	15
TARGET BEHIND COVER TABLE	15
DANGERS OF OBSCURING COVER	16
COVER AND SHOOTING EXAMPLE	16

THE DRAW 17

FLINCH CHECK	17
GOT THE DROP CHECK	17
"LET'S DANCE" DRAW EXAMPLE	17
DRAW TABLE	18

FIGHTIN' OR MELEE 18

FIGHTIN' TABLE	19
OUT OF FIGHT	19
AUTO-KILL OR CAPTURE	19

BATTLEFIELD CASUALTIES 19

MOVING CASUALTIES	19
-------------------	----

AFTER THE BATTLE 20

PHYSICAL RECOVERY TEST	20
MENTAL RECOVERY TEST	20

BUILDINGS AND THE LIKE 20

ENTERING AND EXITING BUILDINGS	20
MOVEMENT INSIDE BUILDINGS	20
AREAS	20
DESTROYING BUILDINGS	20
ATTACKING A BUILDING WITH FIRE	21
STARTING A FIRE	21
WIND DIRECTION	21

HORSES AND MULES 22

MOUNTS AND PACK ANIMALS	22
GENERATING MOUNT QUALITY	22
TETHERED HORSES	22
MOVEMENT DISTANCES	23
HORSEMANSHIP RATINGS	23
HORSEMANSHIP TEST	23
MOUNTING AND DISMOUNTING	23
MOUNT AND DISMOUNT UNDER FIRE	23
RIDING	23
MOVING FAST	24
ROUGH GOING	24
STAY MOUNTED TEST	24
RIDER THROWN TEST	24

Six Gun Sound: Blaze of Glory

HOLDING MOUNTS	25
TWO RIDERS	25
MELEE	25
WHEN SHOOTING	25
MOUNTED FIGURES AS TARGETS	25
MOUNT TESTS AND CHECKS	25
LOOSE OR TIED	26
TRAINING, GUNFIRE, OR SCARY MEN	26

WAGONS, STAGES, AND THE LIKE	26
GENERATING TEAM QUALITY	26
MOVEMENT DISTANCES	27
DRIVER RATINGS	27
DRIVERS TEST	27
HITCHING/UNHITCHING THE TEAM	27
DRIVING	27
URNS	28
WRECKING A VEHICLE	28
FAST MOVING	28
ROUGH GOING	28
LOSING CONTROL TABLE	28
PASSENGER THROWN TABLE	29
TRAMPLING PEOPLE	29
HOLDING TEAMS	29
FIRING AT OR FROM A MOVING VEHICLE	29
PASSENGERS AND TEAMS AS TARGETS	29
TEM TESTS AND CHECKS FOR BEING SHOT	29
DRIVER DISABLED	30

CHALLENGES	30
DEFINING A TASK	30
IS IT OPPOSED OR UNOPPOSED	30
TASK DIFFICULTY	30
COMPLETING AN UNOPPOSED TASK	31
COMPLETING AN OPPOSED TASK	31
FACING THE CONSEQUENCES	31

SETTING UP THE TABLE	32
HOW DO YOU WIN?	32

PUTTING CHARACTER INTO YOUR CHARACTERS	32
---	-----------

STARS AND HANDS	32
PLAYER ADVANTAGES	32
LARGER THAN LIFE	32
CHEATING DEATH	32
FREE WILL	32

ATTRIBUTES AND SKILLS	33
------------------------------	-----------

ENCOUNTERS	34
MOUNTS	34
GUNFIGHT (GF)	34
ROBBERY (R)	36
POSSE (P)	38
CAPTURE (C0	40
JAIL BREAK (JB)	41
CATTLE DRIVE (CD)	42

CATTLE RUSTLING (CR)	42
RANGE WAR (RW)	43
INDIANS (IN)	43
HOLD UP (HU)	45
PRISONER TRANSPORT (PT)	47

CAMPAIGN GAME	48
----------------------	-----------

GETTING STARTED	48
CHOOSE A PROFESSION	48
GENERATE YOUR STAR	48
LIFE AND TABLES TABLE	49
CHANGING YOUR PROFESSION	49
WHY CAN'T MY COWBOY	
BE A MOUNTAIN MAN?	49
ANY FIGHTIN' BROTHERS?	49
THEY CAN HAVE BROTHERS TOO	50
RECRUITING YOUR STAR'S OUTFIT	50

PASSAGE OF TIME DURING THE CAMPAIGN	50
MOVEMENT AND THE TRAVEL MAP	50

LOCALES	51
SETTLEMENT LEVELS	51
SETTLEMENT LEVELS IN 1875	51
THE ADVANCE OF CIVILIZATION	51
STAKING A CLAIM	52
LYING LOW	52
TEST FOR ENCOUNTERS	52
PLAY THE ENCOUNTER	52

RECOVERY	52
RECOVERY	52
RUNAWAYS	52
WOUNDS & OUT OF THE FIGHT	53
IS THE DOC IN?	53

HE WAS OUR COMRADE ALTHOUGH HE DONE WRONG	54
--	-----------

ABANDONMENT AND CAPTURE TRIAL AND PUNISHMENT	55
	54

IMPROVING REP	55
REP 7 AND HIGHER	56
ALTERNATE EXPERIENCE METHOD	56

RECRUITING NEW HANDS	56
-----------------------------	-----------

SIMPLE CAMPAIGN	57
------------------------	-----------

TERRAIN ON THE TRAIL	57
TERRAIN FEATURES AND SCENERY	57
TERRAIN IN SETTLEMENTS	57
DETERMINING SETTLEMENT SIZE	58
DETERMINING THE SETTLEMENT LAYOUT	58
BUILDINGS	58

RANDOM LOCALE SELECTION	59
--------------------------------	-----------

Six Gun Sound: Blaze of Glory

SIX GUN SOUND TRAVEL MAP 60

PROFESSION CAMPAIGN GAMES 61

SPECIAL RULES FOR ALL PROFESSION CAMPAIGNS 61

APPROACHES TO THW CAMPAIGNS 61
THEY'RE OVER HERE & HERE THEY COME! 61
THEY'RE OVER HERE! 62
DETERMINING THEIR
STATE OF AWARENESS 62
THERE'RE EVEN MORE OF THEM! 62
HERE THEY COME! 63
DETERMINING YOUR
STATE OF AWARENESS 63
HERE THEY COME 63
WHO GETS CONTACTED 63
DRAWN TO THE SOUND OF GUNFIRE 63

COWBOY CAMPAIGN 64

GETTING STARTED 65

DRIFTING PUNCHER 64
TRAIL BOSS 64
HIRING OUT 64
RANCHER 64

CATTLE POINTS AND LUCRE 65

ROUND UP 65
RUSTLING THE HERDS 65

ACQUIRING CATTLE 65
BUY THEM 65

MAVERICKING 65

RUSTLING 66
SELL CATTLE 66

CATTLE DRIVES 66
HOW BIG IS THE HERD? 66
DETERMINE THE ROUTE 66
RECRUIT A TRAIL OUTFIT 66
PLAY A CATTLE DRIVE ENCOUNTER 66
CALAMITY 67
SET BACK 67
RUSTLING FROM THE DRIVE 67
REPLACING LOSSES 67
ALL CP LOST ALONG THE WAY 67
END OF THE TRAIL 67

FREE GRAZING 68

AT THE RANCH 68
PUNCHING 68
UPKEEP, RIDING FOR THE BRAND, AND
BANKERS! 68

WHAT DO YOU MEAN YOU AIN'T GOT THE
MONEY? 68
SHORT CP? 69
SHORT HANDED? 69
PROTECTING YOUR LP 69

AT THE RANCH ENCOUNTERS 69

EXTENDED COWBOY EXAMPLE 70

GUNFIGHTER CAMPAIGN 71

GETTING STARTED 71
FINDING WORK 71
HELP WANTED RESULTS 72
DRIFTING 72
EXTENDED GUNFIGHTER EXAMPLE 72

MARSHAL CAMPAIGN 73

GETTING STARTED 73
ENCOUNTERS 73
EXTENDED MARSHAL EXAMPLE 73

OUTLAW CAMPAIGN 74

GETTING STARTED 74
THE BASICS 74
OUTLAW ENCOUNTERS 74
YOUR CHOICE 75
FORCES 75
SPECIAL RULES FOR
OUTLAW ENCOUNTERS 75
LUCRE POINTS – THE TAKE 75
POSSES AND PURSUIT 75
TAKE THE MONEY AND RUN 75

WANTED! 75
LAWDAWG ENCOUNTERS 75
YOUR HIDE 76

YOUR OUTFIT OR GANG 76
RECRUITMENT 76
OUTFIT SIZE AND REP 76
LUCRE POINTS – THE PAYOUT 76
LOYALTY 76
WHAT HAPPENS NOW? 77
CLOSE KNIT OR HARD GANG 77
ONE MORE THING ABOUT LP 77
EXTENDED OUTLAW EXAMPLE 77

RANGER CAMPAIGN 78

GETTING STARTED 79
HOME LOCALE 79
RANGER ASSIGNMENTS 79
RANGER SERGEANT OR PRIVATE 79
NPC RANGERS AND THE DANGEROUS
FRONTIER 78

Six Gun Sound: Blaze of Glory

RANGER CAPTAIN	78
STAFFING	78
HELP FROM THE LOCALES	78
ALL NPC ENCOUNTERS	79
RANGING	79
FRONTIER WARFARE	79
LEADERSHIP	79
ASSIGNING RANGERS	79
RANGER EQUIVALENTS	79

RECRUITING REPLACEMENTS	79
EXTENDED RANGER EXAMPLE	80

SHERIFF CAMPAIGN 81

GETTING STARTED	81
SHERIFF ENCOUNTERS	81

HURRAHING THE TOWN	81
STREET BRAWL	82
KEEPING THE PEACE	
REPLACING DEPUTIES	82
REELECTION OR REAPPOINTMENT	82
COMMUNITY GOOD WILL	82
EXTENDED SHERIFF EXAMPLE	82

BIBLIOGRAPHY	83
---------------------	-----------

SIX GUN SOUND OUTFIT DIARY 85

NPC TABLES 86

JUST PASSING THROUGH TABLE	90
RANDOM NPC SELECTION TABLE	90
RANDOM STAR PROFESSION TABLE	90

QRS 91

QRS –COMBAT 1	91
QRS – COMBAT 2	92
QRS – MOVEMENT AND MOUNTED 1	93
QRS – MOUNTED 2	94
QRS – VEHICLE 1	95
QRS – VEHICLE 2 AND TASK CHECKS	96
QRS – BUFFALO HUNTER	97
QRS – MOUNTAIN MAN	97
QRS – COWBOY	98
QRS – BOUNTY HUNTER	99
QRS – MARSHAL	99
QRS - GUNFIGHTER	99
QRS – PROSPECTOR	100
QRS – HOMESTEADER	100
QRS – OUTLAW	101
QRS – RANGER	101
QRS – DEPUTY	102
QRS – SHERIFF	102
QRS – GAMBLER	103
QRS – GREENHORN	103
QRS – TOWNSFOLK	103

QRS – SOUTH WESTERN WARRIOR	104
QRS – NORTH WESTERN WARRIOR	105
QRS – PLAINS WARRIOR	106

DEDICATIONS

"Dedicated to my Darling Wife and Children." – Bob
 "To Antonya for providing a reason" – Ed

SPECIAL THANKS TO THE "GODFATHERS"

- Geo "Technomancer" Gibson
- "Hannuman the Monkey-God"
- Ken Hafer
- Ronald "Baddawg" Strickland

ALSO THANKS TO:

- Tony Yates – For the incomparable artwork
- Garren Allard for painting those cowboys so dang nice.
- And the THW Yahoo Group – thanks folks!

Six Gun Sound: Blaze of Glory

TABLE INDEX

Here's a quick and easy way to find something in Six Gun Sound. Just look up the topic and it will take you to the table that's where you want to go!

CAMPAIGN - PROFESSION

COWBOY CAMPAIGN	64
MAVERICKING	65
RUSTLING – HEY I KNOW THOSE BOYS	66
CATTLE DRIVE – HOW FAR WE GOING	66
TRAIL DRIVE ENCOUNTERS	67
ON THE TRAIL RECRUITMENT	67
BOTTOM LINE	68
COWBOY DRIFTING TABLE	68
UPKEEP - I NEED MORE TIME	69
AT THE RANCH ENCOUNTERS	69
RANGE WAR ENCOUNTERS	70

GUNFIGHTER CAMPAIGN	71
HELP WANTED	71
OPPORTUNITY	71
GUNFIGHTER DRIFTING TABLE	71

MARSHAL ENCOUNTER	73
MARSHAL ENCOUNTERS	73

OUTLAW CAMPAIGN	74
LOOKING FOR LOOT	74
OUTLAW ENCOUNTERS	74
EXPRESS AGENT TEST	74
PURSUIT TEST	75
LONG ARM OF THE LAW TEST	76
LAWDAWG ENCOUNTERS	76
JOIN UP TABLE	76
NO MONEY - SO THAT'S HOW IT IS TEST	77

RANGER CAMPAIGN	78
RANGER ENCOUNTERS	79
RANGER REPLACEMENT TABLE	80
RANGER RECRUITMENT TABLE	80

SHERIFF CAMPAIGN	81
SHERIFF ENCOUNTERS	81
COME ALONG PEACEFULLY	82
COMMUNITY GOOD WILL	82
ELECTION TABLE	82

CHALLENGES

UNOPPOSED TASK TABLE	31
OPPOSED TASK TABLE	31

CHARACTERS

ATTRIBUTES AND SKILLS	33
LIFE AND TIMES TABLE	49
JOIN UP TABLE	56
REP ADVANCEMENT TABLE	56
NPC TABLES	87
BOUNTY HUNTER	87
BUFFALO HUNTER	87
COWBOY	87
DEPUTY	87
GAMBLER	87
GREENHORN	87
GUNFIGHTER	88
HOMESTEADER	88
MARSHAL	88
MOUNTAIN MAN	88
OUTLAW	88
PROSPECTOR	88
RANGER	89
SHERIFF	89
TOWNSFOLK	89
WARRIOR	89
JUST PASSING THROUGH	90
RANDOM NPC SELECTION	90
RANDOM START PROFESSION	90

DAMAGE AND WOUNDS

RECOVERIN' FROM I'M HIT	15
AFTER THE BATTLE RECOVERY – PHYS	20
AFTER THE BATTLE RECOVERY – MENTAL	20
RUNAWAY RECOVERY TABLE	53
WOUNDS & OUT OF THE FIGHT RECOVERY	53
DOC IS AVAILABLE ON	53
DETERMINE DOC'S SKILL LEVEL	53
DOCTORIN' TABLE	53

DRAW

FLINCH CHECK	17
GOT THE DROP	17
DRAW	18

ENCOUNTERS **34**

ENCOUNTER TABLE	52
SIMPLE CAMPAIGN ENCOUNTERS	57

GUNFIGHT (GF)	34
HOW MANY OF THEM TABLE (GF)	35
GUNFIGHT OPPONENTS (GF)	35
STANDUP FIGHT TABLE (GF)	35

ROBBERY (R)	36
HOW MANY OF THEM TABLE (R)	36

POSSE (P)	38
HOW MANY OF THEM TABLE (P)	38
PURSUIT GRID (P)	38
CHASE (P)	39
HORSEMANSHIP TEST (P)	39

Six Gun Sound: Blaze of Glory

CATTLE RUSTLING (CR)	42
HOW MANY OF THEM TABLE (CR)	42

RANGE WAR (RW)	43
RANGE WAR ENCOUNTER (RW)	43

INDIANS (IN)	44
HOW MANY OF THEM TABLE (IN)	44
TALK THE TALK (IN)	44

HOLD UP (HU)	45
HOW MANY OF THEM TABLE (HU)	46
HOLD UP TABLE	46

PRISONER TRANSPORT (PT)	47
HOW MANY OF THEM TABLE (PT)	47
PRISONER TRANSPORT TABLE (PT)	47

<u>FIGHTIN'</u>	
FIGHTIN' TABLE	19

<u>FIRES</u>	
STARTING A FIRE	21
WIND DIRECTION	21

<u>HORSES AND MULES</u>	
MOUNT QUALITY TABLE	22
HORSEMANSHIP TABLE MOUNTS	23
MOUNTING UP UNDER FIRE	23
DISMOUNTING UNDER FIRE	23
MOUNT MOVING FAST	24
MOUNTED CHALLENGE TABLE	24
MOUNTED ROUGH GOING TABLE	24
STAY MOUNTED TEST	24
RIDER THROWN	24
THEY SHOT MY HORSE TABLE	25
SKITTISH TABLE	26

<u>LOCALES</u>	
SETTLEMENT LEVELS IN 1875	51
SIZE OF SETTLEMENT	58
BUILDING SIZES	59
RANDOM LOCALE SELECTION	59

<u>MOVEMENT</u>	
MOVING FAST ON FOOT	9

<u>REACTION TESTS</u>	
GOT A SHOT	11
BEEN SHOT AT	11
WANTING TO CHARGE	11
BEING CHARGED	11
KEEP FIGHTIN' CHECK	12
COMIN' BACK	12

<u>RESCUE & CAPTURE</u>	
RESCUE OF INJURED COMRADES	54
MOUNTED RESCUE	54
CAPTURED TEST	55
TRIAL AND PUNISHMENT	55

<u>SET UP FIGURES</u>	
THEY'RE OVER HERE TABLE	62
ENEMY STATE OF AWARENESS	62
HERE COME THE REST	62
OUR SIDE STATE OF AWARENESS	63
ENEMY CONTACT TABLE	63
MARCH TO THE GUNS TABLE	64

<u>SHOOTIN'</u>	
SHOOTIN' TABLE	13
SHOOTIN' DAMAGE TABLE	14
TARGET BEHIND COVER TABLE	15

<u>WAGONS AND STAGES</u>	
TEAM QUALITY TABLE	27
DRIVERS TEST	27
VEHICLE FAST MOVING TABLE	28
DRIVER CHALLENGE TABLE	28
VEHICLE ROUGH GOING TABLE	28
VEHICLE LOSING CONTROL TABLE	28
PASSENGER THROWN	29
TRAMPLE TABLE	29
THEY SHOT ONE OF THE HORSES	29

<u>WEAPONS</u>	
WEAPONS TABLE	5

Six Gun Sound: Blaze of Glory

INTRODUCTION

Six men slowly ride into town. Sure, they're coming in by "ones" and "twos" but something ain't right. You watch as four of them hitch their horses up along Main Street. Yeah, they're far apart from each other but too close for coincidence. Two tall lean men in "dusters" walk into the bank and you can't help but thinking that they're wearing the wrong clothes for the Santa Fe summer. Just when you decide to head back to the office to get your scatter-gun, Mrs. Diggs runs from the bank screaming and looking directly at you. "Sheriff! They're robbing the bank!" This is what you signed up for, what you swore with an oath to uphold.

This is the world of "Six Gun Sound: Blaze of Glory".

Two years ago we put our necks out on the line and said that All Things Zombie wasn't just another zombie game but that it was "THE" zombie game. Well one **Origins Award for Best Miniatures Game of 2005** and a ton of sales proved it.

Well our necks are out there again! Six Gun Sound is THE cowboy game. Why?

Because Six Gun Sound *puts* you into the Wild West of 1875 to 1885. Why did we pick that ten year period? Well it covers the Lincoln County War, the unpleasantness in Tombstone. The Demise of the James/Younger Gang, the gold fever in the Black Hills that led to the Great Sioux War of 76 as well as the founding of Deadwood, lots of Apache trouble, the Nez Perce, the flight of the Cheyenne from Indian Territory...and a bunch of other stuff.

We're talking Billy the Kid, Pat Garrett, Wyatt Earp, Doc Holiday, Custer's Last Stand, Geronimo, and Wild Bill Hickok to name a few. This is the time period that made the Wild West wild and burned it into the hearts and minds of every kid growing up. Except in Six Gun Sound we dig deeper into it to let you "live" the time period. How so?

You choose what you want to be. Marshal, Outlaw, Ranger, there's up to six *different* professions. So different that each one has a unique Encounter system that allows you fight the battles that these Gunfighters, Cowboys, and others would fight. What's the "Encounter" system? It's what tells you who, what, and when you're going to meet when it's fighting time. Now add this to the "Campaign" system and *you're not just gaming the Wild West, you're living it!*

With the "Campaign" system you can travel all across the US and into Canada or Old Mexico if you like. *We're talking about 22 different areas that you can travel through.* Each one is rated by how "civilized" it is...or not. For example, so when you go through Indian Territory expect to find...you guessed it, Indians. All the work of dreaming up your next bank robbery, gunfight, cattle drive and many other encounters are already done. We've done all the

work, we've built and populated your world, and all you have to do is enjoy and play the game!

Raise a posse, recruit a gang, or hire some cowpokes. It's all there but here's a word of caution. If you're looking for total control over your gang of outlaws or cowboys, then Six Gun Sound isn't for you. Six Gun Sound is more...dare we say it, *realistic*. Treat your boys well and they'll be your best friends. Treat them badly and they just may cut out on you when you need them most. But it's your story and only you can write the ending.

So sit back, give the rules a quick read, then try out a simple game. We know once you've started you'll realize that you've opened the door to hours of fun. That's because Six Gun Sound is a game that you can play over and over because no two games are ever alike!

So like they told Wild Bill when he asked, "Hey, what's that noise?" ...

"JUST PLAY THE GAME!"

THE LEAST YOU NEED TO KNOW

Near the end of most sections will be a box called "The Least You Need To Know". This summarizes each section to assist you with getting into the game.

NOTE ABOUT THE RULES

Six Gun Sound is a simple set of rules when it comes to the mechanics. You will find that after a few games you will rarely refer to the Quick Reference Sheets (QRS) included in the book.

However, it can be as detailed and as realistic as you want. Some of the rules are there to "flesh out" the characters while others are required for the mechanics. It is up to you to decide if you choose to delete any rules that you may not like. Because of this there are no "optional" rules. We have included all the rules, and recommend that you use them all, to provide the best Wild West game there is.

And in true THW fashion, feel free to make up house rules and interpretations as you see fit, reflecting what you believe it should be like. Remember, it's all about having fun!

"YEAH, BUT WHAT ABOUT ALL THE TABLES?"

Man, there sure are a lot of tables.

Yes there are but with good reason. You see, in Six Gun Sound we did all the work. We've designed the "who, what, where, and when" of your scenarios.

Six Gun Sound is a simple game. If all you want to do is play gunfights, you can. If you want to play a campaign, you can. If you want to start a career as an Outlaw robbing banks, stagecoaches, or even a trading post, you can.

Six Gun Sound: Blaze of Glory

With the tables in Six Gun Sound you can do it all and the best thing is that you will use *very few of them during the game*.

But if you *really* need to know what happened to the third passenger on the left in the covered wagon when it was swept away by the current in the Missouri River...well we got a table for it!

GETTING STARTED: WHERE TO FIND FIGURES AND STUFF

There are lots of figures out there in today's market. They range from 15mm metal to 54mm plastics that you find in the grocery store so finding figures should be easy. In fact, you may already have figures sitting in the closet (or workshop) that you have used for other rules. If not, you can either find them in gaming stores, at conventions, or online. The Miniatures Page (<http://theminaturespage.com/>) is a great way to find the web addresses of figure manufacturers.

Finding terrain can be handled the same way, or you can build things from scratch. We use Ebay as one source of terrain. This is a good way to find painted figures as well.

But perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there. The URL is:

<http://games.groups.yahoo.com/group/twohourwargames/>

EQUIPMENT REQUIRED

To play Six Gun Sound you will need the following items-

- Six or more six-sided dice (d6), *more is better. A few tests require two dice of different colors. Any colors will do so long as you can tell them apart. In the rest of the rules we call them red and white.*
- One ruler or measuring device, *more is better.*
- Any combination of metal, plastic, or paper figures in a consistent scale.
- A flat surface at least 3'x3' with 4'x4' ideal.
- Material to represent buildings and other terrain features.
- One option in the profession campaigns volume requires a standard deck of playing cards.

DICE

Six Gun Sound is played with six-sided dice or d6. The number of d6 used for shooting, testing reaction, moving fast, and more can be found in the upper left corner in the box of whatever action is being undertaken. *Example – When taking the **MOVE FAST TEST** you will find a "2" in the upper left corner telling you to use 2d6.*

Sometimes there will be a reference to "passing" dice. If the score on the individual die is equal to or less than the target number needed then the die is said to have "passed". *Example – The*

player has a Sand of 5. Taking a reaction test for example, this means that 5 is the target number to determine if you pass. On a roll of 5 or lower the die has passed. On a roll of 6 or higher it has not. During the game it is possible to pass 3, 2, 1, or 0 dice.

In other situations you may be called upon to add the die scores together. Either case will be spelled out for you as needed.

Sometimes you will see a notation such as "Federal (1-3) or private (4-6) Fort". In these cases roll 1d6 and compare the score to the numbers in parenthesis to make a selection. *For example in the above instance a roll of "2" would yield a Federal Fort.*

SCALE AND BASING

The easiest way to mount 25mm figures for Six Gun Sound is 1 figure on a 1" square base. If your figure is on a round base don't worry, it doesn't matter. Mounted figures should be based 1" wide and as deep as needed. Wagons and the like do not need to be mounted. If they are, use the smallest base necessary.

You should mount your figure so that it is facing one flat edge. This defines the figure's Front. The opposite base edge is the Rear and the other two sides are the Flanks. If using round bases just consider the actual figure and how it is facing to determine its front, flank, and rear.

Figures previously mounted for other rule systems will also work. You can also use figures in other scales such as 15mm or 54mm with little if any change in the distances used in the rules.

QUALIFYING FOR FLANK OR REAR

Being to a target's flank or rear, or shooting to a target's flank or rear, depends upon the physical location of the attacker.

To qualify as a flank attack the figure must be behind the front facing of the target.

To qualify as a rear attack the figure must be behind the rear facing of the target.

THE LEAST YOU NEED TO KNOW

- Six Gun Sound can be played with any figures from any manufacturer.
- Six Gun Sound is played with six sided dice.
- You will also need a measuring device.
- One figure equals one man, mount, or vehicle.
- Figures previously mounted for other rules can be used in Six Gun Sound.
- Figures should be mounted individually but as you desire.

Six Gun Sound: Blaze of Glory

THE BASICS: RULES OF PLAY

Let's start with the basic rules. These rules focus on the mechanics that you use to play the game. Grab a handful of figures and this is all you'll need to have a fun and entertaining game. So let's get started!

RECRUITING YOUR OUTFIT

In Six Gun Sound each player will have An "Outfit", a group of characters to play with. This can range from as few to as many as you want with five being a good number for beginning games. Each character is represented on the tabletop by a figure. From here on "character" and "figure" are used nigh on interchangeably.

The easiest way to generate your force is by rolling on the NPC tables at the rear of the book.

Here's more detail on what defines your characters in the Basic Game.

DEFINING FIGURES

There are six stats that define each figure in your outfit. They are:

- Profession
- Veteran
- Reputation
- Toughness
- Sand
- Weapon

Using figures toting weapons that match what each character carries in the game is recommended. Recommended, but not required.

PROFESSIONS

Walk down the street today and ask someone who they are, and chances are they'll tell you what they do for a living. The same held true back in the day so the first way we define our characters is by what they do for a living. In Six Gun Sound we have the following Professions.

- **Bounty Hunter** - A hunter of men, our Bounty Hunter tracks down those with a price on their head. For the Bounty Hunter, crime does pay, or at least other folk's crimes do. This profession also covers Detectives such as those working for Alan Pinkerton, and other man hunters outside the legal system.
- **Buffalo Hunter** - The late 1870's were the hay day of our Buffalo Hunter. A man with a good rifle, a wagon, and some skinnners, could make a

good, if odoriferous, living selling hides to feed the fashion needs of the East.

- **Cowboy** - Spending most of his days on the weather deck of a pony watching the south end of north bound beeves, our Cowboy is an icon of the American West. The work is hard, the pay is low, but riding for the Brand is a way of life few can match.
- **Deputy** - Often relegated to sidekick status in Western motion pictures, Deputy Sheriffs, Constables, and town Marshals fulfilled most of the duties carried out by today's Police Officers. Our Deputy might be considered a Sheriff in training. On the Job training at that.
- **Gambler** - "Knowing when to hold 'em, and when to fold 'em", is only part of the skill set required by a professional Gambler. Only a fool would try to make a living from gambling without enhancing his luck. Consequently our Gambler is often involved in incidents of a Sporting nature.
- **Greenhorn** - "Go West, young man and grow up with the country", wrote Indiana newspaperman John Soule, in 1851. Horace Greeley echoed the sentiment in his New York Tribune in 1861. Our Greenhorn is a young man from the East who has taken this advice to heart. Well equipped with the latest hardware and store bought cowboy duds, but sadly lacking the skills to match, the Greenhorn sets out to make a place for himself on the frontier.
- **Gunfighter** - Our Gunfighter is a man who lives by his skill with a gun. Often hired for fighting pay by a rancher with a dispute on his hands, the Gunfighter can also be found working both sides of the Law.
- **Homesteader** - Eking out a living growing crops is hard enough work as it is (literally busting the sod). Factor in the threat of bad men, cattle barons, and Indian raids and you can see why our Homesteader keeps his gun handy.
- **Marshal** - Our Marshal is one tough hombre. A gunfighter working for the law, the Marshal is likely to be a U.S. Deputy Marshal scouring the territories for fugitives, or a particularly skillful town Marshal or county Sheriff.
- **Mountain Man** - Although the day of the fur trapper has long since passed, some folks have come to prefer living beyond the settlements. Living free and self-reliant, our Mountain Man must nevertheless occasionally brave the settlements in search of flour and coffee.
- **Outlaw** - Preferring to live off the hard work of others, and lacking the social graces required of a politician, our Outlaw has decided to ride the "owl hoot trail".
- **Prospector** - Traveling the land panning for color, our Prospector has eschewed hearth and home in search of the big strike. Mining camps

Six Gun Sound: Blaze of Glory

are rightly known for their boisterous, lawless, nature, and a Prospector has to be lucky to strike it rich, and tough as old leather to stay that way.

- **Ranger** - While the Ranging tradition in America dates back to the earliest days of northeastern settlement, mention of Rangers in connection with the old west always brings the Texas Rangers to mind. These companies of "mounted gunmen" had just been reformed, having been abolished after Texas' occupation by Union forces in the late war. The late 1870s and early 80's were a time of transition as the focus of the Rangers shifted from frontier defense against native, and Mexican forces, and more towards law enforcement. Our Ranger may be a member of that august body, or a member of one of the many unofficial Territorial Ranger bodies that were formed in the wilder regions of the West.
- **Sheriff** - In the settlements, county Sheriffs were often the only Law around on a regular basis. Some towns had the liberty of electing a town Marshal and keeping a local constabulary. In a county seat, like Tombstone, AZ, it was possible to have both a county Sheriff and town Marshal at odds with one another. Our Sheriff is charged with keeping the peace in town and its environs. He's probably paid a low salary and makes most of his income from the fines he levies on "naer-do-wells".
- **Townsfolk** - The communities that sprang up on the Western frontier were peopled by folk of diverse backgrounds and leanings. Some towns would prosper, some merely endure, and some would wither on the vine. Our Townsfolk range from the young and infirm to veterans of the late unpleasantness in the East.
- **Warrior** - In many ways the late 1870's saw the end of Native American independence from US rule. The Comanche, Kiowa, and Cheyenne of the central and southern plains had recently suffered final defeat in the Red River War of 1874. The Northern Cheyenne and the Sioux would experience their seminal victory at the Little Big Horn in 1876, and gradually be worn down over the next decade. In the Northwest the Modoc War had just drawn to a close and the Nez Perce would soon embark on their epic, doomed, flight to Canada. In the southwest various bands of Apache under such leaders as Victorio, Mangas Colorado, and Geronimo would continue to strike fear in the hearts of settlers for some years to come, but never seriously challenged US domination of the area. Our Warrior is part of a band of defiant holdouts, which never submitted to US rule, or have found the Res' wanting and skipped out to live by the old ways.

More information on each Profession can be found on the **NPC TABLE** in the rear of the rules.

VETERAN

Six Gun Sound takes place between 1875 and 1885 and although the Civil War had ended ten years prior folks still considered themselves either Yankees or Rebels. Much of the male population at this time had fought for one side or the other and there would be a good chance of meeting someone who had previous military experience. These fellows would be considered "veterans". Most Professions have a chance of being a veteran and rolling 1d6 and scoring the target number listed reflects this. *Example – Someone choosing to be a Mountain Man would be a veteran if they rolled a "1" or "2".*

REPUTATION

"Reputation" represents a combination of training, skill, and experience in handling weapons and performing other physical tasks. Reputation comes into play during any shooting and fighting for example. There are a total of seven possible Reputations. Not all will be used in this book but all can be attained.

Reputation 7 – These are living legends and this status usually can only be reached after many successful Encounters.

Reputation 6 – These "heroes" are few and far between.

Reputation 5 - These characters have numerous successful encounters under their belts. Fear these men and women!

Reputation 4 - These are reliable types of some experience. Been around awhile and can handle themselves.

Reputation 3 – These are people of unknown quality who have seen little or no action. Need some help out in Wild West and are not good for going off on their own.

Reputation 2 - These are poor quality fellows with little motivation or desire for combat. These are the type of fellers that really shouldn't be alone in the West.

Reputation 1 – Usually reserved for the extremely old or young or those that are sick or infirm.

Use of the **NPC TABLE** in the rear of the rules will determine the Toughness of each character.

TOUGHNESS

"Toughness" represents a combination of physical condition blended with what can best be described as willpower or grit. Toughness comes into play in determining how a character recovers from physical damage. A number ranging from 2 to 5 represents a character's Toughness. In rare cases a

Six Gun Sound: Blaze of Glory

character may have a Toughness greater than 5 or lower than 2.

Use of the **NPC TABLE** in the rear of the rules will determine the Toughness of each character.

SAND

“Sand” represents how well a character can remain “cool under fire”, or endure other stressful situations. He may act the tough guy but when things heat up how well does he handle the stress? Sand comes into play when a reaction test is called for. A character’s Sand is generally represented by a number from 2 to 5. In rare cases a character may have Sand greater than 5 or lower than 2.

Use of the **NPC TABLE** in the rear of the rules will determine the Sand of each character.

WEAPONS

There are two basic ways to inflict damage in Six Gun Sound. The first way is through ranged weapons fire and the other is through hand-to-hand combat, or melee. Trust me on this. Hand to hand is considered to be a last resort even if you have a knife, tomahawk, or whatever.

Most characters are assumed to have a ranged weapon whether pistol, rifle, etc. Some characters such as townsfolk may not.

It is possible for a character to have more than one weapon. While it is possible to use two ranged weapons at the same time, these must be one-handed weapons such as pistols or derringers. Other firearms are considered to be “long arms” requiring both hands to use. Bows also require both hands. Here is a list of all the weapons available in Six Gun Sound.

WEAPONS TABLE	“E” RANGER	MAX RANGE	TARGETS
Derringer	1	6	1
Pistol	3	35	2
Repeating Carbine	6	300	2
Trapdoor Carbine or ML Carbine (1)	6	500	1
Trapdoor Rifle or ML Rifle (1)	6/12(2)	500	1
Buffalo Gun or ML Buffalo Gun (1)	6/12(2)	500	1
Scattergun (3)	3 (4)	25	3
Shotgun (3)	6 (4)	75	2
Smoothbore Carbine (1)	3	50	1
Bow	6	75	2
Tomahawk/Knife	1	6	1
Lance	x	x	1

- (1) Muzzle loaders must spend one turn of activation to reload before firing again.
- (2) Only Buffalo Hunters and Veterans can use the Effective Range of 12”.
- (3) Any figure with Rep of less than 4 counts Rep 4 when rolling to hit. In addition for each hit scored, roll two wound locations on the target figure, counting damage to both.

RANGED WEAPONS

Whether you’re firing a rifle, shooting a bow, or throwing a knife any weapon that inflicts damage from afar is considered to be a ranged weapon. Some ranged weapons will also do double duty as melee weapons.

Each ranged weapon is defined by four characteristics.

- **Type** – What they are whether pistol, shotgun, or rifle.
- **Effective Range** – The “effective range” or the range at which that the firer is deemed to have a “reasonable chance” of hitting the target. This is determined by multiplying the number for the weapon times the Reputation of the user.
*Example – A pistol has an effective range of 3. Doc Holiday is a Rep 6. So when Doc Holiday uses a pistol his effective range is 18”. When firing at effective range the shooter will use the **SHOOTIN’ TABLE**. Weapons that have an “x” in their effective column do not qualify as a ranged weapon.*
- **Maximum Range** – This is the farthest range that the weapon may be fired out to. When firing over effective and out to maximum range the shooter rolls 1d6. On any score other than “6” the shooter has missed. On a score of “6” he will immediately re-roll 1d6. If that score is equal or less than the Rep of the shooter then he has scored a hit upon the target. Any other result is a miss.
- **Targets** – In effect, the maximum number of d6 allowed when fired by the character. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the “spread” of the weapon.
Example – A shotgun with a Target of 3 may fire at up to three targets in a three-inch width. Each die rolled can be referred to as a “shot”.

TYPES OF RANGED WEAPONS

There are a wide variety of weapons that are used in Six Gun Sound. Don’t underestimate any of them as they all can make you “obviously dead”! They are:

Derringer

This weapon represents any number of hold out pistols. These weapons are easily concealed, generally of small caliber and sport limited, if any,

Six Gun Sound: Blaze of Glory

magazine capacity. Typically these are the weapon of choice for gamblers and dance hall girls.

Pistol

Six guns! This weapon represents any number of metal cartridge revolvers that saw use in the West. Five or six shot, single action or double, the revolving pistol is the handgun of choice.

Some folks didn't trust metal cartridge technology, or knew there'd be times when store bought ammunition was not available. These folks continued to use cap and ball revolvers well into the metal cartridge era.

As an option those NPC's carrying two pistols can be considered to be toting cap and ball revolvers. In game terms cap and ball revolvers may not be reloaded during an encounter. Carrying more than one assures the pistoleer that when his first gun is empty he'll have another to fall back on.

Repeating Carbine

Winchester and Henry are the most famous manufacturers of guns in this class. Lever action saddle guns with large magazine capacity; these were prized weapons on the frontier. To accommodate their generally light design and to maximize their magazine capacity these weapons fire pistol size cartridges. These rounds reduce both the repeating carbine's range and capacity for damage in comparison to true rifle cartridge weapons.

Trapdoor Carbine and Rifle

The Trapdoor Springfield was a breech loading conversion of the muzzle loading Springfield long arms of the American Civil War period. These single shot weapons were capable of good range and packed a wallop. This class of weapon covers other rifle cartridge single shot breech loading weapons as well.

Muzzle Loading (ML) Carbine and Rifle

Here we find the Springfields in their original muzzle loading form and other similar weapons. Out on the frontier folks couldn't always count on having a store nearby where replacement ammunition of the right make, and caliber, would be available. Nor could the services of a gunsmith be counted on to repair fiddly mechanisms. With this in mind many folks carried more easily maintained muzzle loaders and the more easily replenished stocks of powder and lead that these "obsolete" weapons required well into the 90's.

Buffalo Gun and Muzzle Loading (ML) Buffalo Gun

Famous models of this type of long arm are the Sharps Big 50, and Hawkins Plains Rifle respectively. These are large caliber, long range

firearms designed for hunting big game in the wide-open spaces of the Great Plains.

Scattergun and Shotgun

These weapons are among the most feared in the west. Sending out a cloud of shot with lethal effect, the shotgun/scattergun is the great equalizer, as no great skill with arms is required to hit your mark.

The shotgun is a long weapon that has a greater range than the scattergun. The scattergun is a cut down weapon that can be more easily concealed and handled.

Smoothbore Carbine

These are cut down muskets or special made horse guns popular among the plains warriors. Resourceful warriors had long ago perfected a system of reloading these weapons while mounted. While they won't hit much at range, they pack quite a punch for close in work.

Bow

The bows common among the warriors of the west varied considerably in quality, as did the arrows they loosed. While a skilled Bowman at close range might send a shaft clean thorough a buffalo, that same animal would still be able to run a few miles before it knew it was dead.

Boys were traditionally trained in the manufacture of bows and arrows from an early age. However the increasing availability and quality of firearms led to a marked decrease in use of the bow throughout our period.

AMMUNITION SUPPLY

Many Western gunfights simply ended when one side or the other had fired off all their ammunition. Six Gun Sound represents this in the following way.

- **Muzzle loader:** Fires once and has to be reloaded when the figure is active.
- **Single shot breech loader/Revolver/Bow:** On any roll of "1" when firing the character has to "fumble for cartridges/arrows". May not fire until an activation is spent reloading.
- **Repeating Carbine:** On any roll of "double ones" the character has to "fumble for cartridges". May not fire until an activation is spent reloading.

FUMBLING FOR CARTRIDGES OR RELOADING

In order to reload, a character has to spend an activation not moving. A mounted character may make a normal move while reloading a derringer, pistol, repeating, or Trapdoor carbine. In addition a mounted warrior may reload a bow, or smoothbore carbine while making a normal move.

When a character spends an activation reloading he rolls 1d6. On any result other than 1, the

Six Gun Sound: Blaze of Glory

weapon is reloaded and may be used when called on to fire in reaction, or when next active as usual.

On any result of "1" the character can fire one more shot and is then out of ammunition for that weapon.

If reloading a muzzle loader, or smoothbore, roll 2d6, and only if the result is double 1's will the character be down to his last shot.

There is one exception to the above rule. Outlaws in a Robbery Encounter are allowed to ignore the first "1" that they roll when reloading. The second "1" applies as outlined above.

When a character is down to his "last shot" he may only fire it when he is active and NOT in reaction. *This can come in handy if the character needs to save that bullet for him or herself.*

To continue using the weapon after the last round is fired the character must replenish his stock of ammo.

REPLENISHING AMMO

Any character may replenish their ammo if they are:

- In a Store, Marshal, or Sheriff's Office and spend an Activation "stocking up".
- At an outfit's pack animal and spend an Activation "stocking up". This applies to any and all weapon types the outfit has.
- Part of a "deliberately formed posse" in which case they will have a pack animal with them and must spend an Activation "stocking up".
- Take or receive ammo once from another character for like type of weapon.

There is no limit to the number of times a character may replenish their ammo in this way.

We realize that ammunition comes in a variety of powder charges and calibers and have opted to keep resupply simple. Players are encouraged to experiment with keeping track of which character has which caliber weapon and whether or not the dead character they scrounge ca'tridges off of is carrying the same caliber weapon and etc...

HAND-TO-HAND WEAPONS

Weapons used in melee or hand-to-hand combat include the following:

- **Tomahawk and Knife** - Mean looking hand axes and Arkansas Toothpicks. These weapons are deadly and not to be taken lightly.
- **Lance** - The lance of the plains warrior was an effective mounted weapon before the days of repeating firearms. In our period the lance is falling into disuse, as the repeating carbine and pistol become prized weapons for mounted combat.

You can use two knives or tomahawks at the same time but only one lance. Use of a melee

weapon will give the user an additional 1d6 when in hand-to-hand combat and will deal out lethal damage.

THE LEAST YOU NEED TO KNOW

- Figures, also known as characters, are grouped together with five being ideal for a beginner's game.
- Each character is defined by five characteristics starting with its Profession.
- It is possible that a character may be a veteran having previous military experience.
- Rep or Reputation range from 7 down to 1.
- The higher a character's Toughness the more likely it is to come back from damage.
- Sand determines how well a character behaves under the pressure of combat.
- Weapons are grouped and categorized by type.
- Weapons may temporarily or permanently run out of ammo.
- You can pack as many weapons as you want but cannot use all of them at once.

ORGANIZING YOUR OUTFIT

In play your figures are grouped together with a Leader, usually your personal figure. There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

GROUPS

At the start of each battle or **ENCOUNTER** each side must divide their figures into groups of one or more. Groups are those figures within 4" and in clear Line of Sight of another group member. Line of Sight or LOS means that you have a clear view of whatever you are looking at without the obstruction of intervening terrain.

OUTFIT LEADERS

Each outfit will have at least one leader. This is usually a Sheriff, Marshal, Gang leader, or similar character. Leaders are usually but not always the character with the highest Rep.

- The Leader allows for all figures in his group to use the Rep of the Leader to activate together.
- Only a Leader may attempt to rally a character that is running away by using the **COMIN' BACK TABLE**.

GROUP LEADERS

Whenever figures are activated as a group, one figure is designated as that group's leader. The group activates on the group leader's Rep.

Any figure may serve as a group leader for activation purposes and such groups may be formed on an ad hoc basis.

Six Gun Sound: Blaze of Glory

Unlike your outfit's leader, group leaders may not rally other characters. Group leaders only enable other figures to activate as a group.

THE LEAST YOU NEED TO KNOW

- Groups are those figures within 4" and sight of at least one other.
- The Rep of the group leader determines when the group can activate.
- Only a Outfit Leader can rally runaways.
- Whenever a Leader is disabled the character with the highest rep will take over the group for activation purposes only.

GETTING STARTED

Getting started in Six Gun Sound is pretty easy. Pick your figures as outlined previously; throw out some terrain like rocks, woods, maybe some buildings (don't worry we'll go over this part in detail), then start playing. So let's get going!

WHAT THE HECK IS GOING ON?

Six Gun Sound is played in turns. Within each turn events proceed in a specific order. If you've played other THW titles like All Things Zombie, FNG, or 5150 you will be familiar with the unique turn sequence that Six Gun Sound and these games share.

If not, then hold on tight because it may be a bumpy ride.

"Yeah, but I been gaming for years." That's the problem. *The turn sequence is nothing like you've played before.* Less experience may be better and right now we're going to ask you to forget what you know about wargaming.

In "traditional" wargames the sequence is usually IGOUGO. In its purist form this means one side moves first, and then shoots, melees, and maybe a morale check is tossed in somewhere. Then the other side does the same.

Not with Six Gun Sound. Instead one side activates a group, then what they do may cause the other side to react and his reaction may cause the first side to respond.

Here's an example. Don't worry about specifics, as all will be explained in good time. Just go with it!

- I move first. My movement brings a figure into your sight for the first time.
- You make a **GOT A SHOT TEST**. You pass the test and fire at me but I don't get hit.
- I take a **BEEN SHOT AT TEST** and return fire. I miss and you now take the **BEEN SHOT TEST**.
- You don't pass the test as well this time and duck back behind cover where you cannot see or be seen.

- That ends the interaction caused by my move.
- Now I can move another group, if I have one, and the process continues with the active player's moves interrupted by reactions and so on.

Some people view THW games as highly cinematic in feel. In effect, they say you finish one scene (in this case us shooting at each other until one of us can't) then move on to the next. But that's for you to decide. Anyway, back to the **TURN SEQUENCE**.

TURN SEQUENCE

Although battles (also known as **ENCOUNTERS**) can last an unlimited number of turns, each turn does follow a strict sequence.

- Select 2d6 of different colors. *Example – Jim Bob Joe and Tex decide to use white and red dice.*
- Nominate one side as one color and the other side as the other. *Example – Jim Bob Joe decides to use the white dice and Tex uses the red dice.*
- Roll both dice. This is called the Activation score. *Example – Jim Bob Joe rolls one red and one white dice. Tex could have rolled them and could in the future. It doesn't matter.*
- If the dice are the same (doubles) then neither side may fire or move but *both* sides can reload, change, or pick up a weapon. *Example – Jim Bob Joe rolls a white "4" and a red "4". Neither side can move but Jim Bob Joe decides to reload one of his figures while Tex changes from a pistol to a shotgun.*
- If the dice are not doubles then read each die individually. The higher score determines which side can activate their groups first. *Example – Jim Bob Joe rolls again and scores a white "4" and a red "3". Jim Bob Joe can move first.*
- The die score also determines which "Rep or higher" groups the corresponding side may activate. *Example – The white "4" means that only Jim Bob Joe's figures that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move.*
- After all actions and reactions have been finished for the first group the player is allowed to proceed to the next group. Groups are activated from the highest Rep to the lowest. *Example – Jim Bob Joe chooses to move two Rep 4 cowboys that are grouped together into the street. Tex has a figure that can see them and takes a **GOT A SHOT TEST**. He passes 2d6 and shoots at one of the cowboys. Jim Bob Joe's cowboy that was shot at and missed takes a **BEEN SHOT AT TEST** and ducks back out of sight. His other cowboy now fires and knocks out Tex's figure. This ends the activation of Jim Bob Joe's two*

Six Gun Sound: Blaze of Glory

cowboys. Jim Bob Joe then moves to his next group and the process continues.

- After all of the first sides groups have been activated the other side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated. *Example – Jim Bob Joe finishes the last of his figures and it is now Tex's turn to activate and move his groups.*
- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again. *Example – Both Jim Bob Joe and Tex have finished activating all of their groups. Tex now throws the Activation dice.*
- If you like to play games with more than two sides just add additional colored dice to the Activation roll. Any dice “doubling up” means neither side may fire or move but *both* sides can reload, change, or pick up a weapon. *Example – Weezie Mae Ann decides to play and joins the two other players. She takes a green die and it is tossed during Activation as well. The dice come up white “4, red “3”, and green “3”. As the red and green have doubled up neither Tex nor Weezie May are able to move but they decide to reload and change weapons.*

If you have any questions with this, be sure to join the THW Yahoo Group and ask for clarification. We love to help!

ACTIONS

When a character is Active he may voluntarily do the following actions.

- Stay in place (allowed to change facing) or move up to full distance and fire at any time while completing his move. This “active” fire is always in addition to any fire that may have been caused by reactions during the turn. *Example – Jim Bob Joe moves into the street and is seen by a cowboy. The cowboy fires and Jim Bob Joe fires back in reaction taking the cowboy out. Jim Bob Joe then moves further and sees a cowboy with his back turned to him. The cowboy cannot fire, as he doesn't know Jim Bob Joe is there. So Jim Bob Joe decides to take his active fire and shoots the cowboy in the back!*
- Charge into melee. This may also occur due to seeing a target later in the turn, after moving for example, that may not have been visible earlier. *Example – A Bounty Hunter steps out from behind some rocks and sees an Outlaw that he had not seen earlier with his back to him. He decides to charge into melee and rolls a **WANTING TO CHARGE TEST**.*

THE LEAST YOU NEED TO KNOW

- If you've played a lot of other games, the THW Turn Sequence could be unlike anything you've used before.
- Each turn in the battle (also known as an **ENCOUNTER**) follows a specific sequence.
- Only one side at a time is Active.
- A dice roll determines activation.
- There is a minimum Rep for Activation determined by the dice roll.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with movement.

MOVEMENT

There are two types of movement, voluntary (when the figure is active) and involuntary (caused by a Reaction check.)

NORMAL MOVEMENT

Normal movement for all figures is determined by whether the figure is on foot, mounted, or using some sort of vehicle. Basic move rates are as follows:

- On foot – 6”
- Mounted – 12”

This base movement can be modified by a variety of factors including wounds from combat as well as items found in the Campaign Section.

MOVING FAST

A group of one or more figures may attempt to “move fast” each turn if desired. To move fast take a **MOVING FAST TEST** rolling 2d6. Mounted and vehicles have their own **MOVING FAST** tables in their sections. Apply the scores to each figure in the group individually and refer to the **MOVING FAST ON FOOT TABLE**. Regardless of the actual distance moved the figures would be counted as “moving fast” if they pass at least 1d6.

Example – A Rep 5 figure is attempting to move fast. 2d6 are rolled and the score is a 4 and 5. The Rep 5 figure passes both is allowed to move 12”.

2 MOVING FAST ON FOOT TABLE

Taken versus the “Rep” of the figure.

Pass 2 d6

- Figure moves fast up to 12”.

Pass 1d6

- Figure moves fast up to 9”

Pass 0d6

- Figure doesn't move fast but can still go up to 6”.

Six Gun Sound: Blaze of Glory

GOING PRONE

Figures may “go prone” or lay down to minimize their chance of being seen whether they are Active or inactive. Being prone reduces your chance of being hit when fired at but causes a reduction of 1d6 when in melee.

Going prone ends the figures movement but they may still fire if they voluntarily went prone. Being prone allows the figure to see but also to be seen by others.

FIRE AND MOVE

Figures may fire at any time during their activation; at the start, end, or in between and may continue their move after they fire so long as they do not exceed their allowed movement distance or get stopped by a reaction test. In addition, they may also take one “active fire” regardless of movement or reactive fire they have taken during the turn so long as the number of active fire dice they roll does not exceed the Targets value of their weapon and their weapon is loaded.

GETTING IN AND OUT OF VEHICLES OR BUILDINGS

Characters may enter or exit a vehicle or building at a reduction of 1” if through a door. If doing so through a window it will end their move but they can still shoot.

MOVEMENT AND WEAPON USAGE

In addition to firing while moving figures may also reload a weapon, switch weapons, or exchange weapons with another figure while making a normal move.

THE LEAST YOU NEED TO KNOW

- Figures can move normally or they may “move fast”.
- Roll 2d6 versus the Rep of the figure wishing to move fast.
- When moving you may enter and exit buildings, vehicles, fire a weapon, or go prone.

REACTION CHECKS

The “Reaction Check” represents the effect of various stressful situations on a figure’s ability to perform tasks. Basically, good, not so good, or bad things can happen when a Reaction Check is taken. Note that the terms Reaction test and Reaction check are interchangeable.

HOW TO CHECK REACTION

Taking a “Reaction Check” or test involves rolling 2d6, counting each die score separately, and comparing each to the figure’s Sand.

If a die score is equal to or less than the Sand of the figure then he is said to have “passed” that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

TYPE OF REACTION CHECKS

There are a variety of Reaction checks that must be made in Six Gun Sound. Some are used a lot while others are rarely used. But before taking a Reaction test you must determine the status of the tester. Is he either “In Sight” or “Hidden”?

IN SIGHT OR HIDDEN

A figure is “In Sight” if he can be seen. This is either in the open or in cover that still allows him to be seen. *An example would be any figure in a window or standing behind a wall but still visible.*

A figure is “Hidden” if he is in cover, stationary, and has yet to be seen by the enemy. *These are figures that are set up prior to the start of the game and have their location written down.*

Once the hidden figure fires it is placed on the table and may not become hidden again.

“GOT A SHOT” CHECK

This is the first reaction test that you will take. **GOT A SHOT** combined with the **BEEN SHOT AT** test will make up about 90% of all your checks.

Anytime an enemy starts “out of sight” of a figure and comes “into sight” of a figure that figure will use the **GOT A SHOT** Check. The figure coming into sight does not need to see the figure taking the **GOT A SHOT** test as he could be hidden when seeing the figure.

*Example – A Gunfighter is in the middle of the street. A cowboy from a rival faction comes around the corner and they see each other. The Gunfighter takes an immediate **GOT A SHOT** check.*

Here is the **GOT A SHOT** test for a **BUFFALO HUNTER** in Six Gun Sound. Note that every Profession will have different reaction tests and these are outlined on their appropriate QRS but for simplicity’s sake all examples will use the **BUFFALO HUNTER** tables.

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 Mountain Man approached to rear.
Buffalo Hunter may not take test if approached to rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- "Hidden" will fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire but "Hidden" figures remain hidden.

BEEN SHOT AT CHECK

The next and most often taken Reaction check is the **BEEN SHOT AT** test. Every time a figure is *fired at and not hit* it must take a **BEEN SHOT AT** check. However, if fired upon at the same time by more than one figure only one test is taken.

*Example – A cowboy is shot at by a Homesteader. The Homesteader misses so the cowboy must immediately take the **BEEN SHOT AT** test.*

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on from flank or rear will seek cover and Duck Back.
- Otherwise return fire normally.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

REACTION FIRE OR NOT

Anytime a figure is called upon to fire, and for any reason, does not have a weapon that allows him to do so, it may charge instead if in range. If out of range for both firing and charging it must Duck Back instead.

Further, any Active figure that is called upon to return fire may instead fire at whomever he wants. Any inactive figure however, must return fire on those that have fired at him.

WANTING TO CHARGE CHECK

Anytime a figure wants to charge into hand-to-hand combat it must take the **WANTING TO CHARGE** check. Note that a charge move is an attempt to initiate hand-to-hand combat and is not defined by movement distance. Entering melee is done via this Reaction check and figures may move up to their "move fast" allowance to make contact if need be. Figures may not fire prior to a charge unless directed by a Reaction Test.

Word to the wise...it's a gunfight!

Example – Jim Bob Joe decides to charge Tex. He rolls 2d6 and consults the table below. He passed 1d6 and as he was in cover decides to fire instead.

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge into hand-to-hand combat.

Pass 0d6

- All will remain in place.

BEING CHARGED CHECK

Anytime a figure is being charged it must take the **BEING CHARGED** check.

Example – Tex is charged by a mounted Apache. He rolls on the table below and scores a pass 1d6. He may not fire as he is in the open but will ready himself to melee drawing his knife.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged from flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight. Those charged from flank or rear will Runaway.
- Others may not fire but will prepare to fight.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

Six Gun Sound: Blaze of Glory

KEEP FIGHTIN' TEST

Okay so both sides are in melee and pounding on each other. If both sides pass the same number of d6 they are evenly matched and required to take a **KEEP FIGHTIN'** test to see if they keep fighting. If both sides fail the test at the same time then they will keep fighting instead!

*Example – Tex and the Apache are evenly matched and Tex must take the **KEEP FIGHTIN'** test to see if he stays. He rolls and passes 1d6. He immediately re-rolls 2d6 and scores a pass 1d6 again which switches to a pass 2d6 result. He continues the fight.*

2 KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

COMIN' BACK CHECK

Those that have runaway may take a **COMIN' BACK** check to return to the fight if an Outfit Leader comes to within 3" of them prior to their leaving the board or when they reach buildings or fortifications. The test is taken immediately when either one of the above circumstances are met.

*Example – Tex has runaway from the fight and has entered a building. He immediately rolls on the **COMIN' BACK** table to see if he has hitched his britches up and can return to the fight.*

2 COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All are removed from play.

REACTION FORCED ACTIONS

Characters may be forced to move or fire during battle due to Reaction Checks. These actions are as follows:

FIRE – Tester may fire at the target that caused the check or if starting the turn Active may fire at another

target. *Example – Jim Bob Joe is Active and pops up to shoot Tex. Weezie Mae Ann fires at him causing a **BEEN SHOT AT** test. If he passes he may continue to fire at Tex or choose instead to fire at Weezie.*

DUCK BACK – Move to nearest cover away from threat and duck behind it. Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. Figures that Duck Back will function normally when next activated. Duck Back does not limit the figure's ability to take Reaction tests as normal if called for.

RUNAWAY – Leave the board. Those surrounded with no gap of at least 6" between enemies will surrender.

If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside the figure may attempt to return to the fight by taking a **COMIN' BACK** test.

If no building is in sight, the figure will head for the nearest table edge and exit the board at the fastest speed possible. If approached to within 3" by an Outfit Leader the figure will immediately take a **COMIN' BACK** test.

THE LEAST YOU NEED TO KNOW

- Reaction checks are taken for a variety of reasons.
- Reaction checks are made versus the "Sand" of the figure testing.
- Reaction checks can force you to move or fire.

SHOOTIN'

Shooting a weapon and hand-to-hand combat or melee are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in Six Gun Sound. Let's start with shooting a ranged weapon.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night. Any figure at the edge of the woods may see out of and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night..

Six Gun Sound: Blaze of Glory

RANGES

Once an eligible LOS is established determine the range to the target. This will be either "effective" or "maximum" range.

- **Effective Range** – The "effective range" or the range that the firer is deemed to have a "reasonable chance" of hitting the target. This is determined by multiplying the E range number for the weapon times the Reputation of the user. When firing at effective range the shooter will use the **SHOOTIN' TABLE**. *Example – A pistol has an effective range of 3. Doc Holiday is a Rep 6. So when Doc Holiday uses a pistol his effective range is 18".*
- **Maximum Range** – This is the farthest range that the weapon may be fired out to. When firing over effective and out to maximum range the shooter rolls 1d6. On any score other than "6" the shooter has missed. On a score of "6" he will immediately re-roll 1d6. If that score is equal or less than the Rep of the shooter then he has scored a hit upon the target. Any other result is a miss.

RESOLVING FIRE

Fire continues between two figures until one side is unable to return fire. This can happen for a variety of reasons such as running out of ammo, being hit by fire, or one or the other ducking behind cover. It is common for figures to fire multiple times in one turn. *Example – Jim Bob Joe fires at Tex and misses. Tex takes a **BEEN SHOT AT** test and returns fire. He also misses and Jim Bob Joe takes the same test and returns fire hitting Tex and ending the shooting.*

FIRING TWO WEAPONS AT ONCE

It is possible to use two weapons at the same time but only if they are normally used with one hand. This results in more firepower but at the cost of reduced accuracy. This is reflected in the **SHOOTIN' TABLE**.

SHOOTING A WEAPON

To score a hit, first declare who the attacker is and who the target is.

- Roll 1 to 3d6 depending upon the Target Rating of the weapon and add them individually to the firer's Reputation. Look up this total on the **SHOOTIN' TABLE**. *There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.*
- Find the total for each on the appropriate line on the table to see if a hit is scored.

TARGET SELECTION

A character may fire at any target in his "line of sight". In addition, more than one target may be fired upon if they are within the "spread" of the

weapon and the weapon allows for it as described by its Target Rating.

- Before firing declare how many shots will go onto each target.
- Roll the dice and arrange the dice from highest to lowest.
- Apply the dice to the figures as stated prior to shooting with the higher dice on the first target. It is possible for one figure to have multiple hits.
- *Example – Jim Bob Joe fires three dice from his scattergun at two targets. He declares the first 2 shots to go on the first guy and the third on to the second guy. The dice are rolled and come up 6, 5, and 4 for a result of 10, 9, and 8. The 10 and 9 cause 2 hits on the first target. The 8 is a miss due to being the "second or higher shot".*

1	SHOOTIN' TABLE 1d6 + Rep
#	Results
3 to 7	• Miss!
8	<ul style="list-style-type: none"> • In cover counts miss. • Target prone counts miss. • Target or shooter moving fast counts miss. • Second or higher shot counts miss. • Shooters using unfamiliar weapon counts miss. • Firing two weapons counts miss. • Shooter using "Off Arm" counts miss. • Bystander/Mount hit! • Otherwise Target hit!
9	<ul style="list-style-type: none"> • Third shot counts miss. • All others hit!
10	• All hit!
11	• Shooter scores hit on location desired

EXPLAINING THE SHOOTIN' TABLE

- **Miss!** The shooter has missed the target but will still cause a **BEEN SHOT AT** Reaction check.
- **Hit!** The shooter has scored a hit on the target, can possibly inflict damage and will normally roll on the **SHOOTIN' DAMAGE** Table. However, see "cover" listed below.
- Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or firer then the result is usually a Miss or Hit.
- **Cover** means the target is behind cover and any hit requires a test on the **TARGET BEHIND COVER TABLE**.
- **Prone** means the target is lying down.
- **Moving fast** means either the shooter or target is moving more than 6" when the shot is taken.

Six Gun Sound: Blaze of Glory

- **Second or higher shot** means that the second and all higher shots from the same weapon have missed the target.
- **Shooter using unfamiliar weapon** means that if the shooter is using a weapon not one he would use normally then he has missed.
- **Firing two weapons** means the shooter has missed with the shots from either weapon he is using.
- **Shooter using "Off Arm"** means that the character is shooting with the opposite arm that he usually fires with.
- **Bystander/Mount** means that if another figure is within 2" of the target, OR if the target is mounted, the shot has hit either a bystander or the mount. Apply an equal chance to any potential targets and roll a d6 to determine which was hit.
 - If the target was mounted and no other figures qualify as bystanders then the mount was hit.
 - If the figure is on foot and there are no eligible bystanders then the target is hit.
 - A bystander can be friend or foe or even neutral. If a bystander previously not controlled by either player is hit, that character naturally enough becomes part of the opposing player's force for the duration of the Encounter. A bystander in cover still gets the benefits of that cover and should the hit be reduced to a miss will take a **BEEN SHOT AT** test.
- **Third shot** means the third shot from the same weapon has missed.
- **Shooter scores hit on location desired** means a hit was scored on the part of the target the shooter wishes to hit such as an arm or leg.

DETERMINING DAMAGE

Anytime a figure is hit the shooter must roll on the **SHOOTIN' DAMAGE** Table. Roll 2d6. Be sure to roll one white die and one colored die. The reason for this will be made clear in the **DANGER OF BEING BEHIND OBSCURING COVER** section. Add the scores together. Find this score on the table and carry out the results.

2 SHOOTIN' DAMAGE TABLE

One white die and one colored die

- **2** = Hit in Head and I'm Hit!
- **3** = Hit in Head and I'm Hit!
- **4** = Hit in Leg and I'm Hit!
- **5** = Hit in Head and Obviously Dead.
- **6** = Hit in Gut and I'm Hit!
- **7** = Hit in Gun Arm. If hit by Shotgun/Scattergun (at 6"/3"), Rifle, Smoothbore, ML, or Trapdoor Carbine, or Buffalo Gun the figure is Out of Fight. Otherwise, I'm Hit!
- **8** = Hit in Chest and I'm Hit!
- **9** = Hit in Gut. If hit by Pistol, Carbine, Smoothbore Carbine, Shotgun/Scattergun (at 6"/3"), Rifle, Buffalo Gun or Tomahawk the figure is Out of Fight. Otherwise, I'm Hit!
- **10** = Hit in leg. If hit by Buffalo Gun then figure is Out of Fight. Otherwise, I'm Hit!
- **11** = Hit in Off Arm and I'm Hit!
- **12** = Hit in Chest and Obviously Dead.

EXPLAINING THE SHOOTIN' DAMAGE TABLE

- **Head, etc.** – This is the location that got hit. They are pretty easy to follow except that the "Gun Arm" is the one that pulls the trigger and the "Off Arm" is the opposite one.
- **Conditional damage** – Damage may be different due to the weapon being used and this is specified in the table.
- **I'm Hit!** – The target has been hit but it can be as minimal as a scratch that is shrugged off, or as serious as a wound that takes him "Out of the Fight". Whenever a character receives a result of "I'm Hit!" he must immediately roll on the **RECOVERIN' FROM I'M HIT!** Table.
- **Out of the Fight** – The damage is so bad that the character crumples to the ground and cannot function at all the remainder of the Encounter. He is for all intents and purposes "out of the fight".
- **Obviously Dead** – The wound is so bad that it is obvious from afar that he is dead.

Six Gun Sound: Blaze of Glory

I'M HIT!

When a character has suffered an "I'm Hit!" result he must *immediately* roll on the **RECOVERIN' FROM I'M HIT!** Table.

2 RECOVERIN' FROM I'M HIT!

2d6 versus "Toughness" of figure

+1d6 if fired on by bow counting best 2d6 results

Pass 2d6

- **Just a scratch** = Remain standing and take "Been Shot At" Check.

Pass 1d6

- **Head** = Wounded and now Out of Fight
- **Gun Arm** = Wounded and -1 to Rep when firing. If receive subsequent wound arm cannot be used.
- **Off Arm** = Wounded and -1 to Rep when firing with long arms or using two-handed weapons. If receive subsequent wound arm cannot be used.
- **Chest** = Wounded and -2 to Rep. If receive subsequent wound then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. If receive subsequent leg wound cannot move.

Pass 0d6

- Wounded and now Out of Fight.

DEALING WITH COVER

There will be times when a character will hide behind cover while shooting. This will affect the chance of him getting hit. Six Gun Sound deals with cover as follows.

TYPES OF COVER

There are two types of cover to consider: bulletproof, and obscuring. Prone figures are also mentioned here although going prone is not in itself a form of cover.

Bulletproof cover protects by stopping bullets from hitting the target. Using this type of cover, a hit is negated if the Hit Location rolled is behind the cover. *Examples of bullet proof cover are adobe walls, rocks, full water troughs, tree trunks, some wooden building walls, etc.*

Obscuring cover protects by making the target more difficult for the shooter to see. Bullets that hit obscured targets may still cause damage or may be negated. *Examples of obscuring cover are thin plank building walls, rail fences, and basically anything that obscures vision or provides incomplete bulletproof cover.*

Prone figures are treated as if they are in obscuring cover. However prone figures receive no benefit if the shooter is using a bow, is on higher ground, or on a building's upper story and the prone figure does not have overhead protection.

The type of cover provided by wooden buildings and wagon boxes, etc should be agreed upon before play.

TARGET BEHIND COVER TABLE

This table will explain what part of the target may be hit when utilizing a specific type of cover.

TARGET BEHIND COVER TABLE		
Target behind this cover or ...	And doing this...	Can be hit in the...
Loophole	Any	Head
Wall/Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

Note: "Rifle" or "long arms" includes carbines, scatterguns, shotguns, and bows.

EXPLAINING THE TARGET BEHIND COVER TABLE

The "Target behind this cover or ..." column tells you if the target is either prone or behind a specific type of cover.

- **Loophole** – This is a small hole dug into a wall that allows the shooter to slip a rifle or similar "long arm" out, while limiting his exposure to fire. Typically found in adobe walls or similar fortifications.
- **Wall/Window** – The character is either firing over a low wall or out of a window.
- **Corner (Flush)** – The character is "hugging" the corner of a wall or other piece of cover. Such as you are right handed firing from the left side of a doorway.
- **Corner (Away)** – The character is away from the wall or not "hugging" it. Such as if you are right handed firing from the right side of a doorway.

The "And doing this..." column tells you what the character is doing behind that type of cover. What he is doing determines what part of his body is

Six Gun Sound: Blaze of Glory

exposed to fire. Depending upon the type of cover a character may be:

- **Just Looking** – Just “peeking” and not aiming a weapon. He just wants to see what’s going on.
- **Firing Pistol** – Aiming a single hand weapon, usually a pistol.
- **Firing Rifle** - Aiming a weapon used with two hands, usually a rifle.
- **Any** – This means the character can be doing any of the above three actions.

Lastly the “**Can be hit in the...**” column tells you what part of the character’s body can normally be hit by fire. They are the:

- **Head**
- **Gun Arm**
- **Off Arm**
- **Chest**
- **Gut**
- **Legs**

However, just because you are behind cover this does not mean that the other body parts not listed cannot be hit. Bullets will fly right through some types of cover to hit whatever lays beyond...usually you!

DANGER OF BEING BEHIND OBSCURING COVER

As mentioned above bulletproof cover will stop a bullet. Only the body parts listed on the “**Can be hit in the...**” column can be hit if you are behind bulletproof cover.

Not so obscuring cover. The cover may deflect a bullet...or not. When the target is behind obscuring cover its time to check the results of the dice that you rolled on the **SHOOTIN’ DAMAGE** table. Remember you were told to use one white and one colored? Well here’s the reason why! If the colored die score is greater than the white die score the hit takes full effect. If the white die is equal to or less than the colored die the shot was deflected and causes no damage. The target figure still must take a **BEEN SHOT AT** test.

*Example – Jim Bob Joe is behind the thin plank walls of the outhouse. Tex fires at him with a Buffalo Gun and rolls a 4 on the colored die and a 6 on the white die, for a “10” on the **SHOOTIN’ DAMAGE** table. The result would normally have been Out of the Fight. Because he is in obscuring cover and the white die score exceeds the colored die score the OOF result is reduced to No Effect. Good for Jim Bob Joe, bad for the outhouse!*

COVER AND SHOOTING EXAMPLE

To better help you understand the concepts of shooting and cover here is a detailed example.

*Example – Jim Bob Joe is walking down the street. He comes into view of Tex who takes a **GOT***

***A SHOT** test and passes 2d6. Tex opens fire on Jim Bob and scores a total of “9” which is a hit on the **SHOOTIN’ TABLE**.*

*Tex then rolls on the **SHOOTIN’ DAMAGE** table and scores a “4”. Jim Bob is hit in the leg and tests for I’m Hit!*

*Jim Bob now goes to the **RECOVERIN’ FROM I’M HIT!** Table and passes 2d6. The result is the shot was a scratch and he remains standing. He must take the **BEEN SHOT AT** test.*

Jim Bob Joe passes 1d6 and scurries for cover with a Duck Back result. The next Activation Jim Bob pops up to see and be seen.

*Tex takes the **GOT A SHOT** test and fires. Jim Bob Joe is behind the thin walls of that same building. Tex opens fire again and scores a “9” on the **SHOOTIN’** table. He then rolls on the **SHOOTIN’ DAMAGE** table and again scores a result of “9”. This is done by rolling a red die and a white die and adding the scores together. A red 5 and white 4 cause a Gutshot and Out of the Fight result as the color die score is higher and therefore penetrates the obscuring cover. If Jim Bob Joe was either behind bullet proof cover or the score of the white die was equal or greater than the score on the red die Jim Bob Joe would not have been hit and would have taken a **BEEN SHOT AT** test instead!*

THE LEAST YOU NEED TO KNOW

- Shooting is handled differently from melee.
- Line of Sight can be affected by a variety of things from buildings to weather.
- Firing between two characters will continue until one is forced to Duck Back, is wounded, or runs out of ammo.
- To shoot a weapon roll 1d6 and add to your Rep.
- Some weapons allow for more than 1d6 to be rolled.
- Weapons can fire at targets to the shooter’s front at a width of 1” per each point of Target Rating.
- Shooting is affected by a variety of modifiers from Fast Movement to Cover and they are all figured into the **SHOOTIN’** Table.
- There are two types of cover known as bulletproof and obscuring.
- Bulletproof cover can protect some parts of the target’s body from being hit.
- Obscuring cover may negate incoming fire.

Six Gun Sound: Blaze of Glory

THE DRAW

There is another version of shooting unique to the "Old West". That's the "Draw!" as depicted in movies and made famous by such events as the Gunfight at the OK Corral. This event differed greatly from normal shooting in that the combatants start the fight with pistols holstered. Then they try and draw their pistols and fire effectively before the other guy can. Many gunfights started with, an argument, drawn weapons, wild shots, and the opponents retiring to cover to carry on a proper fight. These types of gunfights are called "Draw!" in Six Gun Sound and handled as follows.

FLINCH CHECK

So you find yourself squared off against another fellow in a Draw. You know, two or more guys standing twenty or so feet apart waiting to slap leather or draw their guns. And their sole purpose is to kill each other. Well, whenever a character finds himself in this situation before the bullets fly he has to take the **FLINCH** test.

*Example – Jim Bob Joe and Tex square off in a draw. Both must roll on the **FLINCH** check to see if they stand and fight.*

2 FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go, test for "**Got the Drop**". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

GOT THE DROP CHECK

Sometimes when two fellows draw on each other one is so fast that he un-holsters his gun before the other guy does. He has effectively gotten the drop on the other guy. When this occurs the character that still has his gun holstered will take the **GOT THE DROP** test. Roll 1d6 vs. the character's Sand.

1

GOT THE DROP

*Roll versus Sand.
"Star" may choose his reaction.*

Pass 1d6

- Drop weapons and surrender peacefully.

Pass 0d6

- Immediately re-roll Draw, giving opponent +1d6.

Example – Jim Bob Joe has gotten the drop on Tex. Tex has a Sand of 3. Tex rolls 1d6 and scores a 5. The two re-do the Draw but Jim Bob Joe receives a +1d6 bonus for having the Drop on Tex. A result of pass 3d6 or more will be converted to pass 2d6...bad news for Tex!

"LET'S DANCE!"

Okay, everyone's taken the **FLINCH** test and no one's got the drop on anyone. So as Buckshot Roberts said, "Let's dance!"#

- **Each** figure in the draw will roll a specific number of d6.
- The base or starting number of d6 that the figures roll is equal to their Rep. *Example – Jim Bob Joe is a Rep 5. He will start with 5d6.*
- The number of d6 rolled is modified by the situations from **DRAW MODIFIERS** that apply. *Example – Jim Bob Joe is a Gunfighter. He is now allowed to roll 5 + 1 or 6d6 in the Draw.*
- Each combatant rolls the d6 and counts how many d6 they pass. For draw purposes if a 1, 2, or 3 is rolled the die is passed. Any result of 4, 5, or 6 is a failure. *Example – Jim Bob Joe rolls 6d6 and scores a 1, 3, 3, 4, 5, and 6. He has passed 3 dice (the 1, 3, and 3)*
- Next compare the number of passed dice between opposing figures and read the results on the **DRAW** table. *Example – Jim Bob Joe has passed 3d6. He is drawing against two opponents so has taken a modifier of minus 1d6 while drawing down on Tex and Weezie Mae Ann. Tex passed 3d6 so he and Jim Bob Joe have passed the same number of d, fired, and missed. Weezie passed 1d6 so Jim Bob Joe passed 2d6 more and is allowed to roll on the **SHOOTIN' DAMAGE** table as he has hit Weezie.*
- If at the end of a round of the draw two or more opponents are left standing and all fire has been resolved then the next turn starts and Activation dice are rolled as normal. And yes, those still in sight can immediately be fired upon!

Uh, Ed, Readers, Bob here. That was Brian Keith playing "Buckshot" Roberts in "Young Guns" who said "Let's Dance". What "Buckshot" Roberts actually said was "Not much, Mary Ann!" which somehow failed to make it into the "Great Big Book of Witty Western Quotations".

Six Gun Sound: Blaze of Glory

DRAW MODIFIERS

- Gunfighters, Marshals, Rangers, and Bounty Hunters +1d6
- "Got the Drop" on the other guy +1d6
- Drawing with weapon other than pistol, derringer, tomahawk, or knife -1d6
- For each additional target drawing on -1d6
- Flinched! -1d6

Rep DRAW!

ALL figures in gunfight choose targets prior to rolling.
Write it down in multiple-figure "throw downs".

Each 1-3 = Pass Each 4-6 = Fail

Pass 3d6 or more than opponent

- You've drawn and have him covered before he could even slap leather. Both of you have to take the **GOT THE DROP** test. If you are a Gunfighter or Outlaw or have reached this result a second time in the same Draw, ignore this result and instead count as pass 2d6 more than opponent.

Pass 2d6 more than opponent

- If any of your dice came up 3, opponent is OD. Otherwise roll on Shootin' Damage Table. In either event if any of your dice came up 1 (double 1's for a repeating carbine) you have emptied your gun and need to reload.

Pass 1d6 more than opponent.

- Shoot using normal procedure versus enemy.

Pass same number of d6 as opponent.

- Both figures have drawn and may have fired and missed. Both are done for this turn, unless reacting to figures outside the draw. Any figure that rolled any 1 (double 1's for repeating carbines) has emptied its gun and needs to reload.

- Anytime a character passes less d6 than his opponent and does not get hit he must immediately take a **BEEN SHOT AT** test. Remember any figure that rolled any 1 (double 1's for repeating carbines) has emptied its gun and needs to reload.

FIGHTIN' OR MELEE

Hand to hand combat or melee is carried out when two or more figures come into contact via a passed **WANTING TO CHARGE** test and a passed **BEING CHARGED** test. To fight melees follow the procedure below.

- Each figure in the melee will roll a specific number of d6 during the fight.
- The base or starting number of d6 that the figures roll is equal to their Rep. *Example – Jim Bob Joe is a Rep 5. He will start with 5d6 in melee.*
- The number of d6 rolled is modified by the situations from the **FIGHTIN' MODIFIERS** that apply. *Example – Jim Bob Joe is armed with a melee weapon (knife) so adds 1d6. He is now allowed to roll 5 + 1 or 6d6 in melee.*
- Each combatant rolls the d6 and counts how many d6 they pass. For melee purposes if a 1, 2, or 3 is rolled the die is passed. Any result of 4, 5, or 6 is a failure. *Example – Jim Bob Joe rolls 6d6 and scores a 1, 3, 3, 4, 5, and 6. He has passed 3 dice (the 1, 3, and 3)*
- Next compare the number of passed dice between opposing figures and read the results on the **FIGHTIN'** table. *Example – Jim Bob Joe has passed 3d6. He is fighting two opponents, Tex and Weezie Mae Ann. Tex passed 3d6 so the two are evenly matched as they passed the same number of d6. Weezie passed 1d6 so Jim Bob Joe passed 2d6 more than her and has delivered a Telling Blow taking Weezie "Out of the Fight".*

If at the end of a round of melee two or more opponents have passed the same number of d6 then they must take the **KEEP FIGHTIN'** test.

THE LEAST YOU NEED TO KNOW

- Shooting in a "Draw!" is handled differently than normal shooting.
- The first step towards resolving a draw is the combatants seeing if they want to stay by taking a **FLINCH** test.
- Combatants will roll a certain number of d6 determined by Rep and circumstances.
- The success of a combatant in a draw is determined by how many d he passes which is done by scoring a result of 1-3.
- Draws are quick and deadly. Umm, quick ... deadly...

Six Gun Sound: Blaze of Glory

FIGHTIN' MODIFIERS

Regain all available d6 when survive the fight.

- +1d6 Attacking from Flank/Rear or enemy **Fears** you
- +1d6 Mounted in Impact round of melee
- +1d6 Armed with melee weapon
- +1d6 Enemy outnumbered
- 1d6 If from Charged/Being Charged test 1st round
- 1d6 Figure is prone.

REP

FIGHTIN' TABLE

Results of 1-3 Pass, 4-6 Fail
Pass 3d6 more

- **Killing stroke!** Loser is OD or Out of Fight if no melee weapon being used.

Pass 2d6 more

- **Telling Blow!** Loser Out of Fight.

Pass 1d6 more

- **Flurry of Punches!** Loser pushed back 1" and will -1d6 for *the remainder of this melee sequence*. Immediately roll another round of melee. Additional Flurry of Punches results are cumulative. Any combatant reduced to 0d6 is OOF.

Pass 0d6 more

- **Evenly Matched!** There is a lull in the fight as each side warily regards the other. All sides take a **KEEP FIGHTIN'** test. Those that pass the test will immediately roll another round of melee.

When reduced to 0d6 then figure is OOF

OUT OF FIGHT

Whenever a figure is rendered OOF by melee, roll on the **SHOOTIN' DAMAGE** table to find out where the telling blow landed.

AUTO-KILL OR CAPTURE

If a figure comes into physical contact with an out of the fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.) This can only be done when Active.

THE LEAST YOU NEED TO KNOW

- All the figures in contact in a melee fight at the same time by rolling dice against each other.
- Melee is influenced by certain circumstances that add or subtract d6 from the combatant.
- Damage in melee can range from death to being "out of the fight".
- Otherwise melees continue until one side is beaten or runs away.

BATTLEFIELD CASUALTIES

When your men get wounded you have to decide what to do about it. If you want to recover them, this section will explain how to do it.

MOVING CASUALTIES

It will often become necessary to move wounded, or out of the fight comrades out of harms way. In addition it may be desirable to prevent deceased comrades from falling into enemy hands.

Any character can help move an injured comrade when active. If several characters join together to transport a friend (or enemy for that matter) figure, the group may activate on a single card.

While carrying a figure you will count any target that you fire at as if in cover when using the **SHOOTIN'** table.

On foot:

- One healthy character can:
 - Drag an immobile figure at half normal move rate.
 - Assist one mobile figure to move at normal move rate.
- Two healthy figures can:
 - Carry an immobile figure at normal move rate.
 - Assist one mobile figure to move at fast move rate. Roll one pair of dice for the group and apply the worst result to all three figures.
- Four healthy figures can:
 - Carry an immobile figure at fast move rate. Roll one pair of dice for the group and apply the worst result to all five figures.

On horseback:

- One healthy character can carry one mobile or immobile figure at up to fast move rate.
 - If both fast move dice fail, a mobile passenger has fallen off and must test for damage.
 - If either fast move dice fail, an immobile passenger has fallen off and must test for damage.
- One wounded character may ride at up to fast move rate.
 - If either fast move dice fail, the rider has fallen off and must test for damage.

Alternately a mobile or immobile figure may be carried on a travois dragged behind a mount at normal move rate.

Six Gun Sound: Blaze of Glory

THE LEAST YOU NEED TO KNOW

- When a figure is “out of the fight” he can no longer move or fight.
- Those “out of the fight” need the help of others to move about.

AFTER THE BATTLE

It's after the battle and if you received a result of Out of the Fight you have to see what kind of long term effects it may have on you. First let's see if you are physically sound. Being OOF will reduce your Rep by one point for the purposes of this check (**two points if you were gut shot**). Roll 2d6 on the table below, 3d6 if you're a Star.

2 AFTER THE BATTLE RECOVERY “Physically Fit”

*2d6 versus modified “Toughness” of figure
+1d6 if OOF from unarmed melee.*

Pass 2d6

- Return, “fit as a fiddle” with Toughness as prior to battle. Proceed to “Mentally Fit” Table following.

Pass 1d6

- If Out of Fight due to Head, Chest, or Gut wound then return at -1 to Toughness. Proceed to “Mentally Fit” Table following.
- Otherwise return, “fit as fiddle” with Toughness as prior to the battle. Proceed to “Mentally Fit” Table following.

Pass 0d6

- Character dies from wounds.

If you get this far roll 2d6, 3d6 if you're a Star.

2 AFTER THE BATTLE RECOVERY “Mentally Fit”

2d6 versus “Rep” of the figure.

Pass 2d6

- Return with Rep as prior to battle.

Pass 1d6

- If lost any Toughness then return at -1 to Rep as prior to battle.
- Otherwise return with Rep as prior to battle.

Pass 0d6

- Time to retire and head back East.

THE LEAST YOU NEED TO KNOW

- A character can come back normal, at reduced ability, or retire from the game completely.
- Characters must be both physically and mentally ready to return after the battle.

BUILDINGS AND THE LIKE

The type of building determines the type of cover it is whether *bulletproof* or *obscuring*. In addition each building or structure has a Structural Value or SV that determines how resistant it is to fire and explosions:

- **Tent or teepee (SV 0)** – Made of thin pliable materials such as canvas or skins. These structures are *obscuring cover*.
- **Typical frame structure (SV 1)** – Made of thin-planked wood counting as *obscuring cover*.
- **Grain sack position or similar “soft fieldworks” (SV 4)** – Rows of grain sacks or similar defensive materials counting as *bulletproof cover*.
- **Stone buildings (SV 5)** – Includes brick, log cabins, and adobe buildings as well. Great example of *bulletproof cover*.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 1” if through a doorway. Doing so from a window requires at least 2” of remaining movement and will end their move but they can still shoot.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed. Figures always count as in *obscuring cover* and *behind a wall* for any shots from figures likewise inside the same building. This does not include those that have entered the building and are considered to have triggered a **GOT A SHOT** test while in the doorway.

Movement between levels whether up or down can be done in one turn. *Example – Jim Bob Joe starts his turn on the first floor. He becomes Active and enters the second floor ready to fight.*

AREAS

Each building or structure occupies an area. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes we need to divide buildings into “areas” of roughly 6” x 6”. “Roughly” because if your building is 6” x 8” or even 8” x 8” there is no need to call it more than one area. Additional floors above the ground floor areas will also count as additional areas.

DESTROYING BUILDINGS AND STRUCTURES

Sometimes a building may sustain a catastrophe like, oh, maybe catch on fire? This will cause an area of the building to become uninhabitable and other parts may even collapse.

If an area that collapses has another area above it that upper area will collapse as well.

Six Gun Sound: Blaze of Glory

ATTACKING BUILDINGS WITH FIRE

To do so the player moves one or more figures adjacent to the building or structure. He declares which figure or figures are attempting to attack the building and which 1" area he is attacking.

Next the figure must start the fire. Using combustible materials or "fire starters" does this. These may be lit at anytime by rolling on the **STARTING A FIRE** table following.

THE LEAST YOU NEED TO KNOW

- Buildings and structures have a SV with the higher the better.
- Figures in buildings always count as being in *obscuring cover and behind a wall* if fired on from inside.
- Fire is a good way to destroy a building as well as make it uninhabitable.

2 STARTING A FIRE

*"6" minus "SV" of structure
If in rain or fuse is "wet" then -1d6*

Pass 2d6

- Fire started and will begin spreading next Activation.

Pass 1d6

- Fire starts to smolder and will light on next Activation.

Pass 0d6

- Argh! Can't get it lit and try again next Activation.

As soon as the fire starts it will spread out at a rate of "6" minus the SV of the structure until the structure either is destroyed or the fire is put out. After the Activation roll has been made the fire will spread in the direction of the wind until extinguished. Fire spreads according to the direction of the wind that is determined by rolling on the table below. If there is no wind then it will expand outwards in all directions at half the distance it would normally go.

Fires may also "jump" 1" to adjoining flammable structures if there is a wind and then only in the direction the wind is blowing.

In cases where the structure may not actually be burning (ever try to set adobe on fire?) it is assumed that the characters are being "smoked out" instead!

1 WIND DIRECTION TABLE

Rolled at start of game.

- 1 = North.
- 2 = West.
- 3 = West.
- 4 = East.
- 5 = East.
- 6 = South.

Note that flaming arrows may be used with no reduction in range and need not use the **STARTING A FIRE** table.

Fires may only be extinguished by a figure carrying water to the fire and applying. Each bucket of water eliminates 1" of fire. If the fire is not extinguished it will burn the whole game.

Six Gun Sound: Blaze of Glory

HORSES AND MULES

Horses, and to a lesser extent mules, were the automobiles of the old west. Most people in the west knew how to ride horses but some did not. Here is how horses and mules are handled in Six Gun Sound.

MOUNTS AND PACK ANIMALS

Mounts and pack animals are defined by a single characteristic called Quality. They are either: Good (5), Pretty Fair (4), or a Nag (3). This characteristic is randomly generated for each animal before play, or as required in the case of previously unknown tethered mounts. The occupation and prosperity of the owner are the factors considered when generating an animal's Quality.

Quality is a measure of the animal's health, endurance, speed, and training, and is used for a variety of things and in various ways.

GENERATING MOUNT QUALITY

The method used to determine a mount's Quality is similar to that used when creating a human character. Once the Quality is generated, modifiers are applied based on its owner's Profession and/or prosperity. Pack animal Quality is based on the Prosperity of that outfit's leader.

Generate a mount's quality by rolling 1d6. There are a number of circumstances that will modify this score. They are

- The Profession of the owner.
- The Prosperity of the owner.
- The Role the mount will play.

Once a final score has been determined consult the **MOUNT QUALITY** table.

A mount's Quality cannot be reduced below Nag (Q 3) or above Good (Q 5).

MODIFIERS BY PROFESSION AND PROSPERITY

Remember that for most NPC's their Prosperity is equal to their Rep. If a profession does not appear then there is no modifier.

Greenhorns, Homesteaders, Lawmen, Prospectors, Rangers, and Townsfolk:

Prosperity:

- 1 or 2 = -2 to die roll
- 3 = -1 to die roll
- 4 = No change
- 5 = +1 to die roll
- 6 = +2 to die roll

Cowboys, Gunfighters, and Outlaws:

Prosperity:

- 1 or 2 = -1 to die roll
- 3 = No change
- 4 = +1 to Quality
- 5 or 6 = +2 to die roll

MODIFIERS BY ROLE

Pack Animals: Pack animals are an important part of any outfit. A figure may replenish his ammo supply from a pack animal.

- Each outfit may have one pack animal per four members or fraction thereof.
- Pack animal Quality is based on the prosperity of that outfit's leader.

Coach Teams: Stagecoach teams were matched for best performance. To that end each animal in the team will have the same Quality with the exception of one who will count Quality +1 (max Good). This is the leader and must be one of the lead pair.

- Coaches may be drawn either by horses or mules at the owning player's discretion. Mules were favored in the Southwest for their hardiness.

TETHERED HORSES

Okay so let's say you just happen to be at "Rosa's Cantina" down in El Paso and need to find a horse...in a hurry. So you run outback and there you have it. Six horses, all tethered in a row. Well, you pick a horse, mount up, and then roll for its Quality using the table below without any modifiers.

1 MOUNT QUALITY TABLE

- 1 = Nag
- 2 = Pretty Fair.
- 3 = Pretty Fair.
- 4 = Pretty Fair.
- 5 = Pretty Fair.
- 6 = Good.

Six Gun Sound: Blaze of Glory

MOVEMENT DISTANCES

All horses will normally move up to 12", while mules will move up to 8". When moving fast the horse or mule may be able to move twice its normal speed.

The distances quoted for movement are over open terrain. If crossing rough or broken terrain refer to the **ROUGH GOING** section of these rules.

With the exception of large doorways such as you might find in barns and stables, mounts may not move into buildings but may be led inside.

HORSEMANSHIP RATINGS

Just as horses are rated by *capability* so riders are rated by *ability*. Generally a character's Horsemanship Rating cannot exceed its Rep. However this is modified by the factors below.

- Ranger/cowboy/outlaw/gunfighter/marshal may never have a horsemanship rating greater than 5.
- Other than townsfolk/homesteaders may never have a horsemanship greater than 4.
- Townsfolk/homesteaders may never have a horsemanship rating greater than 3.

HORSEMANSHIP TEST

Sometimes when the above tests are being taken a result of "Take Horsemanship Test" occurs. When this happens, immediately roll 2d6 and apply the scores versus the Horsemanship Rating of the rider.

2 HORSEMANSHIP TEST

2d6 versus Horsemanship rating of the rider

Pass 2d6

- Count as if mount passed 2d6 in previous test.

Pass 1d6

- If character Horsemanship rating is equal or higher than the Quality of the mount then count as if mount passed 2d6 in previous test.
- If character Horsemanship rating is less than the Quality of the mount then count as if mount passed 0d6 in previous test.

Pass 0d6

- Count as if mount passed 0d6 in previous test.

MOUNTING AND DISMOUNTING

Mounting and dismounting will take one turn of Activation.

To mount up, the character moves adjacent to the mount. Then next Activation he "mounts up" and is placed on the mount. Then the following Activation he may ride away.

A dismounting character is placed to the left of the mount and if left facing the mount may tie it to a hitching post, branch or what have you that same activation. If placed facing away from the mount the animal is free to wander (see loose mounts below).

MOUNTING AND DISMOUNTING WHILE UNDER FIRE

Under normal circumstances we might not bother with testing to see if we can mount or dismount a horse. However a gunfight is anything but "normal circumstances"...

When the lead is flying (*that is to say when any character on the table has discharged a fire arm*), use the following table to see if you can mount up.

2 MOUNTING UP UNDER FIRE

Test against Quality of the mount

Pass 2d6

- Mount up and ready to move next Activation.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Horse "spins about". Move horse and character 180 degrees facing opposite direction. May attempt to mount up next Activation.

...and this one to see if you can dismount.

2 DISMOUNTING UNDER FIRE

Test against Quality of the mount

Pass 2d6

- Dismounted and ready to move next Activation.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Mount "bolts" and rider is dragged, foot in stirrup. Fast move mount twice the normal distance in a random direction, turning to avoid obstacles like walls and trees. Rider takes damage as if shot with an arrow. At the start of the next activation roll 1d6 vs. the rider's horsemanship. Pass and the rider will unhook his foot and is left prone and winded taking another activation to recover. Fail the rider is dragged again, tests for damage as above and if still on the table and alive, next activation tests vs. horsemanship again as above.

RIDING

Horses were the automobiles of the Old West but they were (and are, Ed!), also live critters with a mind of their own. To reflect this you have to use the following tables whenever you are trying to do certain stressful actions with the animal. They are:

- Trying to **MOVE FAST**.
- Trying to jump an obstacle
- Trying to move fast in **ROUGH GOING**.

All of the tests are taken versus the Quality of the mount or team in the case of wagons and similar vehicles.

Six Gun Sound: Blaze of Glory

MOVING FAST

Whenever a rider wants his mount to move farther than its normal move rate this test is taken.

2 MOVING FAST

2d6 versus Quality of the animal

Pass 2d6

- Animal reaches or maintains maximum speed of twice normal move

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Animal reaches or maintains maximum speed of one and a half times normal move

ROUGH GOING

There will be times when a mount may be called upon to move over or through "rough terrain" at fast speeds or clear obstacles. An example of rough going would be moving up or down a mountainside.

Horses and mules may also jump low walls and other obstacles up to 1" in height and 3" in width by using the **ROUGH GOING** test.

But before any of this may happen, the rider must roll 2d6 versus his Sand on the **MOUNTED CHALLENGE** table to attempt this. Once he has decided to attempt it the mount will then try.

2 MOUNTED CHALLENGE TABLE

Taken versus the Sand of the rider

Pass 2d6

- Let's go! Rider decides to make attempt.

Pass 1d6

- Uh oh! Rider may decide *not* to make attempt and veers away or come to stop at his discretion or continue to make the attempt by immediately re-rolling on this table counting a result of pass 1d6 as if he had passed 0d6.

Pass 0d6

- No way Jose! Rider loses nerve and veers away or comes to stop at his discretion.

Okay, so you're passed with 2d6 on the previous table and are going to give it a try. Roll 2d6 and test versus the Quality of the mount.

2

ROUGH GOING TABLE

Taken versus the Quality of the mount.

Pass 2 d6

- Animal reaches or maintains maximum speed of one and half times its normal move.
- If jumping the mount clears obstacle easily.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Mishap! Immediately roll 1d6 versus horse Quality. If the die score is equal or less than the Quality of the horse then the rider must take the **STAY MOUNTED** test. If exceed horse Quality the mount has stumbled and rider is thrown and must take the **RIDER THROWN** test.

STAY MOUNTED TEST

Take this test when you're trying to hang on!

2

STAY MOUNTED TEST

Test against the Horsemanship Rating of the figure.

Pass 2d6

- Stay mounted.

Pass 1d6

- Rider thrown. Roll Shootin' damage as if shot with a pistol.

Pass 0d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun.

RIDER THROWN TEST

And this one when you can't!

2

RIDER THROWN

Test against Toughness of the figure.

-1 to Toughness if moving over 18" when thrown

Pass 2d6

- Rider thrown. Roll Shootin' damage as if shot with a pistol.

Pass 1d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun.

Pass 0d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun with OOF minimum result.

Six Gun Sound: Blaze of Glory

HOLDING MOUNTS

A rider may hold up to four mounts but may not fire when doing so unless using a pistol or other one-hand weapon. When doing so he takes a minus one to his Rep.

TWO RIDERS

Horses can carry a second rider but at a minus one to their Quality.

MELEE

Mounted characters armed with a melee weapon will count +1d6 on the first round (Impact) of melee.

WHEN SHOOTING

Firing from a horse or mule can be a little tricky. Firing from a normal moving animal will count as moving fast. If firing from a "Nag", reduce the shooter's Rep by one.

In addition, when firing from a fast moving mount, the shooters effective range is halved.

MOUNTED FIGURES AS TARGETS

When targeting a mounted figure, roll To Hit as normal. Should the shot result in a score of "8" the mount or a bystander has been hit instead.

MOUNT TESTS AND CHECKS

If a mount has been hit, roll 1d6 immediately for the location of the hit. This is found on the following table using the underlined text.

Once the location has been determined, roll 2d6 versus the Quality of the mount under that location to see what, if any, damage has occurred. *Note that if the weapon used was a buffalo gun or shotgun/scattergun at 6"/3" then roll only 1d6.*

2 "THEY SHOT MY HORSE!" TABLE

Roll versus Quality of mount

1 = Head (Roll at -1 to Quality)

Pass 2d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 1d6

- Mortal Wound! Rider must take **RIDER THROWN** test.

Pass 0d6

- Dead! Rider must take **RIDER THROWN** test.

2 = Neck

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mortal Wound! Rider must take **RIDER THROWN** test

3 = Chest (Roll at +1 to Quality with maximum of 5)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Dead! Rider must take **RIDER THROWN** test.

4 = Abdomen

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mortal Wound! Rider must take **RIDER THROWN** test

5 = Shoulder/Thigh

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mount drops, rider thrown. Mount may only move at half Move for remainder of game.

6 = Legs (Roll at -1 to Quality)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Mount stumbles. Rider thrown. Roll 1d6 vs. Quality -1. Pass = No further effect. Fail = Mount crippled. May not be ridden and may only move at half move rate for remainder of game.

Pass 0d6

- Leg broken. Rider thrown and mount crippled as above.

Six Gun Sound: Blaze of Glory

NOTE: Mounts that suffer wounds and breaks will use the AFTER THE BATTLE RECOVERY "Physically Fit" test as if a character.

LOOSE OR TIED

A mount that is not being ridden, or led, will be in one of the following two conditions collectively termed abandoned:

- **Loose:** The mount is free to roam. It may be in an enclosure of some kind. However the animal has full freedom of movement within that enclosure.
- **Tied:** The mount is secured to a tree limb, hitching post, or similar item.

TRAINING, GUNFIRE, AND SCARY MEN

When the gunfire starts, horses may tend to react in ways you may not expect or want. Just like when someone is trying to "spook" the animal into running away. To reflect this, whenever a firearm is discharged within 6" of a horse or mule, or someone is deliberately trying to "spook" the animal by shouts, waving blankets, etc. roll 2d6 versus the Quality of the animal on the **SKITTISH TABLE**.

2 SKITTISH TABLE

Test against Quality of the animal.

Pass 2d6

- Loose mount will move 1d6" away from the cause of the test.
- Otherwise no movement.

Pass 1d6

- Loose horses will Runaway, testing to jump fences/break down gate if in an enclosure.
- Tied horse will become Loose and move 1d6" away from cause of the test.

Pass 0d6

- Loose or tied mount will run away as above.

THE LEAST YOU NEED TO KNOW

- There are three types of mounts.
- Being "unfamiliar" with riding makes it more difficult and dangerous to do.
- Horses and mules may move normally and dice to "move fast".
- Mounts may traverse different obstacles but must test for their success.
- When fired on there is a chance that the mount instead of the rider can be hit.
- It is harder to shoot while mounted.

WAGONS, STAGES AND THE LIKE

In this section you will learn the rules that pertain to the various wagons, stagecoaches, etcetera that were used in the Wild West. For simplicity's sake we will refer to them all as "vehicles".

These vehicles were used to transport people and things and are as follows:

Wagons – These flatbed wagons are either covered or not. Two to four horses, oxen, or mules typically pull them. These require one driver to handle the team and can accommodate up to eight passengers in the large "prairie schooners". The wagon box will count as *obscuring cover*. Those behind the wheel and box will count as being in *bulletproof cover*. Movement rates are as follows:

- Wagon pulled by oxen - 6" (may not fast move)
- Wagon pulled by 2 horses/mules - 6"
- Wagon pulled by 4+ horses/mules - 10"

Stagecoach – Think Wells Fargo here. Stagecoaches are capable of speed, and some comfort, and a favorite target of Outlaws. Requires one driver and always has someone riding "shotgun" to help guard the stage. Stages are pulled by two or more horses and capable of carrying eight inside the covered coach, and another four on the roof. Being in the coach counts as *obscuring cover*. Being behind the wheel and coach will count as *bulletproof cover*. Being on top don't count as much of nothing at all...

Movement rates are as follows:

- Stage pulled by 2 horses - 6"
- Stage pulled by 4+ horses - 10"

Buckboard – Also referred to as a "jerky". Requires one driver and can carry one additional passenger next to the driver as well as four more in the back, although not too comfortably. Pulled by one horse and often found being used by Townsfolk and women. Being on a "jerky" does not count as cover. Being behind it counts *obscuring cover* while behind the wheel and board counts *bulletproof cover*. Movement rate is as follows:

- Buckboard or "jerky" pulled by 1 horse - 10"

GENERATING TEAM QUALITY

Horse and mule teams were selected for their similar abilities or in this case Quality. Whenever there is a team of more than four animals there will be one animal with a Quality 1 higher than the rest never to exceed Quality 5. This lead animal must be in the front of the team.

A team takes all tests against the team leader's Quality.

Six Gun Sound: Blaze of Glory

The method used to determine a team's Quality is similar to that used when generating a mount. Once the Quality is generated, modifiers are applied based on its owner's Profession and/or prosperity. Team Quality is based on the Prosperity of that outfit's leader. Rolling 1d6 will generate a team's Quality. There are a number of circumstances that will modify this score. They are

- The Profession of the owner.
- The Prosperity of the owner.

Once a final score has been determined, consult the **TEAM QUALITY** table.

A team's Quality cannot be reduced below Nag or above Good.

MODIFIERS BY PROFESSION AND PROSPERITY

Remember that for most NPC's their Prosperity is equal to their Rep.

Greenhorns and Townsfolk:

Prosperity:

- 1 or 2 = -2 to die roll
- 3 = -1 to die roll
- 4 = No change
- 5 = +1 to die roll
- 6 = +2 to die roll

Homesteaders and Prospectors:

Prosperity:

- 1 or 2 = -1 to die roll and will substitute mule
- 3 = No change and will substitute mule
- 4 = +1 to die roll
- 5 or 6 = +2 to die roll

Stagecoaches:

Prosperity:

- 1 = -1 to die roll
- 2 or 3 = No change
- 4 = +1 to die roll
- 5 or 6 = +2 to die roll

When generating the Quality of the animals roll only once on the **TEAM QUALITY TABLE**. This die roll is modified by the circumstances below.

1 TEAM QUALITY TABLE

- 1 = Nags.
- 2 = Pretty Fair.
- 3 = Pretty Fair.
- 4 = Pretty Fair.
- 5 = Pretty Fair.
- 6 = Good.

MOVEMENT DISTANCES

Normal movement rates are as follows:

- Wagon pulled by oxen - 6" (may not move fast)

- Wagon/stage pulled by 2 horses/mules - 6"
- Wagon/stage pulled by 4+ horses/mules - 10"
- Buckboard or "jerky" pulled by 1 horse - 10"

This base movement can be modified by a variety of factors including wounds from combat as well as items found in the Campaign Section of the rules.

The distances quoted for movement are over open terrain. If crossing rough or broken terrain refer to the **ROUGH GOING** section of these rules.

DRIVER RATINGS

Just as teams are rated by Quality, teamsters are rated by their skill at driving. Generally a character's Driver Rating cannot exceed its Rep. However this is modified by the factors below.

- Stagecoach drivers may never have a Drivers Rating greater than 5.
- Other than townsfolk may never have a Drivers Rating greater than 4.
- Townsfolk may never have a Driving Rating greater than 3.

DRIVERS TEST

Sometimes when the above tests are being taken a result of **Take Driver Test** occurs. When this happens immediately roll 2d6, and apply the scores versus the Driver Rating of the driver.

2 DRIVERS TEST

2d6 versus Driver Rating of the driver

Pass 2d6

- Count as if team passed 2d6 in previous test.

Pass 1d6

- If character Drivers Rating is equal or higher than the Quality of the team then count as if team passed 2d6 in previous test.
- If character Drivers Rating is less than the Quality of the team then count as if team passed 0d6 in previous test.

Pass 0d6

- Count as if team passed 0d6 in previous test.

HITCHING/UNHITCHING THE TEAM

Hitching up or unhitching will take one turn of Activation per animal. Once all the animals are hitched up it will take one turn of Activation for the driver to board and be ready to move.

Animals can be cut out of the traces at the rate of one animal per person per turn assuming a cutting tool is available. *That's the traces being cut, not the animals, hombre.*

DRIVING

If horses were the automobiles of the Old West teams of animals pulling vehicles were the trucks. And yes, they were also live critters with a

Six Gun Sound: Blaze of Glory

mind of their own. To reflect this you have to use the following tables whenever you are trying to do certain stressful actions with the team. They are:

- Trying to **MOVE FAST**.
- When you're driving in **ROUGH GOING**.
- Trying to **TRAMPLE** someone.

A team takes all tests against the team leader's Quality.

TURNS

A vehicle may make as many turns as desired up to a 90-degree change of direction when active. Turns may be made whenever desired during their Activation so long as the vehicle moves forward half its body length between turns. *Body length here is the total length of the wagon and team.*

WRECKING A VEHICLE

Should a vehicle change facing by 45 degrees or more while moving fast, a double 5 or 6 means the coach has wrecked. This includes any following tests taken in the place of a **MOVING FAST** test.

Turn the coach/wagon on its side. Treat all passengers as having been thrown. Roll a die for each animal. On a 1-4 the animal has broken free from the traces and is high-tailing it for parts unknown. On a 5-6 treat the animal as having received a hit from a buffalo gun rolled on the "**THEY SHOT ONE OF THE HORSES!**" table as normal.

FAST MOVING

Whenever a vehicle wishes to move fast, this test is taken.

2 FAST MOVING

2d6 versus Quality of the team

Pass 2d6

- Team reaches or maintains maximum speed of twice normal move

Pass 1d6

- Take Driver Test.

Pass 0d6

- Team moves one and a half times its normal move.

Vehicle changing facing by 45 degrees or more wrecks on a roll of double "5" or "6".

ROUGH GOING

There will be times when a vehicle may be called upon to move over or through "rough terrain" at fast speeds. Or perhaps the vehicle is trying to ford a watercourse up to twice its length (any thing wider is impassable). An example of rough going would be moving up or down a mountainside.

In these circumstances, the driver must roll 2d6 versus his Sand on the **DRIVER CHALLENGE**

table to attempt this. Once he has decided to attempt it the team will then try.

2 DRIVER CHALLENGE TABLE

Taken versus the Sand of the rider

Pass 2d6

- Let's go! Driver decides to make attempt.

Pass 1d6

- Uh oh! Driver may decide *not* to make attempt and veers away or come to stop at his discretion or continue to make the attempt by immediately re-rolling on this table counting a result of pass 1d6 as if he had passed 0d6.

Pass 0d6

- No way Jose! Driver loses nerve and veers away or comes to stop at his discretion.

Okay, so you're passed 2d6 on the previous table and are going to give it a try. Roll 2d6 and test versus the Quality of the team.

2 ROUGH GOING TABLE

Taken versus the Quality of the team.

Pass 2 d6

- Team reaches or maintains maximum speed of twice normal move.
- If fording a watercourse the vehicle makes it easily.

Pass 1d6

- Take Drivers Test.

Pass 0d6

- Team is out of control! Driver immediately must roll 2d6 on the **LOSING CONTROL** table.

LOSING CONTROL TABLE

Take this test when you're trying to keep the team under control!

2 LOSING CONTROL

Taken versus the Driver Rating of the driver

Pass 2d6

- Driver maintains control but team only moves up to normal move.

Pass 1d6

- Take Driver Test.

Pass 0d6

- The vehicle has wrecked or if crossing a watercourse the vehicle has "flipped" over and moves 12" downstream! In either case turn the vehicle on its side. All passengers must immediately take the **PASSENGER THROWN** test. Roll a die for each animal in the team. On a 1-4 the animal has broken free from the traces and is high-tailing it for parts unknown. On a 5-6 treat the animal as having received a hit from a

Six Gun Sound: Blaze of Glory

buffalo gun rolled on the “**THEY SHOT ONE OF THE HORSES!**” table as normal.

PASSENGER THROWN TEST

And this one when you have totally lost it!

2 PASSENGER THROWN

Test against Toughness of the figure.

-1 to Toughness if moving over 18" when thrown

Pass 2d6

- Passenger thrown. Roll Shootin' damage as if shot with a pistol. If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

Pass 1d6

- Passenger thrown. Roll Shootin' damage as if shot with Buffalo gun. If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

Pass 0d6

- Passenger thrown. Roll Shootin' damage as if shot with Buffalo gun with OOF minimum result. If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

TRAMPLING PEOPLE

Vehicles may run down people either on purpose or by accident. When this happens the person being run down rolls 2d6 on the following table.

2 “TRAMPLE” TABLE

Taken versus the Sand of the target.

Pass 2d6

- Target dodges out of way and vehicle continues by.

Pass 1d6

- If vehicle is moving fast the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting as if in *obscuring cover* and as if hit by a buffalo gun.
- If vehicle is moving normal speed target will dodge out of way and vehicle continues by.

Pass 0d6

- If vehicle is moving fast the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting without benefit of cover and as if hit by a buffalo gun.
- If vehicle is moving normal speed the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting as if in *obscuring cover* and as if hit by a pistol.

HOLDING TEAMS

A character may hold a team from the lead animal but may not fire when doing so unless using a

pistol or other one-hand weapon. When doing so he takes a minus one to his Rep

FIRING AT OR FROM A MOVING VEHICLE

Firing at or from a vehicle can be a little tricky. Firing at or from a vehicle pulled by a normal moving team will count as moving fast. Firing from a “Nag” Quality team reduces the shooter's Rep by one.

In addition, when firing at or from a fast moving vehicle, the shooters effective range is halved.

PASSENGERS AND TEAMS AS TARGETS

When targeting a passenger figure, roll To Hit as normal counting cover when appropriate. Teams cannot be targeted from directly behind the vehicle. Otherwise draft animals may be fired on as if they were characters.

TEAM TESTS AND CHECKS

If a member of the team has been hit roll 1d6 to determine the location of the hit. This is determined by using the underlined text in the following table. Next roll 2d6 in the appropriate section versus the Quality of the animal to see what, if any, damage has occurred. *Note that if the weapon used was a buffalo gun or shotgun/scattergun at 6"/3" then roll only 1d6.*

2 “THEY SHOT ONE OF THE HORSES!”

Roll versus Quality of animal

1 = Head (Roll at -1 to Quality)

Pass 2d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 1d6

- Mortal Wound! If moving fast vehicle wrecks and read results on the **LOSING CONTROL** table, otherwise move 6" and come to stop. Vehicle may not move again until animal is “cut out” from team.

Pass 0d6

- Dead! If moving fast vehicle wrecks and read results on the **LOSING CONTROL** table, otherwise move 6" and come to stop. Vehicle may not move again until animal is “cut out” from team.

2 = Neck

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Mortal Wound! If moving fast vehicle wrecks and read results on the **LOSING CONTROL** table, otherwise move 6" and come to stop. Vehicle may not move again until animal is “cut out” from team.

Six Gun Sound: Blaze of Glory

3 = Chest (Roll at +1 to Quality with maximum of 5)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Dead! If moving fast vehicle wrecks and read results on the **LOSING CONTROL** table, otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

4 = Abdomen

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Mortal Wound! If moving fast vehicle wrecks and read results on the **LOSING CONTROL** table, otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

5 = Shoulder/Thigh

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Animal drops. Driver takes **LOSING CONTROL** test. Animal may only move at half move for remainder of game.

6 = Legs (Roll at -1 to Quality)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Mount stumbles. Driver takes **LOSING CONTROL** test. Roll 1d6 vs. Quality -1. Pass = No further effect. Fail = Animal crippled. May not be hitched up and may only move at half move rate for remainder of game.

Pass 0d6

- Leg broken. Driver takes **LOSING CONTROL** test and animal crippled as above.

*NOTE: Animals that suffer wounds and breaks will use the **AFTER THE BATTLE RECOVERY** "Physically Fit" test as if a character.*

DRIVER DISABLED

If the driver of any vehicle becomes disabled for any reason the vehicle will continue on its current path at its last move speed until it comes to a halt.

- It will only come to a halt at the end of the Activation turn that the score is equal or less than their normal movement.

- If it runs into an impassable object then roll on the **LOSING CONTROL** table counting as a Rep 3 driver.
- Or another character assumes the roll of driver. This is done at the end of the Activation that the character grabs the reins.

THE LEAST YOU NEED TO KNOW

- There are three types of vehicles, wagons, stagecoaches, and buckboards.
- Vehicles can move normally or may dice to "move fast".
- It is possible to lose control when driving a vehicle.
- It is possible to run down people with a vehicle but not easy to do it.
- It is difficult to fire at or from a moving vehicle.

CHALLENGES

In 6GS your characters can do anything real folks (even moving picture folks if you like) can do. Leap from rooftop to rooftop, climb a ladder, intimidate an enemy, if you can imagine it you can do it. *Use this procedure whenever a character wants to perform an action that is not covered under any other rule in 6GS.*

Challenges represent the character's attempt to complete a Task successfully.

DEFINING A TASK

A Task is a challenge out of the ordinary. Opening a door is not a Task. Picking the lock or breaking it down would be.

There are a few things that need to be determined to define a task.

IS IT AN OPPOSED OR UNOPPOSED TASK?

Tasks are divided into two types as follows:

- 1 **Unopposed Task** - The character is trying to complete a Task that does not involve another character. Such as climbing a wall, unlocking a door, or other similar task.
- 2 **Opposed Task** - The character is trying to complete a Task that does involve another character or characters. Such as wrestling a weapon from someone, trying to intimidate another character, or other similar task.

TASK DIFFICULTY

After it has been determined if the Task is unopposed or opposed the player must determine how difficult the Task is. All *unopposed* Tasks have a Difficulty Factor (DF) as follows:

- Easy (+1)
- Tough (0)

Six Gun Sound: Blaze of Glory

- Hard (-1)
- Are you kidding me? (-2)

Players must agree on a difficulty factor of a specific Task and this is purely subjective, unless already determined prior to the Encounter.

COMPLETING AN UNOPPOSED TASK

The character attempting the task applies the DF of the Task to his Rep. This is the **TASK TARGET NUMBER**. *Example – Jim Bob Joe wants to break open a door. His Rep is a 5 and the DF is a -1 so his Rep for this task would be a 4.*

He then rolls 2d6 versus this number as if taking a Reaction Check. Consult the table below for the results.

2 UNOPPOSED TASK TABLE

Rolled versus the TASK TARGET NUMBER

Pass 2d6

- Successfully perform Task.

Pass 1d6

- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6

- Can't do it and faces the consequences.

Example – Jim Bob Joe is being chased and sprints for the edge of the roof overlooking the alley between buildings. He decides to leap over it (DF -1). His Rep is a 5 and with the DF of -1 the number 4 is his target number. He rolls a 2 and a 6. He passes on 1 die. He stops short of the edge, looks down, and decides he has to try it anyway, as the Sheriff and Deputies are hot on his trail.

He rolls again and scores a result of 1 and 6 or pass 1d6. This is his second attempt so he counts pass 0d6 and falls into the alley...splat.

The consequences of failing must be agreed upon before a character attempts a Task.

COMPLETING AN OPPOSED TASK

Opposed Tasks are handled in a slightly different manner. Characters do not use the DF list from the unopposed Tasks. Instead use the Rep of the character opposing the Task. *The DF becomes the difference between the opposing Reps.*

In addition, a "situational advantage" of either a +1 or -1 may be added if there is something that gives one or the other character an advantage during the attempt.

Players must agree upon the advantage of a specific character and this is purely subjective unless already determined prior to the Encounter.

After the Reps of the opposing characters have been applied, and the advantage determined, the result is the **TASK TARGET NUMBER**.

The character attempting the Task rolls 2d6 versus this number as in a Reaction Check. Consult the table below for the results.

2 OPPOSED TASK TABLE

Rolled versus the TASK TARGET NUMBER

Pass 2d6

- Successfully perform Task.

Pass 1d6

- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6

- Can't do it and faces the consequences.

Example – Jim Bob Joe (Rep 4) is trying to sneak past Gretchen (Rep 5) and Suzie (Rep 3) to exit a building without being noticed. He is trying this in an unlit area so it is determined he has a +1 situation advantage.

His attempt versus Gretchen would be at (Rep 4 -1 for his lower Rep, +1 for the advantage of the area being unlit) for a Task Target Number of 4.

The same attempt versus Suzie would be (Rep 4 +1 for Suzie's lower Rep, +1 for the advantage on the area being unlit) for a Task Target Number of 6.

As both Gretchen and Suzie are involved they both are opposing the Task and although only one set of dice are rolled the results are applied to both characters.

Jim Bob Joe rolls a 6 and a 4. He passes 2d6 against Suzie (it was automatic) and could sneak by her but he passes only 1d6 versus Gretchen so may either stop the attempt before failing or try again.

He chooses to try again and rolls the same result except this time the pass 1d6 counts as pass 0d6. Gretchen sees him and can react. Suzie still hasn't caught on so cannot respond on the first round.

The consequences of failing must be agreed upon before a character attempts a Task.

FACING THE CONSEQUENCES

The consequences of failure should be in keeping with the severity of the task. *For example – Dropping down from a single story roof may result in a twisted ankle and movement reduction if failed.*

Six Gun Sound: Blaze of Glory

While falling from a six story building may result in death.

THE LEAST YOU NEED TO KNOW

- You can do almost anything with the Challenge system.
- There are two types of tasks, opposed (versus other characters), and unopposed.
- The consequences of failing a Task must be agreed upon before the Task is attempted.

SETTING UP THE TABLE

Setting up the terrain on the table can be as simple or elaborate as you like. Refer to the SIMPLE CAMPAIGN section for more inspiration.

HOW DO YOU WIN?

Winning will take on many forms. If you're an Outlaw maybe robbing the bank means you win. Maybe stopping the Outlaws from robbing the bank means you win if you're a Sherriff or townsfolk. Sometimes just getting you and your guys off the field means you win. Winning is up to you.

And sometimes you can't win! Maybe you're up against over whelming odds. Live with it, it happens. Remember, it's a campaign game. Now if you play a "one up" battle well that's another story.

Me? I prefer to think I'm living a story when I play and each Encounter is a chapter and the whole campaign the book. If I look back at the end of the campaign and say "Hey, I had a good time and it was fun," then I won.

PUTTING CHARACTER INTO YOUR CHARACTERS

STARS AND HANDS

So far your games of Six Gun Sound have used stock characters. One cowpoke is pretty much like another albeit some are better in a fight than others. The following rules allow you to play more varied "characters". There are two types of characters. They are "Stars" and "Hands".

"Stars" – are characters that represent you, the player. These characters are sometimes referred to as *player characters* (PC).

"Hands" – are the *non-player characters* (NPC) that make up your outfit and/or enemies. Hands are generated using the appropriate list for the profession you have chosen. *Example – I'm an*

Outlaw and by rolling d6 on the Outlaw Profession list I will determine the members of my gang.

PLAYER ADVANTAGES

Being a Star in 6GS has three important advantages or "perks". They are:

1. The "Larger Than Life" rule.
2. The "Cheating Death" rule.
3. The "Free Will" rule.

If desired some "Hands" may be allowed to utilize any or all of the player advantages.

Use of the player advantages is optional. A real Westerner had to survive on his wits and skill and didn't have any dandified Eastern "Star" rules to pull his fat out of the fire or save his hair.... well you get the idea. Feel free to use as many or as few of the Player Advantages as you see fit.

LARGER THAN LIFE (LTL)

6GS can be used to capture the "flavor" of Western movies where the hero is a "larger than life" character. This is represented as follows.

A Star may not be killed by anyone with a lower Rep than his. The worst damage he can receive will be an out of the fight result. Treat all results of "obviously dead" as "out of the fight".

During campaign play, using the Larger Than Life rule causes the loss of any Reputation Advancement Points the Star may have accrued. In addition the Star has become captured if no one carried him from the board before the end of play.

CHEATING DEATH

There may come a time when another character or NPC of equal or greater Rep actually succeeds in killing the Star. When this happens, the Star can decide to "Cheat Death".

To "Cheat Death" the player declares his intent and his character is removed from play and allowed to immediately end his involvement in the encounter. This represents some amazing occurrence that has happened allowing him to have "cheated death".

In campaigns cheating death has repercussions. Anyone cheating death will have his Rep immediately reduced by 1 and the loss of all Reputation Advancement Points. But don't fret as you can still rebuild your Rep and perhaps improve upon it!

FREE WILL

This is the biggest rule that separates "Stars" from "Hands". Whenever the text "Star can choose his reaction" appears across the top of a reaction test the player may decide to automatically without rolling either pass 2d6, 1d6, or 0d6.

Six Gun Sound: Blaze of Glory

ATTRIBUTES AND SKILLS

6GS uses "Attributes and Skills" to further define different characters. An Attribute is something you're born with while a Skill is something you've learned. There are many, many Attributes and Skills and future books will expand on them but for now we will use only a few.

At the start of the campaign each "Star" of Rep 3 is allowed one Attribute, or Skill, chosen freely from the following lists. Each time the "Star" raises his Rep by one level or starts out at a higher level than 3 he is allowed to choose another Attribute.

When a "Grunt" starts the campaign his Attribute, or Skill, is determined at random by drawing a playing card. Each time he raises his Rep by one level he is allowed to draw a card and add this Attribute or Skill.

Note that some characters will already begin the campaign with Attributes, or Skills, based upon their chosen Profession. These are in addition to any others they may earn.

One more thing, if you draw a Joker you are allowed to choose the Attribute, or Skill, for the character.

SPADES

2 or 3 = Agile: When the figure is "fast moving" he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty.

4 = Born Leader: Adds 1d6 to all Reaction tests except for the In Sight test. Any friendly character within 4" of him will react as he does. *Example – Marshal Bob, the natural born leader, rolls 3d6 for a reaction test and passes 2d6. All of the characters within 4" will also count as if passing 2d6 without rolling dice.*

5, 6, or 7 = Brawler: Adds 1d6 when in melee but can still only count the best two.

8, 9, or 10 = Good Judge of Horseflesh: Adds one when rolling for the Quality of a tethered horse.

Jack or Queen = Tyro: Minus 1 to Rep when firing.

King or Ace = Two Left Feet: If when rolling to "move fast" and a "1" is scored he will move 1d6" instead and fall forward prone. He may not get up until active.

CLUBS

2, 3, 4, or 5 = Lacks a Backbone: Treats Duck Back as Runaway.

6 = Crackshot: +1 to die score when firing.

7 or 8 = Drunkard: Throw 1d6 at start of every Encounter. If the score is higher than the figures Rep then re-roll 1d6 and consult the table below:

1 = Ironclad drunk: Ignores all Duck Back results.

2 = Dead drunk: Character will roll 1d6 each time he becomes Active. If exceed Rep then fall over and pass out, out of fight.

3 = Touched drunk: Behave as if a Touched in the Head.

4 = Sick drunk: Count "fast movement" penalty when firing and one less d6 in melee.

5 or 6 = Staggering drunk: -1d6" when moving and may only use 1d6 when testing to move fast.

9 = Touched in the Head: Roll 1d6 when Active. Roll Rep or less and behave normal otherwise remain in place.

10 or Jack = Familiar with weapon: Character is familiar with a second weapon in addition to the one that he normally uses.

Queen = Fast: Able to move 2 extra inches each move.

King or Ace = Gun shy: Will roll only 1d6 when taking a Received Fire test.

HEARTS

2 or 3 = Knife Fighter: Will add 1d6 in melee but only if armed with a knife. Only counts the best two scores. When throwing a knife will +1 to his die score to hit.

4 = True Grit: Ignores all Duck Back results.

5, 6, 7, or 8 = Tradesman: Townsfolk with expertise in chosen field. +1 to Rep for any occupation related Challenge.

9, 10, or Jack = Runt: Counts 1 Rep lower in melee.

Queen, King, or Ace = Sickly: Counts 1 less to Rep when making After the Battle Recovery Checks.

DIAMONDS

2, 3, 4, or 5 = Slow: Subtract 2" from move.

6 or 7 = Swimmer: Character is able to swim.

8 = Crack Teamster/Driver: Adds 1d6 when in taking **LOSING CONTROL** test but can still only count the best two.

Six Gun Sound: Blaze of Glory

9, 10, or Jack = Tough: Treats first result of Run Away as Duck Back. Subsequent times treated as normal.

Queen, King, or Ace = "Yella": Will only roll 1d6 if testing to Charge, Being Charged, or trying to Come Back.

THE LEAST YOU NEED TO KNOW

- Characters are classed as either Stars or Hands
- Characters may have Attributes and Skills

ENCOUNTERS

Encounters are the scenarios for Six Gun Sound. They form the basis for the campaign. All encounters follow a similar pattern. It is:

- 1 – What the scenario is.
- 2 – What the goal of the player is.
- 3 – What the terrain is like.
- 4 – What are the forces involved.
- 5 – Where the forces start.
- 6 – Any special instructions.

The Encounter descriptions below have been written for use in one off games. When Encounters are played as part of a campaign game, the details of each may be altered as listed under the campaign game listing for the Star's profession.

MOUNTS

It is assumed that your characters have mounts available for every encounter. You may choose a horse or a mule, as you desire. Unless an Encounter description states otherwise:

- Townsfolk and local Sheriffs and Deputies always have their mounts in the Livery unsaddled in town encounters.
- It takes a would-be rider two activations to saddle a mount. The figure may do nothing else while active and tacking up a mount.
- Pack animals are considered to be a "mount" of the outfit leader for deployment purposes. Pack animals may not be loaded during the course of an encounter. If the animal starts "unsaddled", consider the load (and ammunition reloads it represents) to be piled up near where the animal is housed.

GUNFIGHT (GF)

SCENARIO:

- This is the classic gunfight where both sides are facing each other and waiting to make a move. There are three different types.
- Roll 1d6 to see which type of gunfight occurs.
 - 1-3 = GF-1
 - 4-5 = GF-2
 - 6 = GF-3
- The first (GF-1) is the one on one "throw down" or classic Draw made famous by Hollywood. These gunfights will occur in town.
- The second type of gunfight (GF-2) is similar to the first but will have more than two characters involved spread out over two sides. These commonly occur in towns (1-4) but may occur elsewhere (5-6) either at a ranch (1-3) or on the trail (4-6).
- The third gunfight (GF-3) will be an "open battle" where two sides meet up on the trail and start shooting.

GOAL:

- To drive off the enemy whether through casualties or threat of force.

TERRAIN:

- GF-1 gunfights will either occur in the street (1-3) or indoors (4-6) typically in the saloon or gambling house.
- GF-2 gunfights will always occur in the street and usually in front of a saloon (1-3), gambling house (4-5), or Livery stable (6).
- GF-3 gunfights will occur either in town (1-2, then as GF-2) or on the trail (3-6).

FORCES:

- Having determined the type of gunfight, we need to determine how many characters are involved in the fight.
- GF-1 is very straightforward. Your Star versus one opponent diced for on the **GUNFIGHT OPPONENTS** table.
- In GF-2, roll 1d6 to see how many characters are on your Star's side and then dice on the **HOW MANY OF THEM ARE THERE** table to see how many are against them. Having determined the number of enemy they can be diced for on the **GUNFIGHT OPPONENTS** table.
- GF-3 features 2d6 +2 figures from your Star's outfit versus a number of opponents diced for on the **HOW MANY OF THEM ARE THERE** table.

Six Gun Sound: Blaze of Glory

Again having now determined the number of enemy they can be diced for on the **GUNFIGHT OPPONENTS** table.

2 HOW MANY OF THEM TABLE (GF)

- 2 They have twice as many figures as you.
- 3 They have ½ as many more figures than you.
- 4 They have 2 more figures than you.
- 5 They have 1 more figure than you.
- 6 The forces are equal.
- 7 The forces are equal.
- 8 The forces are equal.
- 9 You have 1 more figure than they.
- 10 You have 2 more figures than they.
- 11 You have ½ as many more figures as they.
- 12 You have twice as many figures as they.

2 GUNFIGHT OPPONENTS

Player character is

	Outlaw	Gunfighter	Lawman	Cowboy
Greenhorn	2 - 3	2 - 3	NA	2 - 3
Cowboys	4 - 5	4 - 5	2 - 5	4 - 7
Lawman*	6 - 8	6	NA	8
Outlaws	9	7	6 - 10	9-10
Gunfighter	10	8 - 11	11	11
RNS#	11-12	12	12	12

* Roll d6 to determine the list used from the results below.

- 1 = Marshal
- 2 = Ranger
- 3/4 = Sheriff
- 5/6 = Deputy

Roll on the **RANDOM NPC SELECTION** table

DEPLOYMENT:

- In GF-1 and GF-2 gunfights the characters will square off at a distance equal to the shortest effective range of all the characters involved.
- In GF-3 gunfight roll 2d6 versus each sides Leader (highest Rep figure if no Outfit leader for that side) and compare to the following **STANDUP FIGHT TABLE**.

2 STANDUP FIGHT TABLE

Rolled versus the Rep of each Leader

Pass same number of d6

- Sides set up 24" apart and in sight. May be in cover if available. Highest passing die score has choice of setting up first or second. Re-roll ties. Roll Activation as normal.

One side passes 1d6 more than the other and has the advantage.

- Side that passed more d6 sets up on half of the table as desired.
- The other side activates first and comes into sight 24" away from the opposite side of the table.

One side passes 2d6 more than the other and has the advantage.

- Side that passed more d6 sets up and is waiting in **AMBUSH**. Set up as if passed 1d6 more than the other except ambushers will count hidden.
- The other side activates first and comes into sight 24" away from the opposite side of the table.

MOUNTS:

- For any gunfight that takes place in town, there will be 1d6 -1 saddled horses tethered outside the saloon. An additional 1d6 -2 saddled horses in the livery stable. For each character in your force roll to see if his horse is saddled and tethered outside the nearest building (1-2), saddled and tethered inside the Livery (3-4), or unsaddled in the Livery (5-6).
- For gunfights that take place on the trail, roll 1d6 for your entire force. They will start mounted (1-2), have their saddled mounts nearby (3-4), or have their mounts unsaddled in a central location (5-6).
 - "Start mounted: means your characters may either start in the saddle, or on foot leading their mounts.
 - "Saddled mounts nearby" means you roll 2d6 for each character and place his mount that many inches away.
 - "Central location" means the mounts are picketed or in a brush corral at the center of the table edge furthest from the opposing faction.

SPECIAL INSTRUCTIONS:

- None.

Six Gun Sound: Blaze of Glory

ROBBERY (R)

SCENARIO:

- Determine the size of the town that the robbery will take place in on the **SIZE OF SETTLEMENT** chart found in the **CAMPAIGN SECTION** of the rules.
- In a good-sized town this is always a Bank robbery. There will be one (1-5) or two (6) banks. For a spectacular stunt sure to go down in history, Outlaws should try to rob both!
- In a small town this is a Bank (1-4) or Store (5-6) Robbery.
- In a trading post this is always a store robbery.
- If a fort is called for use a trading post instead.
- If a wagon or mule train is called for play an Escort Encounter instead with Outlaws as the attacker.

GOAL:

- The Outlaws want to exit the bank or banks and make off with the money with as few casualties as possible.
- The Townsfolk, Homesteaders, and Lawmen want to stop the bank from being robbed and kill or capture as many Outlaws as possible.

TERRAIN:

- Terrain is appropriate for the robbery based on the type of target and size of settlement. (see **SETTLEMENTS** in the **CAMPAIGN SECTION**). If it's a town, be sure to include a sheriff's or town marshal's office. Roll 1d6 for its location:
 - 1 = ½ d6 buildings to the right on the same side of the street as the bank.
 - 2 = ½ d6 buildings to the right, on the opposite side of the street as, the bank.
 - 3-4 = directly across from the bank.
 - 5 = ½ d6 buildings to the left on the same side of the street as the bank.
 - 6 = ½ d6 buildings to the left, on the opposite side of the street as, the bank.

FORCES:

- The Outlaw may use as many as 1d6+2 Outlaw characters.
- The townsfolk player gets 1 Sheriff and settlement level – 1d6 deputies...
- ...and will roll on the following table to determine how many townsfolk are present.

2 HOW MANY OF THEM TABLE (R)

Add the Settlement Level of the locale to the score

- 4 Twice as many figures as Outlaws.
- 5 Twice as many figures as Outlaws.
- 6 Twice as many figures as Outlaws.
- 7 Twice as many figures as Outlaws.
- 8 Twice as many figures as Outlaws.
- 9 Twice as many figures as Outlaws.
- 10 Twice as many figures as Outlaws.
- 11 Three times as many figures as Outlaws.
- 12 Three times as many figures as Outlaws.
- 13 Four times as many figures as Outlaws.
- 14 Four times as many figures as Outlaws.
- 15 Five times as many figures as Outlaws.
- 16 Five times as many figures as Outlaws.
- 17 Five times as many figures as Outlaws.
- 18 Five times as many figures as Outlaws.

DEPLOYMENT:

- The Outlaws can deploy anywhere in the town as desired. At least two outlaws must be deployed inside each target building (unless you are on your own that is). Only outlaws deployed in the bank(s)/store are counted as carrying money.
- Outlaws deployed in the bank may have their mounts outside, either tethered or held by another gang member. Gang members outside the bank may start mounted, or deploy their mounts tethered outside any building of their choice. Note that the Special Instructions below can alter mount deployment.
- Dice for the location of the Sheriff and each deputy. They will be in the office (1-3), on the street (4-5), or in another building (6).
- The Townsfolk will start either in a building (1-4) or on the street (5-6).
- Those in buildings are placed at random after the shooting starts or the alert is given.
- Those on the street will start 2d6" from the bank. On a roll of 1-2 they are left of the bank, 3-4 they are across from the bank, and on a 5-6 they are to the right of the bank.

SPECIAL INSTRUCTIONS:

- **Unforeseen complications** - Before play begins the Outlaw player, rolls 1d6 to see if everything goes as planned (1-5) or something unforeseen occurs (6). If a six is rolled, roll 1d6 again to see what has transpired:
 1. Can't bring or leave the horses close to the bank. Place horses 6" +2d6" from bank entrance.
 2. Obstinate employee/Timed Lock. Either he's lying, or it's true. Either way you are not getting into that vault before 2+1d6 turns

Six Gun Sound: Blaze of Glory

have elapsed! You can run now, taking only what's in the tills. If you do this, job only nets 1d6-4 lucre points.

3. Suicidally brave employee! Where'd that gun come from? One of the employees in the bank has a pistol and isn't afraid to use it. Roll for one Townsfolk. He's going to "Draw" on one of your men inside the bank (choose randomly). Assuming he survives the draw, and that's a big assumption, mark out an area with the footprint of your bank model and place him and your men on it. Start playing regular turns and of course now the townsfolk and local law outside the bank are alerted.
 4. For want of a nail... One of your gang's mounts went lame on the way to the job. Choose one gang member at random. He has managed to, ahem, "procure" a replacement mount...a sway backed, long toothed quality 3 Nag!
 5. Nosey Townsfolk. You have been spotted getting up to no good in the bank. The townsfolk start the game alerted. Dice for their reaction to the alert as usual.
 6. Recognized by Rangers. Two Rangers in town on an unrelated errand recognize one of the hard cases in your outfit. Deploy two Rangers randomly as for townsfolk, however they must have line of sight to at least one of the outlaws and start the game alerted!
- **Raising the alarm** - At the start of the first three turns roll 1d6. If the die score is equal to or lower than the current turn number the alarm has been raised.
 - Should any of the outlaws fast move while mounted, the alarm is automatically raised.
 - **Armed populace** - In Settlement level 3 locales townsfolk on the street are unarmed (1-3) or armed as given on the Townsfolk NPC table (4-6).
 - In Settlement level 4+ locales, townsfolk on the street are unarmed.
 - The Sheriff and any Deputies are always armed.
 - **Defending hearth and home** - After the shooting starts or the alert is given each Townsfolk will roll 2d6 versus his Sand.
 - If pass 2d6 then the Townsfolk will have complete freedom of movement even to the point of actively pursuing the Outlaws.
 - If pass 1d6 then the Townsfolk will get off (or stay off) the street. If unarmed, they will move to procure arms (see below). Once in a building and armed they fight, but will not leave the building they occupy.
 - If pass 0d6 the Townsfolk will hide in the nearest building and not be involved in the Encounter.
 - When activated, unarmed townsfolk must go to the nearest building (their home or workplace) (1-2) or to a store (4-6). The next turn after they are inside the building they count as armed with a pistol (1), Trap door rifle (2-3), repeating carbine (4) or shotgun (5-6)."
 - **Carrying the loot**- Moving while carrying money bag(s) requires the use of one good arm. This means a moving outlaw will only be able to fire a pistol. An outlaw that has lost the use of one arm due to wounds will not be able to fire while moving.
 - **Hot on your trail?** - On a die roll less than that locale's settlement level, play a Posse Encounter immediately following the Robbery with surviving outlaws as the running force.

Six Gun Sound: Blaze of Glory

POSSE (P)

SCENARIO:

- This encounter covers Outlaws being pursued by a posse.

GOAL:

- To kill or capture those that you are chasing.
- If you are being chased, escaping with your lucre or even just your freedom is a victory.

TERRAIN:

- The Encounter takes place over the terrain type listed for that locale in the **SETTLEMENT LEVELS IN 1875** table.
- Tabletop terrain is only generated if the Runners decide to "hole up" during the pursuit.

FORCES:

- The Outlaw may use 1d6 characters or as much of his outfit as dictated by a previous Encounter.
- The Posse will roll 2d6 on the following table to determine how many of them are present.

2 HOW MANY OF THEM TABLE (P)

Add the Settlement Level of the locale to the score

- 3 Twice as many figures as Outlaws.
- 4 Twice as many figures as Outlaws.
- 5 Twice as many figures as Outlaws.
- 6 Twice as many figures as Outlaws.
- 7 Twice as many figures as Outlaws.
- 8 Twice as many figures as Outlaws.
- 9 Twice as many figures as Outlaws.
- 10 Twice as many figures as Outlaws.
- 11 Twice as many figures as Outlaws.
- 12 Three times as many figures as Outlaws.
- 13 Three times as many figures as Outlaws.
- 14 Four times as many figures as Outlaws.
- 15 Four times as many figures as Outlaws.
- 16 Five times as many figures as Outlaws.
- 17 Five times as many figures as Outlaws.
- 18 Five times as many figures as Outlaws.

- There will always be one Sheriff and settlement level – 1d6 Deputies added to the number of Townsfolk unless the previous Encounter dictates otherwise.

DEPLOYMENT:

- No figures need be placed on the board.

- All participants start mounted if desired (and it's a good idea to do so!).

SPECIAL INSTRUCTIONS:

- Posse encounters sometimes result from a previous scenario. *Example – The Daltons have just robbed a bank. This triggers a Posse Encounter.*
- Sides are divided into Runners and Chasers. The Runners are those trying to escape and the Chasers are those that are intent on catching them.
- The area over which the chase occurs is abstracted into ten "bands". Use the **PURSUIT GRID** provided to keep track of the positions of the Runners and Chasers.

PURSUIT GRID

1
2
3
4
5
6
7
8
9
10

- The Runners farthest to the front will always be in band #1. However, if Runners slow down, they

Six Gun Sound: Blaze of Glory

will slip into the lower bands as they fall behind the fastest. **In any case, the Runner farthest to the front remains in band #1.** Example – Emmett, Bob, and Grat Dalton are running from the law. Grat's horse has slowed down one band so slips from the #1 band to the #2 band. His brothers stay in the #1 band.

- The Chasers will start in band 6. As they close ground on the Runners they are moved up in the bands. Example- Wyatt and his posse have closed the gap between themselves and the Cowboys. They move from the #6 band to the #5 band.
- The Runners and the Chasers roll on the **CHASE** table versus the Quality their mounts. One set of dice is rolled per party #. This may mean that some of the mounts may start to slow down and will slip back one band. *You may voluntarily slow faster riders to keep your party together.* Example – Emmett, Bob, and Grat roll 2d6 and score a 3 and 5. Emmett and Bob have Quality 5 horses while Grat has a Quality 4 horse. Bob and Emmett pass 2d6 and remain in band #1. Grat must make a Horsemanship roll and rolls a 5 and 6, failing 2d6. This means his horse counts as if passing 0d6 on the CHASE table so slips back to the #2 band.

A "party" is all of the figures of one side in the same range band.

2 CHASE

2d6 versus mount Quality or foot runner's Rep
If riding double –1 from the Quality of the mount
If going over "rough terrain" or "high country" –1 from the Quality of the mount/team/Runner's Rep
Southwestern Indian Runners excepted

Pass 2d6

- Mounted move full speed and stay in current band.
- Foot will move full speed and stay in current band. Next turn only roll 1d6.

Pass 1d6

- Mounted take horsemanship test.
- Foot will fall back one range band and will roll 2d6 next turn.

Pass 0d6

- Mounted lose ground and slip down one band.
- Foot will fall back one range band and will roll 1d6 next turn.

2

HORSEMANSHIP TEST

2d6 versus Horsemanship* rating of the rider

Pass 2d6

- Count as if mount passed 2d6 in previous test.

Pass 1d6

- If character Horsemanship rating is equal or higher than the Quality of the mount then count as if mount passed 2d6 in previous test.
- If character Horsemanship rating is less than the Quality of the mount then count as if mount passed 0d6 in previous test.

Pass 0d6

- Count as if mount passed 0d6 in previous test.

*Substitute Drivers test for vehicles.

- The pursuit will continue until one of three things occurs.
 1. The first is that all Chasers slip from the tenth band and off the grid. The Pursuit is over for each character that falls below band 10. Of course the Chasers can call off the pursuit whenever they want.
 2. The second is if the Runners voluntarily decide to stop the pursuit and "hole up". This means a Gunfight (GF-3) is fought using the **STAND UP FIGHT** table. If the Chasers are eight or more bands away when the Runners decide to hole up then reduce the Rep of the Chaser Leader by two for the **STAND UP FIGHT** roll. This will effectively increase the chance of the Runners pulling off an **AMBUSH**.
 3. The third is when the Chasers are two bands behind the Runners. In this case they have entered the long range for their rifles and carbines. Beginning immediately upon reaching this point each member of the Chasers can fire at the Runners. This is carried out as per the normal shooting rules and ammunition rules apply. If the Chasers close to one band from the Runners then they are at effective rifle/carbine range and now in extreme pistol range.
- Each turn, each side rolls for activation as in regular play. However in the posse encounter, activation scores are only relevant once figures are within firing range. However if **double ones** come up then one mount has gone lame, vehicle has broken a wheel or axle, or runner simply cannot go any further. Roll to see if the unfortunate party is either the Runners (1-3) or Chasers (4-6). Then randomly determine which mount, vehicle, or runner has sustained the injury.

Six Gun Sound: Blaze of Glory

CAPTURE (C)

SCENARIO:

- Lawmen have decided to try and capture an Outlaw and bring him to justice.

GOAL:

- In this Encounter a Lawman will attempt to capture an Outlaw.
- The Outlaw will try to avoid capture.

TERRAIN:

- The capture attempt may occur in a town or settlement (1-3) or on the trail (4-6).

FORCES:

- The Outlaw may be on his own, or with his outfit. Roll 2d6 and subtract the Locale's settlement level to determine how many other Outlaw characters are with the Outlaw leader for this Encounter.
- The Lawmen force starts only with the Lawmen PC, and ½ d6 Deputies as well as additional characters from the Townsfolk list to bring the force up to twice that of the Outlaw.
- If the Encounter takes place in a settlement, generate townsfolk as described under the Robbery Encounter.

DEPLOYMENT:

- If the Encounter takes place in a town or settlement determine the town or settlement as usual. After determining the town layout, roll 1d6 for each building. Add 2 if the building is a saloon. Add 1 if the building is a hotel. High score determines which building the Outlaw leader is in. Roll 1d6 for each additional character on the Outlaw's side. They will either be with the Outlaw (1-5), or elsewhere (6). If elsewhere, do not deploy them at game start. Once firing has occurred randomly determine which building the off board outlaw characters occupy, as above but not counting the building the Outlaw leader occupies.
- The Lawman starts in the street, 1d6 x 6" from the Outlaw leader.
- If the capture is attempted on the trail then the Outlaw is "holed up" in his hideout. Set up a cabin or similar in the middle of the table. This means a Gunfight (GF-3) is fought using the **STAND UP FIGHT** table. In this case reduce the Rep of the Outlaw Leader by two for the **STAND UP FIGHT** roll. This will effectively increase the chance of the Lawmen pulling off an **AMBUSH**. In

that case, place the Lawmen as outlined in the **STAND UP FIGHT** and the gunfight will begin as the Outlaws exit the hideout on their first Activation.

MOUNTS:

- For any capture that takes place in town, there will be 1d6 -1 saddled horses tethered outside the saloon. An additional 1d6 -2 saddled horses in the livery stable. For each character in your force roll to see if his horse is saddled and tethered outside the nearest building (1-2), saddled and tethered inside the Livery (3-4), or unsaddled in the Livery (5-6).
 - For captures that take place on the trail the lawmen may start mounted or deploy their mounts as they see fit, so long as no mount starts closer to an outlaw than its owner
 - The outlaws' mounts start in a corral that must be at least 6+1d6" from any other structures.

SPECIAL INSTRUCTIONS:

- Townsfolk that are not part of the Lawman's outfit will head for the nearest cover when the shooting starts. They will take no part in the Encounter unless involved as a result of a bystander hit result on the **Shootin'** table.
- If Outlaw is captured check the **TRIAL AND PUNISHMENT** section in the **CAMPAIGN SECTION** to determine his fate.

Six Gun Sound: Blaze of Glory

JAIL BREAK (JB)

armed and react as described under the Robbery Encounter.

SCENARIO:

- The Outlaws captured in an Encounter are attempting to escape from jail.

GOAL:

- To escape off the board.
- To prevent the Outlaws from escaping.

TERRAIN:

- The Jailbreak occurs in town. Place the jail in the center of the table. Next set up the town as normal complete with Townsfolk.

FORCES:

- The Outlaw may be on his own, or with his outfit. Roll 2d6 and subtract the Locale's settlement level to determine how many other Outlaw characters are with the Outlaw leader for this Encounter.
- The Lawman starts with one Sheriff, and settlement level -1d6 Deputies.
- Generate townsfolk as described under the Robbery Encounter.

DEPLOYMENT:

- The Outlaws start in the Jail. Each is armed with only a pistol (1-4), or the weapons given on their NPC table (5-6).
- The Lawmen start in another building rolled at random.

SPECIAL INSTRUCTIONS:

- All horses involved for getaway will be 1d6 x 6" from the Jail.
- There is a chance that the escape may take place after dark (1-2). In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them. A well-lit area is defined as within 3" of most buildings but within 6" of a saloon or hotel. Reduce the number of Townsfolk generated by half if the Encounter is at night.
- When any Outlaw exits the Jail roll 1d6 each time he moves. If the die score is equal to the current turn then the alert has been sounded and the Lawmen are free to move.
- If any Outlaw moves fast while mounted, the alarm is sounded and the Lawmen are free to move.
- After the shooting starts or the alert is given each Townsfolk will roll 2d6 versus his Sand and will be

- On a die roll less than that locale's settlement level, play a Posse Encounter immediately following the Robbery with surviving outlaws as the running force.

Six Gun Sound: Blaze of Glory

CATTLE DRIVE (CD)

SCENARIO:

- In a one off game the players are herding cattle from West Texas through Indian Territory to Kansas.

GOAL:

- To get the herd to trail's end and in one piece.

TERRAIN:

- Terrain depends upon the Encounter generated.

FORCES:

- Generated as outlined in the appropriate Encounter.

DEPLOYMENT:

- Generated as outlined in the appropriate Encounter.

SPECIAL INSTRUCTIONS:

- A Cattle Drive may result in three Encounters in one Drive. Roll for one Encounter in West Texas, One in Indian Territory, and one in Kansas, using the table below.
- Roll 2d6 to determine which if any Encounter takes place.
 - 2 to 5 No Encounter.
 - 6 to 8 Cattle Rustling
 - 9 Gunfight
 - 10 Indians (GF-3 in Kansas)
 - 11 Indians
 - 12 Gunfight

CATTLE RUSTLING (CR)

SCENARIO:

- Outlaws have stolen 2d6 head of cattle and the Cowboys are trying to recover them.

GOAL:

- Outlaws must escape with the cattle.
- Cowboys must retrieve the cattle. Taking care of the rustlers is a plus.

TERRAIN:

- Cattle rustling will occur "on the trail".

FORCES:

- The Outlaw player may use 1d6 characters with a minimum of 1 per 4 cattle.
- The Cowboy players' numbers are generated from the following table.

2 HOW MANY OF THEM TABLE (CR)

- 2 Cowboys have ½ as many more figures than outlaws.
- 3 Cowboys have 2 more figures than outlaws.
- 4 Cowboys have 1 more figure than outlaws.
- 5 Cowboys have 1 more figure than outlaws.
- 6 The forces are equal.
- 7 The forces are equal.
- 8 The forces are equal.
- 9 Cowboys have 1 more figure than outlaws.
- 10 Cowboys have 1 more figure than they.
- 11 Cowboys have 2 more figures than outlaws.
- 12 Cowboys have twice as many figures as outlaws.

DEPLOYMENT:

- As per a Posse Encounter.

SPECIAL INSTRUCTIONS:

- The Encounter follows the same procedures as a Posse Encounter except only eight bands of the grid are used except if the Chasers slip off the eighth band they drop out of the pursuit.
- The cattle will count as Quality 3 and any result of Horsemanship tests represent the Outlaws herding the cattle.
- If the Outlaws decide to "hole up", the cattle are placed on the board. They are herded as follows. Each Outlaw may control up to 4 cows by staying within 6" of each of his cows. If any cow is not "herded" as described above then roll 1d6 at the start of each turn. On a score of 1 – 3 the cow

Six Gun Sound: Blaze of Glory

moves as desired or stays put if desired. On a 4 the cow heads toward the left board edge, a 5 to the rear from whence they came, and a 6 will be towards the right edge. Errant cows can be recovered if the Outlaw moves to within 1" of the cow.

- If the Outlaw escapes the Cowboys, with or without any cows, there is a 1 in 6 chance of a Posse encounter occurring next month.

RANGE WAR (RW)

SCENARIO:

- The player is involved in a Range War between rival factions.

GOAL:

- To force the rival faction to leave the Locale but the war will continue until the head of the rival faction is dead.

TERRAIN:

- Terrain depends upon the Encounter generated.

FORCES:

- Generated as outlined in the appropriate Encounter.

DEPLOYMENT:

- Generated as outlined in the appropriate Encounter.

SPECIAL INSTRUCTIONS:

- During a Range War there will be an Encounter generated every turn.
- Use the following **RANGE WAR ENCOUNTER** table to determine what type of Encounter occurs.

1 RANGE WAR ENCOUNTER (RW)

- 1 Cattle rustling where they are the rustlers.
- 2 Cattle rustling where you are the rustlers.
- 3 Gunfight (GF-1) with rival faction. (1)
- 4 Gunfight (GF-1) with rival faction. (1)
- 5 Gunfight (GF-2) with rival faction. (2)
- 6 Gunfight (GF-3) with rival faction. (3)

- (1) The head of the rival faction will never be present in a GF-1.
- (2) The head of the rival faction may be present (1-3)
- (3) One faction may attempt a Capture Encounter (1-2) against the other. Either your side is attacking theirs (1-3) or their side is attacking yours (4-6). The head of the rival faction may be present (1-4) BTW – We'll call it a Capture Encounter but we all know what it really is!

Six Gun Sound: Blaze of Glory

INDIANS (IN)

SCENARIO:

- The Star has come to the attention of some locals. Roll 1d6.
- On a roll of 1 – 3 the Indians are on the prod, and a pursuit occurs as in a Posse encounter. You're the runner, amigo.
- On a roll of 4 – 6 the character is already "holed up" and surrounded.

GOAL:

- The Star wants to keep his hair. Whether through flight, fight, or negotiation don't much matter no how.
- The Indians' goals are to gain status and/or goods at the smallest possible cost.

TERRAIN:

This Encounter always takes place "On the Trail". If the Star has holed up, place a water source in the center of the table.

FORCES:

- The Star receives 1d6 characters diced for from an appropriate list.
- The size of the Indian party is generated from the following table.

2 HOW MANY OF THEM TABLE (IN)

Subtract the Settlement Level of the locale from the score

- 2 Twice as many figures as Star's Outfit.
- 1 Twice as many figures as Star's Outfit.
- 0 Twice as many figures as Star's Outfit.
- 1 Twice as many figures as Star's Outfit.
- 2 Twice as many figures as Star's Outfit.
- 3 Twice as many figures as Star's Outfit.
- 4 Twice as many figures as Star's Outfit.
- 5 Twice as many figures as Star's Outfit.
- 6 Three as many figures as Star's Outfit.
- 7 Three as many figures as Star's Outfit.
- 8 Four as many figures as Star's Outfit.
- 9 Four as many figures as Star's Outfit.
- 10 Five as many figures as Star's Outfit.
- 11 Five as many figures as Star's Outfit.

DEPLOYMENT:

- Deployment follows the Posse Encounter rules if this is a pursuit.
- If the Star is "holed up", set up the Star's outfit within 12" of the table center.

- Indian characters may be deployed anywhere on the table at least 24" from the nearest enemy or enter from any table edge as they activate. They need not all enter from the same edge.
- Each character may deploy mounted or on foot. Dismounted horse and mules may be placed as desired or left off the table completely at the owner's choice.

SPECIAL INSTRUCTIONS:

- Follow the rules under the Posse Encounter if this is a pursuit.
- If the Star is holed up he may elect to start the ball rolling right away or parlay with the Indians in hopes of reaching a more peaceful solution.
- If the Star wishes to parlay, the Indians may move no closer than 12" to an enemy figure and each side's leader, who must move to 6" apart, **Talk the Talk**.

TALK THE TALK MODIFIERS

Apply to Star's Rep

Outnumbered 3 to 1	-1
Outnumbered 5 to 1	-1 more
Peaceful result in this locale in past	+1

2

TALK THE TALK

Both leaders roll vs. Rep

Both pass same d6

- Possible peaceful result. No conflict if Star agrees to leave locale going back the way he came. Otherwise roll Activation dice and **open fire!**

One side passes 1d6 more

- If Star passes more, peaceful result. Indians agree to safe passage for the Star's party.
- If Indian passes more, possible peaceful result. No conflict if Star agrees to hand over 1d6 of the best mounts in the outfit. Otherwise roll Activation dice and **open fire!**

One side passes 2d6 more

- If Star passes more, peaceful result. Shrewd trading results in the outfit picking up 1d6 Indian ponies for coffee, sugar and other easily replaceable possibles. Roll for quality of each; Nag (1), Pretty Fair (2-4), Good (5-6).
- If Indian passes more, possible peaceful result. Indian's demand you hand over all mounts and fire arms. After this roll 1d6; on 1-3 you are allowed to go back the way you came. On 4-6 your outfit is slaughtered, and so are you unless you can roll a 1 or 2 on 1d6 and make a "hair raising" escape. Otherwise roll Activation dice and **open fire!**

Six Gun Sound: Blaze of Glory

Should you decide not to parlay, or do, with an **open fire** result, the following apply:

- Make a note of the Activation dice total rolled for the first turn. In a subsequent turn, should the same Activation dice total result, the Indians call off the attack for that day. Indian characters will retreat off the board taking care to do so as safely as possible.
- Both sides roll to see if wounded but not OOF figures return to battle unscathed. Roll 2d6 vs. Rep for each character. Pass 2d6 and the character is fit to fight again. Pass 1d6 and the figure fights again with any penalties associated with that wound on the **RECOVERIN' FROM I'M HIT!** Table. Pass 0d6 and that figure is OOF for the duration of this Encounter.
- Next, count up the number of dead or OOF Indians and add 1d6. Now count up the number of Indians still alive and add 1d6. If the modified dead Indian score is higher than the live Indian score, then the Indians will disappear and the encounter is over. Otherwise continue to fight the next day.
- Also at the end of each day, roll 1d6 to see if "the Cavalry arrives" in the "nick of time". If the die score is greater than the settlement level for that locale, the Army or Rangers intervene and Indians are driven off. Otherwise, continue fighting next day.
- When the battle resumes, Indian ammunition will have been replenished, and lost Indian mounts will have been replaced. Start the fight over again, just as if the Star had elected to fight from the get go. Once again make note of the first Activation total rolled, to keep track of when the Indians call off the attack this day.
- Those "holed up" at a watering hole need only last three days. After that the Indians will disappear.

HOLD UP (HU)

SCENARIO:

- Travel could be dangerous on the frontier. Road agents or hostile warriors have marked this party for plunder.
- Roll 1d6 to determine the object of the attack.
 - 1-2 = Stagecoach
 - 3-4 = 1d6 freight wagons
 - 5-6 = 3+1d6 pack mules

GOAL:

- Lawmen, and teamsters, want to stay alive and protect their shipment.
- Outlaws and Indians want to stop the target and plunder its contents.

TERRAIN:

- This Encounter always takes place "On the Trail".

FORCES:

- Stagecoach will have a driver (from the Deputies list). Roll 1d6 for additional characters:
 1. 1 Marshal w/Scattergun in addition to his regular arms.
 2. 1 +1d6 – Settlement level Rangers
 3. 1 Sheriff and 1d6 –Settlement level Deputies.
 4. Gunfighter w/ Scattergun in addition to his regular arms.
 5. 1 Mountain man w/ Shotgun in addition to his regular arms.
 6. 1 Buffalo Hunter w/ Shotgun in addition to his regular arms.
- In addition the coach will be carrying d6-1 Townsfolk.
- Wagon train will have one Homesteader freighter per wagon. Roll 1d6 for the escort:
 - 1-3 = 1 + 1d6 – Settlement level Rangers.
 - 4-6 = 1 Sheriff + 1d6 - Settlement level Deputies.
- Mule train will have 1 Prospector mule skinner for every 4 pack mules with 1 extra skinner. Roll 1d6 for the escort as for a Stagecoach.
- Roll 1d6 to determine the attacking outfit:
 - Greater than the settlement level gives Indian Attackers
 - Less than or equal to the settlement level gives Outlaw attackers.
 - Attackers are always Outlaws in settlement level 5.

Six Gun Sound: Blaze of Glory

- This sort of thing just doesn't happen in settlement level 6!

2 HOW MANY OF THEM TABLE (HU)

- 2 Three times as many as many figures as target.
- 3 Twice as many as many figures as target.
- 4 Twice as many as many figures as target.
- 5 One more figure than you.
- 6 The forces are equal.
- 7 The forces are equal.
- 8 The forces are equal.
- 9 One more figure than you.
- 10 Twice as many as many figures as target.
- 11 Twice as many as many figures as target.
- 12 Three times as many as many figures as target

- Indians receive 1d6 additional figures.

DEPLOYMENT:

- Stagecoach: One of the escorts must sit next to the driver. Additional escorts may ride along mounted, ride on top of the coach, or if there is room, ride inside the coach.
- Wagon train: Bull whackers start one to a wagon. Escorts will be mounted.
- Mule train: Muleskinners are mounted on saddle mules. Each skinner will lead a string of up to four pack mules. Escort will be mounted.
- Attacker may start mounted or on foot and deployment is dependent on the **HOLD UP** table following.

2

HOLD UP TABLE

Rolled versus the Rep of each Leader

Pass same number of d6

- Target sets up in center of the board as if en route to their destination.
- Attacker sets up 24" from target or may enter board when activated. May set up in cover. Outfit may be split to set up/enter from different directions.

One side passes 1d6 more than the other and has the advantage.

- If target passes more, may set up on half of the table as desired. Teams may be unhitched, wagons circled, and figures under cover etc. Attacking figures must deploy on other half of the table at least 24" distant. May deploy in cover if available.
- If attacker passes more, target is set up as if passing same dice above, and attacker deploys as same, only at least 12" from target figures.

One side passes 2d6 more than the other and has the advantage.

- If target passes more, player may choose to play a Posse Encounter as the runner, or may deploy as in pass 1d6 more as above.
- If attacker passed more, they are set up and waiting in **AMBUSH**. Set up as if passed 1d6 more than the other except ambushers will count hidden.
- The other side "activates" first as one group and triggers "got a shot" tests from any attackers that can see them. Play proceeds as a normal after this first target activation.

SPECIAL INSTRUCTIONS:

- None

Six Gun Sound: Blaze of Glory

PRISONER TRANSPORT (PT)

SCENARIO:

- Lawmen have to transfer a prisoner to or from trial or jail. Prisoner's friends have other ideas.
- Roll 1d6 to determine the mode of prisoner transportation.
 - 1-2 = Stagecoach
 - 3-4 = Wagon
 - 5-6 = Horseback

GOAL:

- * Lawmen want to deliver their prisoner.
- * Outlaws want to spring their compadre.

TERRAIN:

- This Encounter always takes place "On the Trail".

FORCES:

- Stagecoach will have a driver (from the Deputies list). Roll 1d6 for additional characters:
 - 1-3 = Marshal w/Scattergun in addition to his regular arms.
 - 4-5 = 1 + 1d6 – Settlement level Rangers
 - 6 = 1 Sheriff and 1d6 –Settlement level Deputies.
 - In addition the coach will be carrying d6-1 Townsfolk.
- Wagon will have one Deputy as driver. Roll for other Lawmen.
 - 1-3 = ½ d6 Marshals.
 - 4-5 = 1 + 1d6 - Settlement level Rangers.
 - 6 = 1 Sheriff
- Transport by horseback will include one led horse for the prisoner, 1 pack animal, and roll 1d6 for lawmen as for a wagon above.
- Roll 1d6 to determine the size of the Outlaw outfit:

2 HOW MANY OF THEM TABLE (PT)

2d6 – Settlement Level

- 4 or less** The forces are equal.
- 5** One more figure than you.
- 6** One more figure than you.
- 7** Twice as many figures as in the escort.
- 8** Twice as many figures as in the escort.
- 9** Twice as many figures as in the escort.
- 10** Three times as many figures as in the escort.
- 11** Three times as many figures as in the escort.

DEPLOYMENT:

- Stagecoach: One of the escorts must sit inside with the prisoner. Additional escorts may ride along mounted, ride on top of the coach, or if there is room, ride inside the coach.
- Wagon: Driver and prisoner start in the wagon. Escorts will be mounted.
- Horseback: All figures start mounted. Assign one escort to lead the prisoner's horse.
- Attacker may start mounted or on foot and deployment is dependent on the **PRISONER TRANSPORT** table below.

2

PRISONER TRANSPORT TABLE

Rolled versus the Rep of each Leader

Pass same number of d6

- Escort sets up in center of the board as if en route to their destination.
- Attacker sets up 24" from target or may enter board when activated. May set up in cover. Outfit may be split to set up/enter from different directions.

One side passes 1d6 more than the other and has the advantage.

- If escort passes more, may set up on half of the table as desired. Team may be unhitched, and figures under cover etc. Attacking figures must deploy on other half of the table at least 24" distant. May deploy in cover if available.
- If attacker passes more, escort is set up as if passing same dice above, and attacker deploys as same, only at least 12" from escort figures.

One side passes 2d6 more than the other and has the advantage.

- If escort passes more, player may choose to play a Posse Encounter as the runner, or may deploy as in pass 1d6 more as above.
- If attacker passed more, they are set up and waiting in **AMBUSH**. Set up as if passed 1d6 more than the other except ambushers will count hidden.
- The other side "activates" first as one group and triggers "got a shot" tests from any attackers that can see them. Play proceeds as a normal after this first escort activation.

SPECIAL INSTRUCTIONS:

- The prisoner is manacled throughout the Encounter. If in the wagon or stage he has no freedom of movement. If on horseback he has no freedom of movement so long as the

Six Gun Sound: Blaze of Glory

horse is led. If the horse is let/set loose, the prisoner counts as a Horsemanship 3 rider.

- If the Outlaws attack the stagecoach, roll 2d6 vs. Sand for each Townsfolk passenger to see if they get involved.
 - **Pass 2:** Now part of the escort force.
 - **Pass 1:** Will fire on the Outlaws but will not leave coach unless it wrecks. Then will seek cover to fight from.
 - **Pass 0:** Will not get involved. No dogs in this fight.

GETTING STARTED

There are six player character campaigns provided in this volume. Additional campaigns may be published if there is sufficient interest. Each campaign caters to one profession. They are:

- **COWBOY**
- **GUNFIGHTER**
- **MARSHAL**
- **OUTLAW**
- **RANGER**
- **SHERIFF**

There is also one “simple” campaign, allowing you to link Encounters together, accruing experience and trying to just get by.

To get started with campaign play, follow these steps:

1. Choose a Profession
2. Generate your Star
3. Determine if your Star has any Fightin’ Brothers.
4. Recruit your Star’s Outfit. #

In succeeding sections of the rules you will find out about:

1. Time during campaign play
2. Locales
3. Staking a Claim and Lying Low
4. Test for Encounters
5. Play out Encounters
6. Recover and Recruit #

In the simple campaign your outfit is recruited before each Encounter, and there is no need to recruit replacements afterwards. You might still need to recover!

CAMPAIGN GAME

The following rules will allow players to tie together all of their battles or Encounters that they have while playing Six Gun Sound (6GS) into one easy to use campaign. The campaign starts in Spring 1875 and runs until Winter 1885.

1875-85 covers the Lincoln County War, the unpleasantness in Tombstone. The Demise of the James Younger Gang, the gold fever in the Black Hills that led to the Great Sioux War of 76 as well as the founding of Deadwood and death of Wild Bill Hickok, lots of Apache trouble, the Nez Perce, the flight of the Cheyenne from Indian Territory...and a bunch of other stuff.

When playing a campaign any rules that you find in the Campaign Section will take precedence over any similar rules you may have already come across.

CHOOSE A PROFESSION

At the start of the campaign decide which profession you wish your PC to follow. Alternately you may roll for a profession on the **RANDOM PC PROFESSION** table.

GENERATE YOUR STAR

Feel free to pick your starting stats. Alternately roll on the NPC table for your profession and make do.

After determining the Star’s profession roll 2d6 on the table below once for each point of Reputation that a player has. *Example – A Rep 4 would roll four times.* This will add flesh to the characters and help to make them unique.

Six Gun Sound: Blaze of Glory

2 LIFE AND TIMES TABLE	
Die Score	Result
2/3	Marshal/Sheriff is childhood friend. No chance of being ambushed when a capture Encounter is generated in any one locale of choice.
4	Family owns ranch in locale of choice. When in this locale, and no Encounter is generated for his profession, test again as if a Cowboy.
5/6	Old family friend has hideout or "home". No chance of being ambushed when a capture Encounter is generated in any one locale of choice. This is in addition to your own "home".
7	Have exceptional Quality 5 horse.
8	Have reputation for gunplay. When in any locale of your choice, and no Encounter is generated for his profession, test again. If an Encounter is called for it is automatically a Gunfight (GF-1).
9/10	Reputation as "Trail Boss". Character will have one less Encounter during a Cattle Drive.
11	Wanted for crime in locale chosen at random*. When Robbery Encounter is called for in that locale, roll 1d6 and substitute a Posse Encounter on a roll of 1.
12	Have connection to bank in locale chosen at random*. When an Encounter is called for in that locale, a Outlaw, or Sheriff player may always choose to play a Robbery rather than roll on his profession's Encounter Matrix

*There is a handy **RANDOM LOCALE SELECTION** table at the back of the book. Feel free to use it to generate a birthplace for your Star as well.

As you may notice, some of the results will not affect some professions. Do not re-roll when this occurs. You have just led a boring life... up to now.

At this point your "good to go", or you can flesh out your Star following the **PUTTING CHARACTER INTO YOUR CHARACTERS** section.

CHANGING YOUR PROFESSION

At the start of any spring turn you can take up a new profession, with one exception. You can turn to outlawry at the start of any turn.

There are some conditions though.

- You can't become a Ranger, Marshal, or Sheriff, in a locale in which you are currently **"Wanted!"**
- If you are **"Wanted!"** in a locale, you still have to check for **LAWDAGG** Encounters each season you are there. Just because you are trying to start fresh doesn't wipe the slate of your past life clean.

NPC's, QRS', and "WHY CAN'T MY COWBOY BE A MOUNTAIN MAN?"

As you know by now, each profession has its own set of reaction tables on a Quick Reference Sheet (QRS) in the back of the book.

Using professions as a guide to how a character reacts under fire is a quick and convenient short hand when it comes to NPC's, who more often than not make only a single appearance in a campaign.

This approach to reaction can have some interesting effects on your Star. For example, when your Star puts down his Sheriff's badge to take up the life of a Rancher, does his QRS change as well?

As always players are free to run their games their way. However, in the interest of keeping things simple, I suggest that you simply pick the QRS you want your Star to use at the start of the campaign. Don't worry about what the QRS says your Star's profession is. You know better.

Same goes for a change of QRS. Suppose you want to add some depth to your character? Did something happen in an Encounter that might change the way he approaches combat in the future? Look over the QRS' and see if there's one you feel fits the character's new outlook and use it.

ANY FIGHTIN' BROTHERS?

Out west a man needed people he could depend on to stick with him when things got rough. Men with "fighting" brothers were particularly fortunate.

You start the campaign with 1d6 -3 fightin' brothers.

Each brother will either follow your profession (1-3) or have a profession decided by the **RANDOM NPC PROFESSION** table (4-6).

It's entirely up to you if you want all, some, or none of your brothers in the same locale with you. Brothers you choose to keep away can be called to your locale at the start of any non-winter season. We assume (rather optimistically) that no harm comes to

Six Gun Sound: Blaze of Glory

any of your brothers outside of the Encounters your Star engages in.

In any Encounter you may use your brothers instead of or in addition to other members of your outfit.

The last brother standing will not leave the table without his fallen brothers. At this point he is not subject to Runaway results, or while in the act of moving to pick up a fallen brother, Duck Back.

An Outlaw's brothers will never challenge him for leadership of the gang.

THEY CAN HAVE BROTHERS TOO

Just as you can have brothers so can some of your enemies. If you should happen to plant someone in the ground, his brothers might come looking for you

After any Encounter in which your character killed a Cowboy or Outlaw, you must test to see if the recently deceased figure has any kin that will want to avenge him.

- Roll 1 d6 vs. the killed figure's Rep: If the roll exceeds the dead man's Rep, he has brothers and you better watch your back.
- Roll a second d6 to see just how many will come gunning for you. Note this number down, along with the locale where the killing took place, for future reference.
- Any season that your character fails to roll an encounter *in that locale*, roll a d6 to see if the dead man's kin have caught up to you. There's an exception if you are a Gunfighter. Word of your deeds and travels gets around. You don't have to bother noting the locale of any incident that put brothers on your trail. They'll try and find you wherever you are.
- If the roll is equal to or less than the number of brothers noted above, that many of them have found you. If the roll exceeds the number of brothers there is no encounter.

If one or more brothers have caught up with you roll a d6 to determine the encounter:

- 1-2: Gunfight
- 3-4: Capture (only they don't much care if you are alive when they "capture" you.)
- 5-6: Posse (You're the runner amigo.)

The encounter roll has already determined the number of figures on the brothers' side.

These figures are rolled for from either the Cowboy or Outlaws table, using the same table that generated the notch on your gun.

You may recruit additional figures as per the Encounter descriptions

Note that as an Encounter may or may not involve all of the brothers. You may have to fight them in several engagements. However once you

have killed, knocked out, or captured each of the brothers, that clan will no longer come gunning for you.

Perhaps it goes without saying that if you kill a brother you do not then roll to see if he has brothers...

You may find yourself beset by several sets of brothers from different clans over time. If so roll a die for each family in turn when checking for encounters. This may make certain locales particularly dangerous for you.

In any event, you will only have to fight one encounter per month and any other clans will just have to wait their turn.

RECRUITING YOUR STAR'S OUTFIT

At this point you recruit your Star's starting outfit. The size of each outfit is foremost dependent on your Star's profession.

The method used for each profession is detailed in the individual campaign descriptions that will follow.

THE LEAST YOU NEED TO KNOW

- There are six "profession" campaigns and one "simple" campaign for your Star.
- Through his Life and Times special benefits may apply in certain locales
- Stars may have fightin' brothers on their side
- Different professions have different sized and organized outfits

PASSAGE OF TIME DURING CAMPAIGN PLAY

Six Gun Sound is played in turns roughly corresponding to the seasons of the year.

April-May (Spring)

June –July (Summer)

August- September (Fall)

November-February (Winter)

MOVEMENT AND THE TRAVEL MAP

Movement on the Travel Map is from linked locale to linked locale. For simplicity your character and his outfit can move an unlimited distance each season except winter. As a player travels into a locale he must check for an Encounter and upon getting one, his movement will stop for the Season.

In winter, it is assumed that everyone just holes up and waits for spring. No map movement is allowed but you roll for an Encounter normally.

Six Gun Sound: Blaze of Glory

LOCALES

6GS takes place across the United States. Although both Canada, and Mexico appear on the map, space precludes fleshing either country out in this volume. For now these countries exist as single locales, outside the jurisdiction of US law.

For ease of play the areas have been grouped together and called Locales. Each Locale has four defining characteristics. They are

- **NAME** = Defines the general geographical location of the area.
- **SETTLEMENT LEVEL** = How well settled it is by "civilized" folks. A number from 1 – 6 represents this, with 6 being the most "civilized".
- **TERRAIN** = The overall type of terrain that can be found in the area. This can be wide-open spaces (WOS), rough terrain (RT), or high country (HC). The details of how the terrain type affects the table set up will be found in the **SETTING UP TERRAIN** section following the Encounter descriptions.

SETTLEMENT LEVELS

Here is a description of each Settlement Level.

1: No permanent Eastern settlement. Natives and the game they need to survive are plentiful.

2: First small Eastern settlements, usually private or Federal forts/trading posts are established. Natives and road agents may impede travel.

3: First towns, usually mining or cattle boomtowns are established. Natives may be free or on the Rez but frequently absent. Outside of the towns the only law is Federal and that haphazardly applied. Mostly a man makes his own law. Travel is dangerous.

4: First banks (and bank robberies). There are an increasing number of towns, farms, and railroads than before. Natives confined to the Rez but some of the young men may still leave to pursue the old ways from time to time. There is more law enforcement at State or Territorial, County, and of course Town and Federal levels.

5: Conflict with Natives virtually a thing of the past. Feuding, smuggling, range wars, and the ever-popular bank, train, and stage robberies are the most likely forms of conflict here. In The South conflict may break out with Federal occupation troops.

6: Settled. You will still find the occasional bank, stage, or train robbery with other random and infrequent outbursts of senseless violence will occur.

Criminals can expect serious efforts at apprehension. Sort of like today!

SETTLEMENT LEVELS IN 1875

LOCALE	SET LVL	TERRAIN
Arizona	3	RT (1)
California	4	RT (2)
Canada	1	HC
Colorado	4	HC
Dakota	2	WOS
East Texas	4	RT
Idaho	2	RT
Indian Territory	2	WOS
Kansas	4	WOS
Missouri	4	WOS
Montana	2	WOS (3)
Nebraska	2	WOS
Nevada	3	RT (4)
New Mexico	3	RT (5)
Old Mexico	3	RT (6)
Oregon	4	RT (7)
The North	6	RT
The South	5	RT
Utah	4	RT (8)
Washington	4	RT (9)
West Texas	3	WOS
Wyoming	2	WOS

- (1) When going from Arizona to New Mexico there is a chance of the Encounter being in HC (1-3).
- (2) When going from California to Oregon or Nevada there is a chance of the Encounter being in HC (1-4).
- (3) When going from Montana to Canada there is a chance of the Encounter being in HC (1-2).
- (4) When going from Nevada to California, Idaho, to Utah there is a chance of the Encounter being in HC (1-3).
- (5) When going from New Mexico to Colorado or Utah there is a chance of the Encounter being in HC (1-4).
- (6) When going from Old Mexico to Arizona or New Mexico there is a chance of the Encounter being in HC (1-3).
- (7) When going from Oregon to Idaho, Washington, or California there is a chance of the Encounter being in HC (1-3).
- (8) When going from Utah to New Mexico, Colorado, or Nevada there is a chance of the Encounter being in HC (1-3).
- (9) When going from Washington to Idaho or Oregon there is a chance of the Encounter being in HC (1-3).

THE ADVANCE OF CIVILIZATION

The frontier is shrinking boys! Sad but true, every year there are more sodbusters and bankers, more farms and fences. Every year there are fewer Buffs and wide open spaces.

At the start of the Spring, 1880, turn roll 1d6 for each locale. If the score exceeds that locale's settlement level, increase its settlement level by 1 from now until the end of the game. Indian Territory is an exception to this rule, as Federal authorities maintain that it will not be opened to settlement.

Should any of the Advance of Settlement dice come up a 1, settlement in that locale has

Six Gun Sound: Blaze of Glory

suffered some set back such as a severe winter, prolonged drought, or serious Indian fighting that has pushed back the line of settlement. Immediately reduce the settlement level of that locale from now until the end of the game.

STAKING A CLAIM

As mentioned previously, each spring, summer, and fall, your character may choose to move to a new locale. This is called “staking a claim” as you move into the new locale and try to make a go of it.

The settlement level of the locale you move to, and in some cases those you move through, is used to determine if your Star has an Encounter that season.

Typically there is no requirement to stake a new claim. Your Star can happily stay where he is and put down roots.

An alternative to staying put and dicing for an Encounter is to “Lie Low”.

LYING LOW

You may declare your Star is “Lying Low” at the start of any campaign turn. He is in a safe place in an area where he can store his belongings and rest. When a Star is lying low he does not have to roll for an encounter.

However, starting with the second consecutive month a Star remains lying low he will roll 1d6. If the score is equal or less than the number of months he has been in seclusion, he has been discovered by enemies and will be subject to a Raid encounter. In any case, it will no longer qualify as lying low in the future!

Players should have appropriate “homes” for their Stars. Examples would be a hideout for an Outlaw or ranch for a Cowboy.

TEST FOR ENCOUNTERS

While staking a claim, your Star must test for an Encounter upon entering each new locale. Should an Encounter occur, movement for that Season ends in that locale. To test for an Encounter, roll 2d6 against the current locale’s Settlement Level

As noted before, in winter, no map movement is allowed and an Encounter test is taken vs. the Settlement Level of the currently occupied locale.

2

ENCOUNTER TABLE

Roll 2d6 vs. Locale’s Settlement Level

Pass 2d6

- No Encounter.

Pass 1d6

- Encounter.

Pass 0d6

- No Encounter

Each profession has a unique Encounter matrix. However each is used in the same way. Roll one red and one white die and locate the result under the column corresponding to the Settlement level for the current locale. The Encounter to be played is located in that row on the left side of the matrix.

See each profession’s campaign section for details.

PLAY THE ENCOUNTER

It’s time to set up the table and break out the figures!

You will find the details of table set up, how many figures you can use, goals and etc, in the **ENCOUNTERS** section following.

When you’ve finished the Encounter come back to the following section called **RECRUIT AND RECOVER** to see what happens next!

THE LEAST YOU NEED TO KNOW

- Campaigns are played in seasonal turns
- Campaign movement is traced from locale to locale
- Locales have varied terrain and Settlement levels
- In a campaign turn your Star may either move, stay in place, or lie low
- Settlement levels affect how often and what type of Encounters a Star has
- A Star’s profession also affects his Encounters.
- An Encounter is a table top battle

RECOVERY

The dust has cleared and the guns have fallen silent. It’s time to count the cost and regroup for another go ‘round. This section covers what occurs after the fighting has stopped.

RECOVERY

At the end of battle runaways may be recovered, wounds may be healed, and the fate of those captured by their enemies must be determined.

RUNAWAYS

For each of your characters that received a Run away result, and fled the table, roll 2d6 vs. their Sand and compare to the table below:

Six Gun Sound: Blaze of Glory

Modifiers to Runaway Recovery: Add to character Sand for this test:

- +1 Character left table mounted
- +1 Character is an Indian

**Modifiers may never bring a character's Sand to greater than 5.*

2 RUNAWAY RECOVERY TABLE

Roll vs. Sand

Pass 2d6

- Character recovers and rejoins outfit for next encounter.

Pass 1d6

- Character recovers and rejoins outfit for next encounter but at reduction of 1 from their Sand from loss of nerve

Pass 0d6

- Character dead or never returns to group.

WOUNDS & OUT OF FIGHT

For each wound and/or Out of the Fight result one of your characters suffered from the Hit Location Table, roll 2d6 vs. the figure's Toughness.

A character counts as able to rest if he is a:

- Sheriff, Deputy, Townsfolk, or Homesteader
- Indian, or free Outlaw on 1d6 roll of 4-6.
- Ranger, Marshal, Gunfighter, Bounty Hunter, Buffalo Hunter, Gambler Greenhorn, Homesteader, Mountain Man or Prospector, hit in an Encounter that took place in a town.
- Cowboy hit in a town Encounter or hit while not on a Cattle Drive.
- Outlaw captured in an Encounter that took place in a town.

Modifiers to Wounded and Out of Fight Recovery:

Add to character Toughness for this test:

- +1 Character able to rest

**Modifiers may never bring a character's Toughness to greater than 5.*

2 WOUNDS & OUT OF FIGHT RECOVERY TABLE

Roll vs. Toughness

Pass 2d6

- Character recovers and rejoins outfit for next Encounter.

Pass 1d6

- Character still on the mend. No change for upcoming season. Must test again after next season.

Pass 0d6

- Infection sets in! Severity depends on location of wound.
- Head = Character passes away.
- Gun Arm = Roll 1 d6 vs. Toughness. Pass 1d6 = loses arm, -2 to Rep. Pass 0d6 = Death
- Off Arm = Roll 1 d6 vs. Toughness. Pass 1d6 = loses arm, -1 to Rep. Pass 0d6 = Death
- Chest = Character passes away.
- Abdomen = Character passes away.
- Legs = Roll 1 d6 vs. Toughness. Pass 1d6 = loses leg, foot movement halved, -2 to Horsemanship. Pass 0d6 = Death

IS THE DOC IN?

You may seek medical assistance for your characters. If the character in question is in Jail, refusing medical aid is not an option.

In the sparsely settled West not every town will have a Doc in residence or passing through. Once you've found Doc, you have to roll for his skill level. Unfortunately you won't be able to determine his skill level before he sets to working on you or your compadres.

To see if your character is eligible for Doc's care, the character must count as "able to rest" and roll 1 d6 and consult the table below:

1 DOC IS AVAILABLE ON:

- 1 if in private fort, trading post,
- 1-2 if in a small town
- 1-4 if in a good-sized town
- 1-5 if in a Federal fort

1 DETERMINE DOC'S SKILL LEVEL

-1 in Forts

- 1 = Skill 3
- 2-5 = Skill 4
- 6 = Skill 5

2 DOCTORIN' TABLE

Rolled vs. Doc's Skill

Pass 2d6

- The patient's condition is one better than the result of the **Wound & Out of Fight Recovery** test.

Pass 1 d6

- The patient's condition is the same as the result of the **Wound & Out of Fight Recovery** test.

Pass 0d6

- The patient's condition is one worse than the result of the **Wound & Out of Fight Recovery** test.

Note:

- One better or worse does not just refer to passing

Six Gun Sound: Blaze of Glory

2, 1 or 0 dice on the wound or out of fight test. For example if the figure rolled "*Infection sets in*" on his leg, and rolled "Death", one better would be "loses leg". Conversely had he rolled "loses leg", one worse would be "Death".

- Indians will have access to a Shaman on a roll of 1-5. The Shaman will have a skill level of 3 (1-2), 4 (3-4) or 5 (5-6).

"HE WAS OUR COMRADE ALTHOUGH HE DONE WRONG" - RESCUES

There will be times when a comrade falls in combat due to a result of wounded, out of the fight, or obviously dead. When this occurs one or more his friends may attempt to rescue him or retrieve the body. To determine this all friendly characters within one normal move and in line of sight of their fallen comrade must take this test.

If all friendly characters within one normal move pass 2d6 on this test, then all friendly figures within one fast move must take this test.

MODIFIERS TO RESCUE ATTEMPT

Apply to testing character's Sand

- 1 Casualty is Tester's Leader
- 1 Tester is an Indian
- 1 Tester is member of "close knit" Outlaw outfit
- +1 Test is member of "hard" Outlaw outfit

2 RESCUE OF INJURED COMRADES

Roll 2d6 vs. Sand

Pass 2d6

- Carry On

Pass 1d6

- If any other testing character has passed 0d6, Carry On.
- Otherwise closest figure to pass 1d6 will move to comrade. If in open, drag to cover. If in/once in, cover spend one activation tending comrade.

Pass 0d6

- Move to comrade. If in open, drag to cover. If in/once in, cover spend one activation tending comrade. If fired on during this process ignore all Received Fire reaction test results other than Pass 0. Treat Pass 0 as Duck Back.

Mounted Combat: Rescue tests should also be taken for characters that have been dismounted by accident or enemy action when the rest of their outfit remains mounted. Upon reaching the casualty a mounted rescuer must roll 2d6 vs. Rep or Horsemanship (if present) in order to pick up the casualty.

MODIFIERS TO MOUNTED RESCUE

Apply to testing character's Rep or Horsemanship

- +1 Plains Indian Horseman

2

MOUNTED RESCUE

Roll vs. Rep or Horsemanship

Pass 2d6

- Rider picks up casualty.
- If mobile casualty, rider may continue movement assuming further movement is possible this activation/reaction.

Pass 1d6

- Rider picks up mobile casualty.
- Immobile casualty remains on ground.

Pass 0d6

- Rider fails to pick up casualty and must test to remain mounted.

The mounted rescue test can be taken as soon as the rider makes base contact with the casualty. Failure to pick up the casualty means the tester may not again try to pick up that casualty until the rider's next activation.

Alternately, characters can use the Challenge Test with to try and rope casualties and drag them to safety. Normal damage from dragging applies.

ABANDONMENT & CAPTURE

It is entirely possible that the losing side in an Encounter may have been forced to leave some of their characters on the table. These characters may have been unable to move under their own power, or surrendered to their enemies during the course of the game.

For each character abandoned or captured roll 2d6 vs. Sand on the following table.

MODIFIERS TO "CAPTURED!" TEST

(Use to modify tester's Sand)

Modifiers are not cumulative

- 2 Enemy Outfit Leader slain.
- 1 One or more enemy slain or gut shot.
- 1 Tester captured with a stolen horse.
- 1 Tester captured while on the attacking side in an Ambush Encounter.

Six Gun Sound: Blaze of Glory

2

CAPTURED!

Roll vs. Sand

Pass 2d6

- **Abandoned** character escapes/eludes/is overlooked by enemy. See notes below.
- Those **captured by Outlaws** released.
- Those **captured in town** escape.
- **Mobile figure captured "on the trail"** breaks free. Play a posse encounter immediately with breaking free characters as runners. If posse/chaser is mounted, assume runners have taken 1 mount for each 2 runners (one mount minimum).
- **Immobile character captured by Indians** left for dead. Treat result as Abandoned.
- Otherwise **immobile character imprisoned**. Play Jail Break Encounter ½ d6 seasons after character is able to move on its own.

Pass 1d6

- Character **captured by Outlaws** severely beaten and left for dead. Treat figure as having received Out of Fight result and Abandoned as in Pass 2d6 above.
- Character **captured by Indians** slain instead.
- **Indian** is slain.
- Otherwise **character imprisoned**. Play Jail Break encounter in ½ d6 seasons.

Pass 0d6

- **Character lynched or "shot while trying to escape"**.

Notes:

- An Abandoned character that escapes may not count as "resting" when rolling to recover from wounds/OOF.
- An Abandoned character that escapes must roll for recovery as a Runaway.

TRIAL AND PUNISHMENT

Assuming an Outlaw has been captured and avoided "instant Justice", the varmint will get a fair and impartial trial.

Trial will be held 1d3 seasons after capture. This may mean that the trial will take place before a Jail Break attempt can be mounted. In the event of the Trial and Jail Break occurring in the same season, assume the Jail Break takes place first.

2

TRIAL AND PUNISHMENT

Roll vs. Sand

Pass 2d6

"A victim of soycomstance I tell ya!"

- Character pays a fine and is released.

Pass 1d6

"Guilty as charged but..."

- Character receives minimal punishment in light of extenuating circumstances.
- Robbery or Assault: ½ d6 seasons jail time.
- Rustling: 1d6 seasons jail time.
- Murder or Horse Theft: 2d6 seasons jail time.

Pass 0d6

"Punishment to the fullest extent of the law..."

- Robbery, Rustling, and Horse Theft: 5d6 years in State or Territorial Prison.
- Robbery, Rustling, or Horse Theft accompanied by Assault (character participated in robbery/rustling/horse theft in which any of the victims were wounded): 7d6 years in State or Territorial Prison.
- Murder: Roll 1d6:
- 1-2 = Life in State or Territorial Prison.
- 3-6 = A long drop at the end of a short rope. Sentence to be carried out in ½ d6 seasons.

MODIFIERS TO TRIAL AND PUNISHMENT

Use to modify figure's Sand

- 1 Repeat Offender (previously convicted)
- 1 Tried for crime in Indian Territory

Let's move on to something a bit more pleasant!

IMPROVING REP

Normally each time a character has successfully completed an Encounter he receives one Reputation Advancement Point (RAP) toward improving his Rep. A successful Encounter is one where; the character did not run away, did not score an "out of fight" result, and engaged in either shooting or melee combat.

However, there are three exceptions. Whenever an Outlaw robs a bank in a locale with a **SETTLEMENT LEVEL** of 4 or more he receives an additional RAP.

Also when a Lawman captures an Outlaw of a higher Rep than himself he receives an additional RAP.

And finally, when a Gunfighter beats another Gunfighter with a higher Rep than himself he receives an additional RAP.

Six Gun Sound: Blaze of Glory

What about the lonely Cowboy? Whenever he reaches Rep 5 he becomes a Trail Boss and can recruit other Cowboys while at Rep 6 he becomes a Rancher and can add 1d6 counting the best three when rolling on the **JOIN UP** table.

Consult the table below for the number of RP needed to advance to the next level.

REP ADVANCEMENT TABLE

REP	RAP
2	2
3	4
4	6
5	8
6	10

If a character runs away as a result of a reaction test, he loses any current RP and must start over. Once a character improves his Rep he starts over at 0 RP accumulated.

REP 7 AND HIGHER

After many Encounters the player may have a figure that is Rep 6 and has successfully completed 10 more Encounters. Can he move on to the ultimate? Can he attain the highest Rep allowed, that of Rep 7? Of course, he can!

But before you start believing that you're Man with No Name, or Conagher, just remember two words... "obviously dead".

ALTERNATE EXPERIENCE METHOD

Anytime a character survives an Encounter without running away, or becoming OOF, roll 1d6 vs. Rep, and another 1d6 vs. Sand.

If the die roll exceeds the character's current stat, increase that stat by 1.

A roll of 6 always grants an increase.

A roll of 1 always decreases that stat due to nervous exhaustion.

There is no upper limit to either stat. Neither may be reduced below 1.

RECRUITING NEW HANDS

Over the course of time casualties or desertions will reduce your group. Take heart, Pilgrim, because after each Encounter you also check to see if you have attracted any new hands.

After each Encounter roll 3d6 versus the Rep of the Star and refer to the **JOIN UP** table below.

Not all Professions will get new hands. The following professions do not, but often find themselves employed by others. When working for an NPC "Boss", the boss will get the new hands.

Example – Working for a Sheriff who receives more Deputies.

- **Cowboy** – Any reference to Cowboy on the **JOIN UP** table means the Trail Boss or Rancher receives the hands.
- **Ranger** – New hands are assigned to your Ranger Company, under the Captain's command.
- **Marshal** – New hands are assigned to your detachment, under the Senior Marshal's command.

3

JOIN UP TABLE

Rolled vs. Rep of the Star or "Boss"

Pass 3d6

- **Cowboy** - Gets a Cowboy from the Cowboy list.
- **Marshal** – Gets a Marshal from the Marshal list.
- **Outlaw** – Gets a gang member from the Outlaw list.
- **Ranger** – Gets a Ranger from the Ranger list.
- **Sheriff** – Gets a Deputy from the Deputy list.

Pass 2d6

- **Cowboy** - Gets a Cowboy from the Cowboy list.
- **Marshal** – No replacement unless Settlement level is at least 4.
- **Outlaw** – Gets a gang member from the Outlaw list.
- **Ranger** – No replacement unless Settlement level is at least 4.
- **Sheriff** – Gets a Deputy from the Deputy list.

Pass 1d6

- **Cowboy** - Gets a Cowboy from the Greenhorn list.
- **Marshal** – No replacement.
- **Outlaw** – Gets a gang member from the Outlaw list but of a lower Rep than himself.
- **Ranger** – No replacement.
- **Sheriff** – No replacement.

Pass 0d6

- **Cowboy** - Gets a Cowboy from the Greenhorn list but only if back at the ranch.
- **Marshal** – No replacement.
- **Outlaw** – No replacement.
- **Ranger** – No replacement.
- **Sheriff** – No replacement.

You may have noticed that there is no entry for Gunfighter on the replacement table. Gunfighter's do not have a permanent outfit and therefore never receive replacements.

Six Gun Sound: Blaze of Glory

THE LEAST YOU NEED TO KNOW

- After an Encounter a Star's outfit recovers and recruits
- Wounded and OOF characters may heal or may get worse.
- Characters that ran away may return or may never be seen again
- Characters that have been left behind on the battlefield face an uncertain fate
- Law breakers who are captured may be prosecuted and incarcerated or worse
- New hands may sign on to your outfit

SIMPLE CAMPAIGN

The simple campaign allows you to string Encounters together with a minimum of fuss and record keeping.

Follow the steps listed for creating your Star, his brothers, picking a locale, and testing for an Encounter. Should an Encounter result, roll 2d6 on the following table to find out just what that Encounter is.

	Outlaw	Gunfighter	Lawman#	Cowboy
Indians	2	2	2	2 - 3
Cattle Drive	X	X	X	4 - 7
Cattle Rustling	3 - 5	X	X	X
Range War	X	3 - 5	3 - 4	8 - 9
Gunfight	6	6 - 9	5 - 6	10-12
Hold Up	7	10 - 11	X	X
Prisoner Transport	8	12	X	X
Robbery	9 - 12	X	X	X
Posse	X	X	7 - 8	X
Capture	X	X	9 - 12	X
Jail Break	X	X	X	X

A Lawman is any Marshal, Sheriff, or Ranger Star.

TERRAIN - ON THE TRAIL

Encounters not in a town or settlement will occur "on the trail" or in the countryside. Check the Locale for the basic type of terrain you should find there. However, there is a chance that the terrain could be different (1) and either of the two other types (1-3 & 4-6).

Players may choose to "roll up" the terrain or better still just set it up using the descriptions as a guideline. If rolling up terrain test for each 12" by 12" section of the board. We recommend playing on a 48" by 48" board but anything smaller or larger will also work.

The three overall terrain types are:

WIDE-OPEN SPACES (WOS)

- Flat countryside with "no effect" scrub (1-4) or obscuring scrub (5-6). One or two impassable rock formations (1). Possibly a dry riverbed (1-2) that enters and exits from adjacent table edges. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed. Will obscure line of sight. Small water source (1) may be present.

ROUGH TERRAIN (RT)

- Countryside contains features that reduce movement such as gullies (1), washes (1-2), and small ridges (1-3). No more than 1/3 of the table is flat. Possibly a river (1) running from one edge to the opposite side. With one (1-4) or two (5) fords crossing river.

HIGH COUNTRY (HC)

- Rocky impassable terrain with a trail (1-5) between table edges. Small water source (1) may be present with woods (1-5) in abundance.

TERRAIN FEATURES AND SCENERY

This section describes that type of terrain and what effect it may have on figures. For ideas on terrain and buildings, I suggest viewing old Westerns.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt or string for this purpose. Upon or within these can be laid out trees, rocks, scrub, etc. with the edge of the felt or string outlining the terrain boundaries.

The types of terrain are as follows:

- **"No effect" scrubs** – Low lying bushes that provide neither cover nor concealment and does not hinder movement.
- **Obscuring scrub** – Low lying bushes that provide concealment or *obscuring cover* but do not hinder movement.
- **Impassable rock formations** - Base of inaccessible mountains or sheer cliff side. Movement not allowed.
- **Dry river bed, gully, or wash** – Dry depression in the land. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed.
- **Rough terrain or wooded area** – Movement reduced to half speed through area. Visibility

Six Gun Sound: Blaze of Glory

is also reduced when inside. To 12" in day and 6" at night. Provides both *obscuring* and *bulletproof cover*.

- **Ridge or hill** – Higher ground that allows for better visibility and provides *bulletproof cover* if on the crest.
- **Small water source** - Could be a well, spring, or small depression filled with rainwater.
- **River** - This terrain feature must be at least 12" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24", or a shoreline of an ocean or bay.
- After placing a river, roll 1d6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable its entire length.
- Fording is performed as follows:
- The figure must stop at the river's edge and forfeits any remaining movement.
- Next turn, the figure moves to the opposite edge and stops inside the river.
- On subsequent turns, the figure moves out of the river at the normal rate.
- Figures in rivers are considered "downhill" of others on the river's bank.

TERRAIN - IN SETTLEMENTS

Some encounters take place in settlements. These may range from small one building trading posts to good-sized towns of decent population. Players may use the following guidelines to generate settlements. After a player generates a settlement he should keep the information in a binder for future use.

DETERMINING SETTLEMENT SIZE

To determine the size of a settlement roll 2d6 and add the Settlement Level (SL) of the Locale to the score. Consult the table below to determine the size of the town.

2

SIZE OF SETTLEMENT

Add the SL of the locale to the dice score

- 3 Trader with 1/2d6 wagons (1-3) or 1d6+1 mules (4-6). Trader and one assistant per wagon or two full mules are generated from the Homesteader table.
- 4 Trader with 1/2d6 wagons (1-3) or 1d6+1 mules (4-6). Trader and one assistant per wagon or two full mules are generated from the Homesteader table.
- 5 Trading post.
- 6 Trading post.
- 7 Trading post.
- 8 Federal (1-4) or private (5-6) Fort.
- 9 Federal (1-5) or private (6) Fort.
- 10 Small town.
- 11 Small town.
- 12 Small town.
- 13 Small town.
- 14 Good sized town.
- 15 Good sized town.
- 16 Good sized town.
- 17 Good sized town.
- 18 Good sized town.

DETERMINING THE SETTLEMENT LAYOUT

Trading posts are very simple. They would consist of one building usually made of logs or adobe. Water is available from either a well (1-3) or nearby river (4) or stream (5-6). A trading post could have an outhouse (1-2) and/or corral (1-5). Doesn't usually have accommodations for travelers.

Forts range in size from small private ones with 1+ 1/2d6 buildings to large ones of 4 + 1d6 buildings. Most (1-5) forts will have either a log or adobe wall with gate surrounding the buildings. Can accommodate a limited number of travelers in an emergency but mostly a place to house soldiers or locals.

Small sized towns should be built with one "Main Street" while a good-size town may have some minor side streets if needed. The center of each side of the street should contain the hotels, saloons, banks, and other services with the remaining buildings occupying a position of less importance.

BUILDINGS

Here's a list of buildings commonly found in both small and good-sized towns. Each list tells the type of building, number of them, and size of the building. The lists are in no way definitive and players should feel free to add or delete buildings as they see fit.

Additionally players may find that they may only need a part of a town for their Encounters.

Six Gun Sound: Blaze of Glory

SMALL TOWN	BUILDING SIZE
Bank	Medium
Barber & Baths	Small
Blacksmith (1)	Medium
Café & Hotel	Large
Church	Medium
Doctor/Dentist	Small
Feed & Grain	Medium
General Store/Hardware	Medium
Lawyer	Small
Livery/Stables	Large
Marshal & Jail	Small
Newspaper	Small
Post Office	Small
Saloon	Medium
Saloon	Large
Schoolhouse	Medium
Telegraph	Small
Undertaker	Small

(1) Usually has corral, barn, or stockyards adjacent.

GOOD SIZED TOWN	BUILDING SIZE
Bank	Medium
Bank	Medium
Barber & Baths	Small
Blacksmith (1)	Medium
Boarding House & Café	Large
Café & Hotel	Large
Church	Medium
Claims Office/Telegraph	Small
Café	Medium
Doctor/Dentist	Small
Feed & Grain	Medium
General Store	Medium
Hardware	Medium
Hotel (1)	Large
Jeweler & Watch Maker	Small
Dry Goods & Tailor	Medium
Lawyer	Small
Livery/Stables (1)	Large
Lumber Company	Large
Marshal & Jail	Small
Newspaper	Small
Photography Studio	Small
Post Office	Medium
Rail yard (1)	Large
Saloon	Medium
Saloon	Large
Saloon	Large
Schoolhouse	Medium
Territorial Marshal	Medium
Undertaker	Small
Wells Fargo Office (1)	Medium

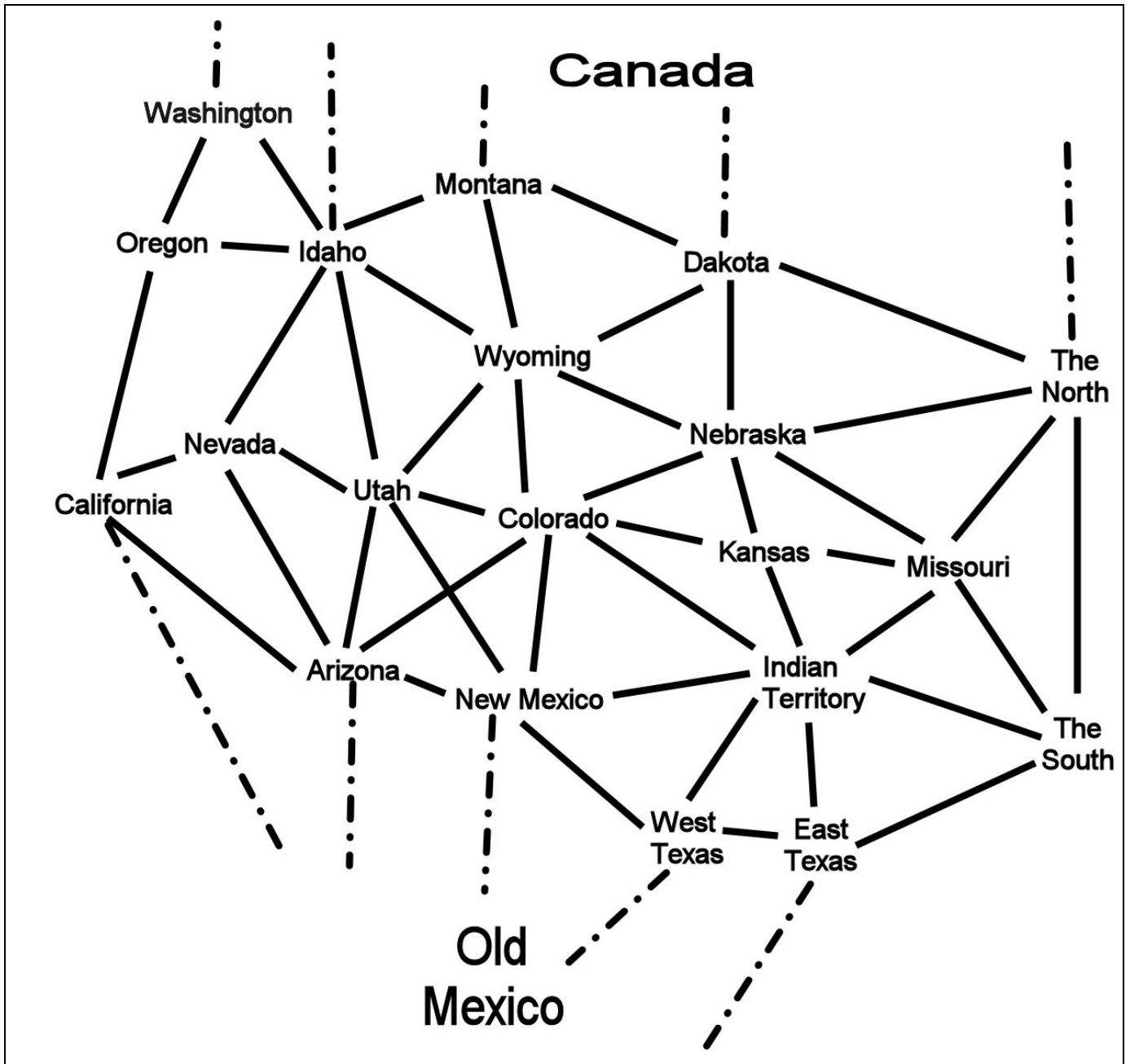
(1) Usually has corral, barn, or stockyards adjacent.

RANDOM LOCALE SELECTION

Feel free to use this table when it is necessary to generate a Locale or even the birthplace of a PC or NPC.

LOCALE	Rd6	Wd6	LOCALE	Rd6	Wd6
Arizona	1	1	Montana	3	1
California	1	2	Nebraska	3	2
Canada	1	3	Nevada	3	3
Colorado	1	4	New Mexico	3	4
Dakota	1	5	Old Mexico	3	5
Re-roll	1	6	Re-roll	3	6
East Texas	2	1	Oregon	4	1
Idaho	2	2	The North	4	2
Indian Territory	2	3	The South	4	3
Kansas	2	4	Re - roll	4	4-6
Missouri	2	5			
Re-roll	2	6	Utah	5	1
			Washington	5	2
			West Texas	5	3
			Wyoming	5	4
			Re-roll	5	5 - 6
			Re-roll	6	1 - 6

Six Gun Sound: Blaze of Glory



Six Gun Sound Travel Map

Six Gun Sound: Blaze of Glory

PROFESSION CAMPAIGN GAMES

The following campaign games have been designed to make each player profession unique.

Cowboys raise cattle and face the rigors of living in wild country. Trail drives, range wars, and Indians all make your life interesting riding for the brand. Ranchers, and to a lesser extent, Trail Bosses, need to keep track of expenses and profits. Don't worry. It's not much work, and if you don't want to do it you can still be a puncher and leave the finances to your bosses.

Gunfighters live by their guns, drifting from job to job, and town to town, to make their living. As a gunfighter you will try your hand at most if not all of the other PC professions.

Marshals are Deputy US Marshals, and hunters of men. You'll scour the west looking for bad men and naer'do'wells. Once you've caught them you have to bring them to trial...and chances are they have friends that will try to affect their release.

Outlaws live by their own rules, taking what they want by force. You can try your hand at bank, stagecoach, train robbery and more. Can you keep one step ahead of John Law?

Rangers roam the frontier protecting settlers. The Ranger campaign is based on the exploits of the Texas Rangers. Similar organizations existed in most frontier areas in practice if not in name. In wilder areas Indian fighting will tax your nerves to the breaking point. In more settled areas, the pursuit of owl hoots and hard cases will keep you and your company busy.

Last but not least, comes the county **Sheriff/Town Marshal**, keeping law and order in the west's settlements. You'll have to keep the peace, use force when required, and sometimes move on, once you've tamed the town.

SPECIAL RULES FOR ALL PROFESSION CAMPAIGNS

APPROACHES TO THW CAMPAIGNS

Unlike most other games, Two Hour Wargame campaigns aren't really designed for head to head play...Let me explain.

While any of the Encounters generated in a campaign can be played as a head to head game, the campaigns themselves revolve around only one PC outfit.

There are a few different approaches to this sort of campaign and some of them are discussed below.

One PC – One player takes the part of the campaign Outfit Leader. Games are played with other player's taking the opposing figures, or solitaire.

Many PC's, many campaigns – In this approach, each player runs a PC outfit. All the PC outfits exist separately from one another. When one has an Encounter, the player's whose PC's are not involved take control of the opposing outfit.

Many PC's, one campaign – Here the players all make up the campaign outfit. You might all be acquaintances, or you might all agree to be brothers, whatever. You might elect an overall leader or not. There should only be one Sheriff in that campaign, and only one Ranger Captain in a ranger campaign. The other campaigns are pretty open to democratic leadership. If you take this approach, the PC's all play their characters in Encounters. The opposition is played mostly by the game system. You'll have to make some choices for the NPC's on occasion, and logic and/or weighted die rolls can be used to make those decisions. We call this type of game **Same Side** gaming.

Yeah, but how do I win? – There are no victory conditions in our campaigns. In some respects simply surviving 10 years on the frontier is a victory. Surviving 10 years and feeling proud of how you conducted your Star's life is another measure of victory. Did you "beat" your friends? As in real life that's open to debate. Kick back, have some snacks, and make a case for your own superiority ;)

Ultimately, these campaigns are just a way to tie Encounters together and give you a taste of what life was like on the frontier. True your Stars are likely to run into a heap more trouble over a shorter period of time than most real life frontier folk, but that's part of the fun.

"THEY'RE OVER HERE!" & "HERE THEY COME!"

For some folks the hardest part of same side or solitaire play is initial deployment. After all if you set up your side behind the enemy, or the enemy behind your side and yell "Go!" it's apt to be a very short Encounter.

We strive to make our Encounter set ups' detailed enough to prevent outright lop-sided deployment while flexible enough to provide some variety.

In same side and solitaire play here are a couple of techniques that can be used to handle setting up the NPC side. Use these in place, or as an enhancement to the standard Encounter deployment rules as you see fit.

The first, called "**They're Over Here!**" is best used when the PC side is on the move, attacking, or ambushed.

The second, called "**Here They Come!**" is best used when the PC side is in camp, defending, or laying in ambush.

Use of these two options will require a deck of cards.

Six Gun Sound: Blaze of Glory

THEY'RE OVER HERE!

Use the Encounter descriptions to determine just whom, and "how many of them" you will be up against.

Now you need to find out where they are.

Take a deck of cards and:

1. Choose either black or red to represent the enemy figures involved.
2. Pull one card for each enemy figure. Be sure they are all of the same color.
3. Next add one of the opposing color for each card you originally drew.
4. Shuffle the cards and lay them face down at the enemy side of the table or in any convenient spot.

Whenever a character, or characters, comes into LOS of a terrain piece or building there is a possibility of encountering the enemy. In town Encounters its best to take one test for all of the buildings in sight, and then randomly spread any revealed enemies out among those buildings.

To determine if any enemy are present roll 2d6 versus 4 (3 for warriors) consult the following table.

2 THEY'RE OVER HERE TABLE

Roll

vs. 4 (3 for Warriors).

Pass 2d6

- Contact! Enemy figures found and considered to be hidden. Check for enemy type and State of Awareness.

Pass 1d6

- Contact! Enemy figures found but not hidden. Check for enemy type and State of Awareness.

Pass 0d6

- No contact!

- Once contact has been made, roll 2d6. Draw cards from the pile of enemy cards equal to the total of the dice.
- Flip the cards to see how many enemy figures are actually present.
- Determine their State of Awareness below.

DETERMINING THEIR STATE OF AWARENESS

Once contact is made you must determine how "aware" they are. Are they "on the prod" and ready to fight or are they taking a Siesta?

To find this out first modify the Rep of the group Leader being contacted by the situations below.

STATE OF AWARENESS MODIFIERS

Applied to Rep of the group Leader

- Shots have been fired earlier in the game +2
- Your side is mounted on the trail +1

* "Your side is mounted". Mounts kick up dust and experience eyes can see this from quite far away.

Next roll 2d6 versus the modified Rep of the Leader and consult the following table.

2 ENEMY STATE OF AWARENESS

Rolled versus the Rep of Leader

Pass 2d6

- All figures are facing your group and ready for action and take Got a Shot tests as normal but using an extra 1d6 and counting the best two results.

Pass 1d6

- Some figures (1-3) facing your group and some (4-6) not. Those facing your group take Got a Shot tests as normal.

Pass 0d6

- Some figures are facing your group (1-3) while some are not (4-6). However they are totally lax and may not take any Got a Shot tests.

THERE'RE EVEN MORE OF THEM!

Once the shooting starts, the rest of the enemy group may hurry to the fight. These reinforcements are the characters that did not show up on the initial contact.

- When a turn's activation dice total "7", roll 2d6 vs. the Rep of the enemy leader and compare it to the table below.

2 HERE COME THE REST

Roll versus the Rep of the enemy Leader

Pass 2d6

- Roll 2d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 1d6

- Roll 1d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 0d6

- No enemy figures arrive.

Once it is determined what reinforcements have arrived you next need to find out where they will deploy, or enter the board. To determine this draw a card from the main deck (not the pile created for the enemy force) consider the suit of the card that was drawn.

Compare the suit to the table below:

Six Gun Sound: Blaze of Glory

- Diamond means arrive on your left flank.
- Hearts means arrive on your right flank.
- Spades and Clubs means arrive to your front.

HERE THEY COME!

Deploy your figures according as described under the Encounter description. Now determine which table edge will be considered your "Front".

DETERMINING YOUR STATE OF AWARENESS

Before the battle starts determine the **STATE OF AWARENESS** of your outfit. Are they loafing around, on war footing, or something in between?

To determine what the **STATE OF AWARENESS** is roll 2d6 versus the Rep of the Leader of the side modified by the factors below. Compare the results to see if you passed 2d6, 1d6, or 0d6.

STATE OF AWARENESS MODIFIERS

Applied to Rep of the group Leader

- Shots have been fired earlier in the game +2
- Their side is mounted on the trail +1

* "There side is mounted". Mounts kick up dust and experience eyes can see this from quite far away.

- Next roll 2d6 versus the modified Rep of the Leader and consult the following table.

2 OUR SIDE STATE OF AWARENESS

Rolled versus the Rep of the Leader

Pass 2d6

- **Characters** are facing the enemy and ready for action when contact is made. Will take Got a Shot tests as normal.

Pass 1d6

- **Characters** will have some figures (1-3) facing the enemy and some (4-6) not. Those facing the enemies will take a Got a Shot test as normal.

Pass 0d6

- **Characters** will have some figures (1-3) facing the enemy and some (4-6) not. However, they are totally lax and no Got Shot tests may be taken.

If shots have been fired all figures subsequently contacted by using the **INTRUDER CONTACT TABLE** will be considered to have passed 2d6 on their **STATE OF AWARENESS** check.

HERE THEY COME!

Use the Encounter descriptions to determine just whom, and "how many of them" you will be up against.

Now you need to find when they are arriving. Take a deck of cards and:

Choose either black or red to represent the enemy figures involved.

Pull one card for each enemy figure. Be sure they are all of the same color.

Next add one of the opposing color for each card you originally drew.

Shuffle the cards and lay them face down at the enemy side of the table or in any convenient spot.

On the first turn of the game, 2d6 of the opposing outfit will enter the table. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are actually present.

If all of the opposing outfit do not enter on the first turn, on subsequent turns, if the total score of the Activation dice come up "7" there is a chance that more enemy have entered the board and may contact the your outfit.

To determine if contact happens roll 2d6 versus 3 (4 for warriors). Check the results on the **INTRUDER CONTACT TABLE**.

2 ENEMY CONTACT TABLE

Roll vs. 3 (4 for Warriors).

Pass 2d6

- Roll 2d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 1d6

- Roll 1d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 0d6

- No enemy figures arrive.

Enemies that arrive will be placed emerging from the closest terrain feature to the contacted group and trigger In Sight tests as per the Aw

WHO GETS CONTACTED

The group that gets contacted first will always be the group that is closest to the enemy board edge. In cases where there is more than one group roll 1d6 for each with the high score the first to be contacted. Subsequent groups will be contacted the same way.

DRAWN TO THE SOUND OF GUNFIRE

Whenever gunfire occurs and your characters do not see where it is coming from you may roll on the **MARCH TO THE GUNS** table. However, if the character has been ordered to remain in place or has prior knowledge of the gunfire occurring he need not roll this test. Only a group Leader need take the test.

Six Gun Sound: Blaze of Glory

2 MARCH TO THE GUNS TABLE

Roll versus Sand of the Leader

Pass 2d6

- Will take the group towards the sound of the gunfire.

Pass 1d6

- Roll 1d6. If score is equal or less than Sand then lead group towards gunfire, if not then remain in place.

Pass 0d6

- Remain in place.

Once the contact is resolved with one or the other forces killed, OOF, or forced to flee, the enemy outfit is removed from the board and the contact procedure continues. During this time you may move your figures as desired.

COWBOY CAMPAIGN

"Oh a ten dollar hoss, and a forty dollar saddle, and I'm goin' to punchin' Texas cattle". In the cowboy campaign your Star has the opportunity to rise from a drifting puncher to a Cattle Baron.

At its most basic, the cattle business consists of moving cattle from where there are plenty of them to where there aren't. Folks will pay you for the privilege of providing beef.

GETTING STARTED

Generating your Star is covered elsewhere in this book. In pursuing a career in the cattle industry, you are faced with a few more choices. They are...

DRIFTING PUNCHER

This one's the easiest. The saddle is your office and anywhere you hang your hat is your home.

Start play in the locale of your choice so long as its settlement level is 3 or less. Spring is when **round up's** are conducted to see how good or bad winter has been to the herds. It's also the start of the trail driving season.

Each spring and summer turn that you are not already on a drive, roll 1d6 to see if you are sent out on a drive, or kept back to mind the ranch:

- 1-3 **Cattle Drive**
- 4-6 **At the Ranch**

There's more detail on just what each of those assignments entail later on. For now you just need to know which task you have been set.

If you want to "make something of yourself" like your Ma always told you to, you can gather up some cattle and sell them. This can be done by; "**Mavericking**", that's dragging the brush for unclaimed cattle, by **Rustling**, which has some pitfalls of its own, or by **Purchase**...except that you

won't make enough working for someone else to start your own herd.

Once you've gathered some CP or Cattle Points you might want to be your own trail boss and start a **Cattle Drive**, or try your hand at **Free Grazing**.

You could try and **sell the cattle** locally. Not a good idea if you rustled them.

Failing that when you reach Rep 5, you might decide to hire out to a rancher as a trail boss for a cut of the profit.

Once you come into some real CP you could even try your hand at ranching.

TRAIL BOSS

When you reach Rep 5, you can hire out as a trail boss. Also anytime you have gathered a herd of your own and want to drive them to market, you're the trail boss regardless of your Rep.

Trail bosses spend all their time leading cattle drives, or preparing to. They drive other folk's cattle for a **fee**, or **purchase** the beeves outright at their starting locale and speculate on getting more for them at their destination.

A trail boss **recruits an outfit** in the spring and disbands it when the driving season is done or a drive is an utter failure.

To play a trail boss your Rep 5 Star starts out where beeves are plentiful (any locale with of settlement level 3 or less).

HIRING OUT

If you are Rep 5 but can't afford, or find, any cattle you can try to **hire out** to local ranchers to drive their herds to market.

Each spring, and summer you may roll 1d6 vs. the settlement level. Pass and you are hired. Fail and there's no trail boss work for you this season. Your pay is the profit of 1 CP of the drive's proceeds. If there is only 1 CP in the drive, you get 1/3 of the proceeds rounded down.

RANCHER

So your Star has found some cattle and staked out some land for his ranch. This could be the start of something big.

As a rancher you have to look after your herds and get them to market. Whether you go with the herd on the trail or leave it to a trail boss is your decision.

As your cattle increase so will the need for new hands to handle them. There might also be some friction with neighbors that might just end in a shooting scrape. Which is why you might **hire a gunfighter** or two...if you can afford it.

Six Gun Sound: Blaze of Glory

CATTLE POINTS AND LUCRE POINTS

In game terms we track your success through abstract concepts of "**Cattle Points**" (CP) and "**Lucre Points**" (LP).

CP is a numerical value from 0 on up to as high as you can get. One CP ain't one cow nor is it one hundred head of cattle. It's a number that reflects how well you are doing at raising cattle. Just keep in mind that 6 CP are the most you can reasonably take on one cattle drive.

If you own some cattle then go to the **ROUND UP** section following. If you don't own any cows yet then go to the **MAVERICKING** section.

LP is a numerical value from 0 on up to as high as you can get. One LP ain't \$1 nor is it \$100 dollars. It's a number that reflects how well off you are financially. Just keep in mind that LP can be earned by selling cattle (or outlawry! See the Outlaw Professional Campaign), and are spent maintaining your ranch, buying cattle, and paying your outfit.

ROUND UP

Each spring, before any other game activity, it's time to see how well the herds wintered.

Nature's Wrath- Every so often, weather conditions combined to wreak havoc on the cattle industry.

Extreme cold, extreme heat, ice so thick the cattle can't break through to the grass beneath, rivers run dry, it wasn't easy being a beef in the days before motor transport made being fed in spite of the weather a viable alternative.

Roll 2d6. If the score is 11 or 12, halve the CP of every player in the game. Roll a d6 for any "odd" CP. 1-3 = survive, 4-6 = remove from play. Any other result of the Nature's Wrath 2d6 has no effect.

Natural Increase and Attrition- Failing a catastrophe, it's time to see how well your herds are getting on.

Grab some d6. Die scores of 1-3 count as a Pass and scores of 4-6 count as a failure. Roll 2d6 for each four CP you have and check the results below.

- One pass and one fail then no change.
- Both pass then add 1 CP to your herd.
- Both fail then minus 1 CP from your herd.

If after you have rolled for every 4 CP and you have 3 or fewer CP left you are allowed to roll again applying the results as outlined above.

Example – Jim Bob Joe has 14 CP. He rolls 2d6 three times for the first twelve and applies the results. As he has three or less CP still left he can roll an additional d6 after that. His results are one positive result (both pass for +1 CP), one no change (1 pass and 1 fail for NE), and two negative results (both fail for -2 CP) so his herd is reduced from 14 to 13 CPs.

RUSTLING THE HERDS

For each Rustling Encounter you lost as the cattlemen last year you will roll 1d6. "Lost" means the outlaws ended the game in possession of at least one cow. On each 4-6 remove 1 CP.

For each Rustling Encounter you won as the rustler last year you will roll 1d6. "Won" means you either outdistanced the cowboys, beat them back, or otherwise ended the game in possession of some beeves. On each 1-3 add 1 CP.

When you've finished this section you've finished the **Round Up**. Now it's time to head on over to the **CATTLE DRIVE** section.

ACQUIRING CATTLE

There's a few different ways to get cattle. You can **Buy Them**; go **Mavericking**, which is dragging the brush for strays, or, just for conversations sake mind you, **Rustling**. Rustling is handled as a normal Encounter.

BUY THEM

The legal ways are handled like this. Roll 1d6 and add it to your Rep. Check the price per CP on the table below to see what you got.

- 2 to 5 = none available for sale
- 4 to 6 = 3 LP
- 7 to 9 = 2 LP
- 10 to 12 = 1 LP

Add two to the die score in Texas and Oregon.

MAVERICKING

By the 1870's cattle were running wild in many parts of the west. With a little luck an enterprising cowboy could start his own herd just by dragging the brush. Now that sounds easy doesn't it?

In order to maverick your puncher and his outfit need to move to a locale with a settlement level of 3 or less and check for an Encounter as usual. If it's not winter, and after resolving any Encounters called for, roll 2d6 on the Mavericking table below.

2 MAVERICKING

Roll 2d6 vs. Settlement Level

Pass 2d6

- **Want to swing a wide loop?** No mavericks here. But there are cows. Want to try your hand at rustling?

Pass 1d6

- **Now just hold on here!** Seems someone else has "taken you for rustlers". *

Pass 0d6

- **Yee haw!** You got yourself the makings of a herd. Pick up one cattle point for every full three men in your outfit.

* "**Taken for Rustlers**" – Play a Gunfight GF-3 Encounter with your outfit against the other party. If you score well on the **Stand Up Fight** table, you may

Six Gun Sound: Blaze of Glory

elect to avoid the fight completely rather than lay an ambush.

RUSTLING

Ending a Rustling Encounter alive and in possession of at least one cow, results in your owning 1 CP (Generous of us isn't it?).

Either way after concluding the Encounter roll 2d6 against the settlement level to see if you are now **Wanted!**

2 "HEY, I KNOW THOSE BOYS!"

Roll vs. current Settlement Level

Pass 2d6

- You are now **wanted*** by local authorities.

Pass 1d6

- That was close! If you take this test again next season, count this result as Pass 0d6.
- Otherwise you are safe for now.

Pass 0d6

- Those bandanas have so many uses. Your identity remains a mystery.

* The effects of being wanted are covered under the **Outlaw** campaign

SELL CATTLE

Although you could sell your cows locally the big money is taking it on a drive. So if selling your cows locally appeals to you...go be a homesteader! Because in Six Gun Sound it's about cattle driving boy!

CATTLE DRIVES

The Cattle Drive is the hardest Encounter in Six Gun Sound bar none. But it is also the most rewarding in some aspects. So let's get going!

Once round up is done its time to get those beeves to market. Punchers who drew a cattle drive assignment have to follow these steps too so you know how big an outfit you are riding with.

HOW BIG IS THE HERD?

If you are a rancher you can choose to send 1 to 6 cattle points (if you have 'em!). Punchers and trail bosses will roll 1d6. The CP of the herd will equal the die score, or your Rep, whichever is greater.

DETERMINE THE ROUTE

Now you've got the herd together, this is where you are headed.

If you are a rancher you can choose your destination. The further you drive them the greater the risk and the greater the reward.

If you are a puncher, or a trail boss, roll 1d6 and check the table below.

1

HOW FAR WE GOING?

- | | |
|-------|------------|
| 1 = | 1 Locale |
| 2 = | 2 Locales |
| 3-4 = | 3 Locales |
| 5 = | 4 Locales* |
| 6 = | 5 Locales* |

* Only in Spring, in Summer treat this as 3 Locales.

Unlike regular movement, a drive may only move 3 locales in one season. Like regular movement, a drive may not move at all in Winter.

Pick an adjacent locale at random for each stage of the drive, being sure not to double back.

NOTE – Nobody drives cattle to Texas, son, neither east nor west. Oregon neither. There's so much livestock accumulated at the end of the Oregon Trail, the locals will never run out of beef.

RECRUIT A TRAIL OUTFIT

A Trail Outfit consists of

- 1 Trail Boss (Rep 5 Cowboy)
- 3 x (Herd Size) Cowboys

An additional 3 x cowboys, and a chuck wagon, 2 for wrangling the horses, and one to cook and drive the chuck wagon are also included but play no part in the drive encounters.

Generate the required characters from the NPC lists.

If you're the Trail Boss or Rancher on a drive, you get to pick and choose which cowboys get used in Encounters.

If you are one of the punchers, an Encounter will feature your Star and other members of the outfit as needed and randomly determined.

If you are a Rancher and don't want to act as your own trail boss, or don't wish to accompany the drive, a Trail Boss can be hired for 1 of the CP that's going along on the drive. If only 1 CP makes it through then you broke even.

If you take this option you still need to game out the Drive to see how many of your CP get through and what price they bring. Roll up NPC's for the Trail Boss and Cowboys. The Trail Boss will always be Rep 5. If you don't generate any from the NPC table, just bump up a Rep 4 cowboy 1 point and give him the job.

PLAY A CATTLE DRIVE ENCOUNTER

There will be one roll for an Encounter for each locale entered using the chart below.

Six Gun Sound: Blaze of Glory

2 TRAIL DRIVE ENCOUNTER

Roll and add 2d6

2	Calamity!
3 or 4	Set back!
5 or 6	No Encounter.
7 or 8	Cattle Rustling
9	Gunfight (GF-1)
10	Indians (GF-3 in settlement level 4 or greater)
11	Indians (GF-3 in settlement level 5 or greater)
12	Gunfight (GF-1)

CALAMITY

Swollen rivers, burned or grazed off grass, bad water, or any one or a bunch of other bad breaks have afflicted the drive through this locale. Roll 1d6 for each CP. On a 4, 5 or a 6, you've lost it.

SET BACK

You've gotten lost, been quarantined with the tick fever, been stopped by organized nesters and their fences, or just "took a wrong toin at Albuquerque". Roll 1d6 for each CP in your herd. On a 6 you have lost it. You spend next turn in this same locale, rolling for another encounter. If its winter, you have to winter here, and check for round up in the spring to see how many CP you have.

RUSTLING FROM THE DRIVE

If you lose a Cattle Rustling Encounter, reduce your trail herd by 1CP.

REPLACING LOSSES

After an Encounter generated by a drive, the Trail Boss might need to replace some men. Any figures that were OOF and scored "still on the mend" or worse on the **WOUNDS & OUT OF FIGHT RECOVERY** table will be unable to work the herd. As of course will any fatalities.

OOF characters may be taken along on the drive, carried in the chuck wagon, or left in a settlement passed along the way. If left in a settlement, that character takes no further part in the drive.

To find replacements for OD, OOF, or just play Run Away cowboys during the drive, roll 2d6 and consult the table below.

2 ON THE TRAIL RECRUITMENT

Roll vs. current Settlement Level

Pass 2d6

- Replace 3 out of every 4 cowboys lost. If you lost less than 3 you are up to full strength.

Pass 1d6

- Replace 1 out of every 2 cowboys lost. If you only lost one you are up to full strength.

Pass 0d6

- Unable to find any additional hands.

After you've rolled for replacements compare the number of punchers you have versus the CP of the herd. It takes 3 punchers to ride herd on 1 CP of cattle. For each CP "herded" by less than 3 punchers roll 1d6.

- If you are short one hand then on a 5 or 6 you lose that CP.
- If you are short two hands then on a roll of 3 to 6 you will lose that CP.

The Trail Boss can fill in for one of the hands riding herd. If you are a Rancher who came along for the drive, you can fill in too.

In any event, test, if you have to, to see if you lose any cattle points before continuing on to each new Encounter.

ALL CP LOST ALONG THE WAY

If you should end up with no Cattle Points at all, the drive was a failure. The trail outfit breaks up. If your Star is a drifting puncher you're on your own. Go where you please and do as you please.

If your Star is the Trail Boss, deduct one from his Rep. Word of a lost herd gets around and no one will want to hire him as a Trail Boss for a spell.

If you're a Rancher, well, that's a shame, amigo. If you still have any Cattle Points back at the ranch you better go back and look to them. If not, you better find some, somewhere, somehow...

END OF THE TRAIL

So you've brought the herd through howling Indians and deadly rustlers. It's time to get paid!

If you are a puncher you have enough money to see you through the winter. You can keep working cows, travel and see the sights, or hole up in a town and keep warm until next spring. Where ever you are roll for Encounters as usual.

If you declared you were staying in town, roll for Encounters as if you were a Lawman in the simple campaign. In any Encounters that take place in town, you are one of the bystanders. Roll to place your Star as if he were one of the townsfolk. On the trail use the **Drifting** table below.

If you are a Trail Boss or Rancher on the drive, roll 2d6 and consult the table below to see how much profit is left after paying off the outfit and other travel expenses. The number on the right is the LP multiplier. Multiply the LP multiplier times your CP and that's what you made. Yes, it is possible to "go bust". Remember, real cowboys never cry!

Six Gun Sound: Blaze of Glory

2 BOTTOM LINE

Roll 2d6 + number of locales driven

3 to 6	0
7 to 8	2
9 to 12	4
12 to 14	6
15 to 17	8

If the next turn is winter you will stay in town. Roll for Encounters as if you were a Lawman in the simple campaign. In any Encounters that take place in town, you are one of the bystanders. Roll to place your Star as if he were one of the townsfolk. On the trail you are part of the lawman's posse if there is a bank robbery.

If it's not winter, head on your way home testing for encounters on the **Drifting** table. You can pay your trail crew one 1 LP per three men to ride with you in case of road agents if you like.

If there is any encounter where you end up captured by Outlaws or Indians you are cleaned out of the LP earned from the drive.

1 COWBOY DRIFTING TABLE

"SL" means Settlement Level

1-2	Indians (SL 1-4) or Gunfight (SL 5).
3-4	Gunfight.
5-6	Hold Up.

FREE GRAZING

Free grazing is a bit like being on a perpetual cattle drive. Your campfire is your home, and your cattle subsist on open range. There are a number of limitations on free grazing:

- Each spring, summer, and fall roll 1d6. A result of 1-3 means you have to move on to a new, adjacent location this turn. If you want to move to a new location, no need to roll, just do so.
- As always you must winter without moving and round up in spring.
- Your outfit will consist of yourself, 3 cowboys per CP, and a wagon.
- You can have a maximum of 3 CP at any time. Should round up increase your herd beyond that you must sell them (or let them roam free) at the end of the spring turn after any movement and encounters etc.
- Your wagon is your bank. Lose your wagon and you've lost any LP you've managed to accumulate.

AT THE RANCH

PUNCHING

If you are just a hired hand most of what follows won't apply to you. Just look for the bits about what Encounters you might have.

If you prefer you can roll up an entire ranch outfit, playing the boss as an NPC. Then you can randomly assign hands, including yourself, to any encounters that come up.

UP KEEP, RIDING FOR THE BRAND, AND... BANKERS!

Sad fact is a ranch isn't run on hard work alone. There's provisions to lay in, and hands to feed and pay. As a rancher, sometimes you might find yourself short of cash and have to rely on your good character to wait out the dry times.

Each year, when **Round Up** is done, it's time to figure expenses for the coming year.

- **Upkeep** – You need to spend your ranch locale's settlement level x 2 LP each year. This cost includes the services of 2 Cowboys as remuderos (to care for your horses), another Cowboy to be your cook, and a wagon or two as needed.

- **Wages** – You need to pay 1LP per year for every 3 cowboys in your employ. Remember it takes 3 cowboys to handle 1 CP.

- **Hiring gunfighters** - However, gunfighters will cost you more. You spend 1 LP when you hire him. A gunfighter costs an additional LP each season you retain his services. The upper limit to the number of gunfighters you can employ is 1 for each point of your Rep and an additional 1 for each point of any of your rancher brothers working you spread with you. Of course it is still up to you to pay them all.

But why would you need gunfighters anyway?

- **Buying Cattle** – See **BUY THEM** under **AQUIRING CATTLE** above.

WHAT DO YOU MEAN YOU AIN'T GOT THE MONEY?

There may come times when you don't have the LP required to cover your expenses. Do not despair, there are a few things you can try to hold on to your spread.

- **Priorities** – If you have any LP at all you must first pay for the upkeep of your spread. If you haven't sufficient LP's for this expense, the bank will take however many you do have (0 if you have none), and then you have to roll 2d6 to ask for more time.

Six Gun Sound: Blaze of Glory

2

I NEED MORE TIME

Roll 2d6 vs. Settlement Level

Pass 2d6

Settle up! You may pay 1CP for each LP you are short. Failing that you have to vacate the premises. Looks like you are just a puncher again.

Pass 1d6

Extension! You have until next round up to get the LP you are short. If at that time you still cannot pay your Up Keep, treat as Pass 2d6 above.

Pass 0d6

What's good for the cattleman is good for the State! Looks like you get a pass this year in the name of Progress! Consider your Up Keep paid.

- **Short wages** – If you can't afford to pay your hands, the situation is a bit less dire. Pay off any LP you have left after expenses to ensure that you have 3 cowboys per CP. The rest of the boys will stay loyal and you can all live off the land some to get by.

- **Gunfighters** – Don't have enough LP to hire or retain your gunfighters? Well you really didn't need gunfighters anyway did you? Gunfighters only work for cash on the barrelhead. No LP's = No Gunfighters.

SHORT CP?

Sometimes sale of stock or declining herds will leave you with more cowboys on your pay roll than CP's for them to mind.

You can still pay 1LP per 3 cowboys for the year to keep them in your outfit. Why? Well for one, it's the right thing to do. For the more practical of you would-be cattle barons, here's a perk. Keep **all** your cowboys on when your herd shrinks and all your **Cowboys** (not gunfighters) will count +1 to Rep when taking "**Been Shot At**", "**Keep Fightin'**", and "**Comin' Back**" tests this year. Reps may not be raised above 5 in this way. You've stuck with them through the lean times, now your hands are riding for the brand!

Note that you cannot hire extra hands this way; only retain those who have tended your herds in the past.

SHORT HANDED?

Cattle acquisition and Encounters may leave you short-handed from time to time.

For each additional CP you acquire, you may add 3 cowboys to your outfit (*must* add them if not doing so would leave you with less than 3 cowboys per CP). These hands cost no LP at the time of hire but will count for next Round Up's expenses.

You may test to replace any OD or runaway cowboy using the **JOIN UP TABLE** in the standard rules. There is no penalty for being short handed in this way. You must however try to recruit more

cowboys each turn until you are back to having 3 for each CP in your herd.

Finally any of your cowboys who are OOF may not be replaced. When they recover they will take up their duties again. Should the worst come to pass, you may roll to replace them as for OD cowboys above.

PROTECTING YOUR LP

Once you succeed in bringing some LP back to the ranch, you have a decision to make. Do you keep it on the ranch, or in the bank?

On the ranch – Any LP kept on the ranch will be safe, providing you don't lose a Capture Encounter fought at your ranch. This can happen as the result of a Range War. Should this happen any LP kept at the ranch are lost.

In the Bank – Any LP kept in the bank will be perfectly safe, mostly. If you have any LP in the bank, roll 2d6 at the start of each Fall turn. A score of 11 or 12 means there was a bank failure. Whether through armed robbery, embezzling, or just poor banking practices, your bank has gone under and taken any LP you have stored there with you.

Both – There's no reason you can't keep some LP in the bank, and some on the ranch. Just make sure you note down how much is where, and when you spend it, make sure your totals are updated.

AT THE RANCH ENCOUNTERS

The standard system for seeing if there is an Encounter is followed. If an Encounter is called for, roll 1d6 and consult the following table.

1 AT THE RANCH ENCOUNTERS

1	Cattle Rustling
2	Cattle Rustling
3	Gunfight
4	Range War
5	Indians
6	Hold Up

Note that some Encounter details are altered from those in the main game and are listed here.

Cattle Rustling- You will always be the one being stolen from...unless you choose to be the rustler.

Range War- Some range wars lasted for years. In order to reflect the on again, off again nature of some feuds roll 1d6 after generating the range war, and again each turn until its over.

Six Gun Sound: Blaze of Glory

1 RANGE WAR ENCOUNTERS

1-3	No Encounter this turn related to the RW.
4	1 RW Encounter.
5	2 RW Encounters.
6	3 RW Encounters.

If any of your regular **AT THE RANCH** Encounter rolls come up a 4, while a RW is already in progress, roll one more die to see how many, if any, additional RW skirmishes occur.

EXTENDED COWBOY EXAMPLE:

"Big" John is a Rep 5 Rancher in New Mexico (settlement level 3). He finished last year with 6 CP, 20 cowboys, a cook, and no LP.

*He starts the year with a **Round Up**. First he checks for **Nature's Wrath** by rolling 2d6. He gets a 6, so the winter hasn't been catastrophic at least.*

*Next he checks for **Natural Increase and Attrition**, rolling 2d6 for his first four CP, and an additional 2d6 for his last two CP. On the first toss he gets a 1 and a 4, the pass and fail cancel out and the four CP remain 4 CP. On the second toss he gets a 1 and a 5 for another pass and fail.*

"Big" John ends round up with the same 6 CP he started with.

*Now he has to pay upkeep and wages. First the **up keep**. John's ranch costs settlement level (3) x 2 for 6 LP for upkeep. With no LP, John has to roll on the "I Need More Time" Table. If the bankers insist on immediate payment, he's in trouble as the bankers will take 1 CP for each LP he is short. That would be 6 CP, his entire herd.*

John rolls 2d6 vs. the settlement level of 3 and checks the "I Need More Time" table. He scores a 2 and a 4 and so has passed 1d6. John has gotten an Extension and has until next round up.

John needs to make a profitable drive or he might well be out of house and home next year as even if he pays off this years debt, next years will also be due!

*Now he must **pay out wages**, for which John also lacks LP. His punchers will stick with him though and, as his herd remains large enough to support 18 cowboys there is no change here.*

John can't afford to hire any gunfighters or buy more cattle.

Having finished round up and dealt with his expenses, it's time for the cattle drive.

John decides to drive his entire herd this season, in hopes of making enough LP to pay for his ranch's up keep and have enough left over to buy more cattle when he gets home.

John decides to drive his 6 CP three locales in order to increase his chance of a profit. He's heard there's been another gold strike in Montana. No doubt the miner's will pay handsomely for beef so

John maps out his route: Colorado to Wyoming to Montana.

*Next John has to **recruit his Trail Outfit**. As the drive requires 18 cowboys, 2 remuderos to handle the horses, and a cook, and that happens to be the size of his home ranch outfit, he takes them in lieu of recruiting new hands just for the drive.*

With the preliminaries out of the way it's "Montana or Bust!"

First John moves to Colorado and checks for a Cattle Drive Encounter. A 2d6 roll yields a 7. Rustlers!

In the ensuing Encounter, six outlaws make off with 12 head of cattle. John gives chase along with 5 of his own men. Unfortunately the outlaws get away with the cattle and two of John's hands are OOF to boot. John's herd is reduced to 5 CP. He loads his two OOF hands into the chuck wagon and presses on. Fortunately (sort of!) with his reduced herd, his reduced number of fit cowboys isn't a problem.

On to Wyoming and 2d6 are rolled for an Encounter. Another 7! Word must be out that his herd is easy pickings. This time around 6 outlaws make off with 7 head of cattle. John once again pursues with 5 of his boys. This time John gets the cows back but at great price. Two of his punchers have been killed, and one more is OOF.

John is now down 5 fit cowboys, leaving him with 13. He needs 15 to drive his 5 CP. Time to try and recruit some replacements on the trail. John rolls 2d6 vs. Wyoming's settlement level of 2 for a 2 and a 5. He passes 1d6. Checking the "On the Trail Recruitment" table John can replace 1 of every two cowboys lost. He's lost 5 all told so picks up 2 new hands. That was fortunate as he now has enough up to 15 fit hands, which is enough to drive his entire CP.

Finally it's on to Montana! One more Encounter roll gives a 10. Indians! Out scouting the route, John and one of his punchers are holed up, facing 6 hostile Lakota. "Big" John makes it out alive, barely, but he has lost another puncher.

This leaves John shy one puncher from the 15 required to handle the herd and he must dice for new recruits again, getting a 3 and a 4. Versus Montana's settlement level of 2, that's Pass 0d6. He is unable to sign up any new men. Must be the Gold Fever!

John now has to see if his depleted trail crew loses any cattle. One CP has only two cowboys riding herd on it. A single d6 is rolled and a result of 5 or 6 will see that CP stray away. With a roll of 1, John breather's a sigh of relief and having reached the end of the trail, rolls 2d6 to find out his bottom line. He rolls a 2 and a 5, to which 3 is added for the number of locale's driven for a total of 10.

John sells his herd with a profit of 4 LP per CP or 20 LP total!

Six Gun Sound: Blaze of Glory

John's drive of 3 locales took up the entire spring season. He's paid off his punchers but retains 3 (the remuderos and cook) for the ride home at a cost of 1 LP, leaving him 19LP.

It is summer now and John head's home with the three cowboys and his chuck wagon.

He tests for an encounter when entering Wyoming again, rolling a 3 and a 4. Checking the Encounter table in the main rules against the settlement level of 2 yields a Pass 0d6 and no Encounter.

Next he moves on to Colorado, again checking for an Encounter. 2 and 5 this time vs. Colorado's settlement level of 4 means Pass 1d6 and an Encounter. A roll of 4 on the Drifting table shows that John has gotten into a shooting scrape. This time he manages to get through it without loss.

Next up its back to New Mexico. One more Encounter roll of 3 and 5, vs. New Mexico's settlement level of 3, is another Pass 1d6 and an Encounter. This time it's Indians!

John and his outfit of 3 cowboys and the wagon are faced with 16 Indians.

John is cornered and surrounded again. He could try and talk his way out of this one, but that risks the loss of his wagon and the all-important LP it is carrying. So the fight is on.

John prevails without serious loss by some miracle and makes it back to his ranch.

He is now able to pay the bankers the 6 LP he owes them, leaving 13 LP.

John decides to keep 6 LP to pay next year's upkeep and use his last 7LP to buy more CP. Rolling for the price of cattle as noted under "Buy Them". John rolls 1d6 and adds his rep of 5 for a total of 11! John can buy CP for 1 LP each and picks up 7CP and 21 additional punchers for the start of his new herd.

Let's just fast forward to next spring to see how he fares:

Nature's Wrath = 9 for no effect.

Increase/Attrition first 4 CP = 1 pass, 1 fail for no change.

Increase/Attrition last 3 CP = 1 pass, 1 fail for no change.

John spends his past 6LP on upkeep of his ranch and has the rest of the year to make some LP for next year's up keep...

GUNFIGHTER CAMPAIGN

"Have gun. Will travel." In the gunfighter campaign your Star is a mercenary fighter, hiring out to the highest paying outfit. Some travel will be required, and in some places you might not be made to feel too welcome. So you have to ask yourself if it's better being a cowboy staring at the south end of a north bound cow or a gunfighter staring down the barrel of a gun? Yeah, we know what you guys want so read on!

GETTING STARTED

Generating your Star is covered elsewhere in this volume. As a gunfighter you will have no permanent outfit. Rather new outfits will be generated as needed based on your assignment.

FINDING WORK

Each spring the roll 1d6 vs. the lower rating of your Rep or Sand to see if anyone in your current locale is looking to hire you.

You can also check in summer and fall, if you drifted into a new locale in the preceding season.

1

HELP WANTED

1d6 vs. lower of Rep or Sand

Pass 1d6

- Someone with your "talents" might prove useful.

Pass 0d6

- No work here. Time to Drift.

If you pass 1d6 in the **HELP WANTED** test, its time to see just what kind of help they might be looking for. Roll 1d6 and add the result to the settlement level of your current locale. Check that score on the left side of the chart below, and read the result to the right.

1

OPPORTUNITY

Roll 1d6 + Settlement Level

2	Ranger
3	Ranger
4	Ranger
5	Marshal
6	Cowboy
7	Cowboy
8	Sheriff*
9	Wild West Show*
10	Journalist*
11	Drift
12	Drift

Six Gun Sound: Blaze of Glory

HELP WANTED RESULTS

A result of **Ranger**, **Marshal**, **Cowboy**, or **Sheriff**, means you have a choice of following that profession for the coming year, **Drifting**, or turning **Outlaw**.

A result of **Wild West Show** or **Journalist**, means that you may spend the year following that profession, **Drift**, or turn **Outlaw**. Following one of these professions pays your way for a year, and prevents any other Encounters from occurring. You are basically taking the year "off".

A result of **Drift** means there is no respectable work for you in this locale this year. **Drift** or turn **Outlaw**.

Any result followed by an "*" means that you can only follow this profession if you are not **Wanted** in this locale at the present time. See the **Cowboy** and **Outlaw** campaigns to find out how you become "Wanted", or don't take to those professions and you won't need to know!

DRIFTING

There's times when a gunfighter finds himself about as wanted as a rattler on a wedding cake. These are the lean times when you spend all those "fighting wages" you've earned in the past and just drift from locale to locale.

You're a citizen of the world, beholden to no man. When you have to drift, move to an adjacent locale and roll for an Encounter. If you get one, check the table below to see what it is.

If you don't get an Encounter, you may stay put for the rest of the season, or move on to as many other locales as you choose, rolling for an Encounter in each.

If you do have an Encounter, you stop drifting for that season.

1 GUNFIGHTER DRIFTING TABLE

"SL" means Settlement Level

- | | |
|-----|--------------------------------------|
| 1-2 | Indians (SL 1-4) or Gunfight (SL 5). |
| 3-4 | Gunfight. |
| 5-6 | Hold Up (You're the Escort). |

EXTENDED GUNFIGHTER EXAMPLE:

"Wild" Bill is a Rep 7, Sand 5 gunfighter who has just wintered in Kansas.

Now that spring is here he needs to find work. He rolls 1d6 vs. his Sand and checks the "Help Wanted" table. Scoring 5,

Having narrowly passed but passed nonetheless, Bill now rolls 1d6 and adds Kansas' settlement level of 4. The result is 7 and he now checks this result against the "Opportunity" table.

Bill's been offered a job as a "cowboy". Someone must feel their range is threatened this year. However, Bill says he's through with cattle and decides to drift instead. There's a boom going on in

Dakota now and Bill wants to see if he can get his share.

From Kansas, Bill first moves to Nebraska and checks for a "Drifting" Encounter. 2d6 are rolled against Nebraska's settlement level of 2. The result, 2 and 5, means he passes 1d6 and has an Encounter. 1d6 rolled against the Drifting table gives 5 for a "Hold Up".

Checking that Encounter description we find that Bill is picking up some cash by escorting a mule train of 3 prospectors leading 8 mules. They are attacked by five outlaws.

Easily beating back the attack, he ends the spring season in Nebraska and come summer may try and find work there or drift again, this time on to Dakota.

Six Gun Sound: Blaze of Glory

MARSHAL CAMPAIGN

"It's a rat writ, writ for a rat." As a Deputy US Marshal you are tasked with bringing some of the Nation's worst bad men to justice. Traveling long distances, poorly paid, and infrequently to boot, it's a lonely dangerous life, and it takes a certain amount of character to see it through. Deputy US Marshal's do not draw a salary. Rather they are allowed to charge the government 2 bucks a day and mileage while in pursuit of their quarry, or transporting same to trial. The government doesn't always approve the expense reports.

GETTING STARTED

Generating your Star is covered elsewhere in this volume. As a Marshal you will have no permanent outfit. Occasionally Federal posses will be formed for a particularly important capture operation. More often you will elicit the help of locale lawmen and citizens. Sometimes you will be working entirely on your own. In any event any extra help you require can be drawn from your fightin' brothers, or generated from the NPC charts as needed.

ENCOUNTERS

Each season, test to see if you will have an Encounter as in the standard rules. When you do have an Encounter, roll 1d6 and check the table below to see what it is.

1 MARSHAL ENCOUNTERS					
Settlement Level					
	1	2	3	4	5/6
Die Roll					
1	IN	IN	IN	IN	GF
2	IN	GF	GF	PT	P
3	P	P	P	C	C
4	C	C	C	PT	PT
5	PT	PT	PT	PT	PT
6	BC	BC	BC	BC	PT

Cross-reference the 1d6 score with your current locale to find out what Encounter you will have.

- **IN** – Indians.
- **GF** – Gunfight.
- **P** – Posse. You replace the Sheriff in the standard Posse Encounter in the main rules.
- **C** – Capture.
- **PT** – Prisoner Transport. Your force is always the ½ d6 Marshal result in the standard Encounter. Pick an adjacent locale at random and transport your charge to stand trial there.
- **BC** – Big Capture. A major Federal undertaking as Marshal's converge on deadly gang's hideout.

- Play as a Capture Encounter except the Marshal's force is 1+1d6 Marshals and 1 +1d6 Deputies. No townsfolk are part of the initial Lawman force.
- In a town Encounter, roll 1d6. On a 5 or 6 the Lawmen enter the board in two horse drawn wagons from a direction of your choice. The wagons may enter together or separately and may only move at the normal rate or the outlaws will be alerted and able to fire.
- Each turn an active outlaw can see one of the wagons, roll 1d6. On a score of 5 or 6 something has tipped off the outlaws and they can move and fire as desired. Only test once each turn for each wagon.
- Lawmen firing from or dismounting from the wagons will also obviously alert the outlaws.
- Until the outlaws are alerted or tipped off, they will remain in place.

EXTENDED MARSHAL EXAMPLE:

Tom is a Deputy US Marshal working the Indian Territory.

At the start of the spring turn, Tom rolls 2d6 vs. the I.T.'s settlement level of 2 to see if he is going to have an Encounter. He rolls a 1 and a 3 and sure enough an Encounter occurs.

*Tom now rolls 1d6 and cross-references the result with the settlement level of the I.T. on the "Marshals Encounter" table. A die roll of 6, means that Tom is taking part in a **Big Capture Encounter**.*

Tom is one of six Marshals who, in company with 7 Deputies, will attempt to capture a notorious bad man and his gang as they celebrate in a nearby town.

A roll of 5 shows that the Lawmen will enter town in a couple of wagons to try and catch the outlaws off guard.

Unfortunately, the outlaws detect that lawmen fairly quickly and in a running gun duel, Tom is hit and rendered OOF.

It isn't easy being a Marshal in the Nations...

Six Gun Sound: Blaze of Glory

OUTLAW CAMPAIGN

"He's an outlaw loose and running came the whisper from each lip". You're the leader of a gang of bad men, the terror of bankers and railroad barons...Well maybe you will be, one day.

GETTING STARTED

Generating your Star is covered elsewhere in this volume. As an outlaw your starting outfit will be just you and any fightin' brothers that have joined you on the Outlaw Trail (that is any brothers that are also outlaws).

Of course there is nothing to stop you from starting out as full-fledged bandit king ala Jesse James if you want to. Just follow the rules below and pretend that you are already successful. Go ahead.

THE BASICS

The Outlaw Campaign works a bit differently from the others. There's a chance you will have TWO Encounters each season. Whoa there, let me explain.

You see as an outlaw, you are both the hunter and the hunted. When you start out your career of ill fame, you'll be a nobody, and nobody will much care if you come or go. You'll be free to test for opportunities to rob and plunder. We'll call those **OUTLAW ENCOUNTERS**. However sooner or later, somebody's going to recognize you as a criminal, and then you'll be **Wanted!**

If you are in a locale where you are wanted, you have to test to see if anyone comes looking for you. We'll call these **LAWDAWG ENCOUNTERS**. Survive that, and then you can test for robbery opportunity.

Oh, and the more successful you are, the easier it will be to keep your outfit together.

OUTLAW ENCOUNTERS

Any season you wish to try your hand at robbery, roll 2d6 vs. the settlement level of your current locale. *This test works differently than the standard Encounter test.* The greater the settlement level, the more likely you will find something worth stealing.

2 LOOKING FOR LOOT

Roll 2d6 vs. Settlement Level

Pass 2d6

- Roll for an **OUTLAW** Encounter

Pass 1d6

- Cultivating contacts. If you are still in this locale next season, and score this result again, roll for an **OUTLAW** Encounter.
- Otherwise no Encounter.

Pass 0d6

- No Encounter.

If you do manage to score an **OUTLAW** Encounter, roll 1d6 and consult the following table to see what sort of "opportunity" you have discovered.

1 OUTLAW ENCOUNTERS

Settlement Level

	1	2	3	4	5/6
Die Roll					
1	HU	HU	HU	HU	R
2	HU	HU	HU	HU	R
3	HU	HU	HU	R	R
4	HU	HU	R	R	TR
5	HU	HU	TR	TR	TR
6	HU	TR	TR	TR	TR

Cross-reference the d6 score with your current locale to find out what Encounter you *may* have.

- HU** – This is the Hold Up Encounter in the standard rules. There are some special rules that apply to all **OUTLAW** Encounters that are detailed below.
- R** – This is the Robbery Encounter in the standard rules. There are some special rules that apply to all **OUTLAW** Encounters that are detailed below.
- TR** – This is a campaign only Encounter, a Train Robbery. Don't worry, it's pretty abstract so you won't need to run out and buy a train to use on the tabletop.
 - Your outfit boards a train as it is stopped or moving slowly, and robs the Express/mail car and maybe the passengers too.
 - There is a chance that the Express Agent (who is always heavily armed) might resist.
 - Pick two members of your outfit that you charge with overpowering the Express Agent. You can be one of them if you have enough grit, pard.
 - Select one of these two at random and roll 2d6 vs. that figure's Rep.

2 EXPRESS AGENT TEST

Roll 2d6 vs. Outlaw's Rep

Pass 2d6

- Express Agent offers no resistance/is easily overcome.

Pass 1d6

- Draw! Express Agent and Outlaw face off in a showdown!

Pass 0d6

- Alert agent fires first! Express Agent fires a shot at the outlaw from within E range.
 - On passing 1d6, or 0d6, generate and Express Agent from the Townsfolk (1-2), Deputy (3-5) or

Six Gun Sound: Blaze of Glory

- Marshal (6) list and conduct the combat.
- Should the Express Agent prevail against the first outlaw, the second outlaw takes the Express Agent test.
 - If the first two outlaws fall before the Express Agent, you may wish to call off the robbery. However if you wish to persevere, select another outlaw to take the test, and so on until either the Agent is unable to resist, or you run out of outlaws.
 - Either way, there are some special rules that apply to all **OUTLAW** Encounters that are detailed below.

YOUR CHOICE

OUTLAW Encounters are always optional. If you don't like the opportunity you've found, don't take it. Treat this as no encounter.

FORCES

In each Encounter, you play the outlaw side. Ignore the outlaw force description in the standard rules. You may use as few or as many of your outfit as are in the locale with you.

SPECIAL RULES FOR OUTLAW ENCOUNTERS

LUCRE POINTS (LP) – THE TAKE

Each successful job yields 1d6 X settlement level lucre points. LP will be used to maintain your outfit.

An **OUTLAW** Encounter is successful if:

- It is a robbery and at least one figure carries lucre from the bank/store off the board.
- It is a train robbery and the Express Agent has been overcome.
- It is a Hold Up, where the outlaws end up in possession of the stagecoach (wrecked stages still count!).
- It is a Hold Up, where the outlaws end up in possession of wagons/ mules.
 - Roll 1d6 vs. the total number of wagons/mules taken. Pass and you can roll for lucre points. Count each wagon as two for this purpose.

POSSES AND PURSUIT

After testing for lucre points, you must test for pursuit. Roll 2d6 vs. the number of LP you earned from the Encounter. *This test replaces any reference to follow on Posse Encounters in the standard Encounters.*

2

PURSUIT TEST

Roll 2d6 vs. Settlement Level

Pass 2d6

- Play a Posse Encounter immediately.
- Roll 1d6 vs. settlement level. Pass you are now **Wanted!** Trains always count as settlement level 3 for this test only.

Pass 1d6

- Play a Posse Encounter.

Pass 0d6

- No pursuit.

TAKE THE MONEY AND RUN

After testing for pursuit, and presumably getting away, you may move to an adjacent locale. This ends your movement for this season. You *must* keep your outfit together for this move; otherwise folks might get funny ideas about how to split the LP.

WANTED!

Looks like they are getting tired of your depredations, son.

- If you robbed anything other than a train, you are now wanted in that locale only.
- If you robbed a train you are now wanted nationally and in all locales by the Federal government and/or the railroads.
- Keep track of the number of times you score "wanted" Nationally and separate totals of how many times you are wanted in each locale.
- If you are captured, stand trial, and serve out your sentence without escaping, you can wipe out your old wanted total in that locale and start fresh.
-

LAWDAWG ENCOUNTERS

As mentioned previously, if you start a season in a locale in where you are "wanted", the very first thing you do is test for a **LAWDAWG** Encounter.

If you are wanted Nationally after any Encounter taking place in any locale other than Canada, or Old Mexico, that means you have to take a **LAWDAWG** Encounter test *if you are anywhere other than Canada or Old Mexico.*

The test for a **LAWDAWG** Encounter uses 2d6 rolled against *the lower of* the locale's settlement level or number of times you have scored a wanted result there.

If you are wanted nationally you must test once for that total and a second time if you are wanted locally against the local total.

Six Gun Sound: Blaze of Glory

2 LONG ARM OF THE LAW TEST

Roll 2d6 vs. lower of Settlement Level or total times wanted in Locale.

Pass 2d6

- **Here they come!** Play a **LAWDAWG** Encounter immediately.

Pass 1d6

- **Closing in!** If you are still in this locale next season, and score this result again, roll for a **LAWDAWG** Encounter.
- Otherwise no Encounter.

Pass 0d6

- No Encounter.

In the event of a **LAWDAWG** Encounter, roll 1d6 and consult the following table to see what you are in for.

1 LAWDAWG ENCOUNTERS

Die Roll	Settlement Level				
	1	2	3	4	5/6
1	IN	IN	IN	P	P
2	IN	P	P	P	GF
3	P	P	P	GF	C
4	P	GF	GF	C	C
5	GF	GF	C	C	C
6	C	C	C	C	C

Cross-reference the d6 score with your current locale to find out what Encounter you will have.

- **IN** – Indians. Being a low down, no good, dad-blasted owl hoot does not make you immune to the attentions of the warriors.
- **P** – Posse. Run boy, run! Use 1d6 of your outfit, present in the locale, and chosen at random. You are always one of those chosen.
- **GF** – Gunfight. Your forces are as indicated by the type of gunfight in the standard rules and chosen at random from those present in the locale with you.
- **C** – Capture Encounter. Try not to get caught.

YOUR HIDE

LAWDAWG Encounters always involve your Star.

YOUR OUTFIT OR GANG

Here's what you need to know about recruiting and keeping your gang together.

RECRUITMENT

At the end of each season but winter, you can roll on the **JOIN UP TABLE** to see if you can attract any new members to the gang.

There're two things that limit the number of other outlaws you can get to follow you: your Rep, and how many Lucre Points you have on hand.

2 JOIN UP TABLE

Roll vs. current Settlement Level

Pass 2d6

- Add two outlaws or one gunfighter to your outfit.

Pass 1d6

- Add one outlaw to your outfit.

Pass 0d6

- Unable to find any additional men.

OUTFIT SIZE AND REP

The maximum number of other outlaws you can have in your outfit consists of:

- You.
- Your brothers who are also outlaws
- And other outlaws generated from the NPC lists equal to the combination of your Rep and those of your brothers.

In practice you might find it difficult to maintain your gang at full strength due to:

LUCRE POINTS – THE PAYOUT

Each member of your outfit expends 1 LP per season, not per year, *per season*. That includes you and your brothers too and naturally enough you must spend on yourself and your kin first. This is paid out at the end of each season.

If you don't have enough to pay everyone, don't worry. Your brothers will stick with you no matter what.

Not so the others. Which brings us to "Loyalty".

LOYALTY

So you have more men than lucre. This can get pretty ugly.

First the good news. Other than having to spend LP on yourself and your brothers first, you get

Six Gun Sound: Blaze of Glory

to choose which other members of your outfit don't get paid.

Now the bad news. They may not take "working" for free too well. A feller has his pride after all. If any member of your outfit goes unpaid, roll 2d6 against your Rep *minus the number of times you are wanted in the current locale*. If you are wanted both locally and nationally, just use the higher total.

2 SO THAT'S HOW IT IS? TEST

Roll 2d6 vs. Star's Rep – "Wanted!" total.

Pass 2d6

- **"You'll take it and like it!"** Unpaid gang members stick with you. For now...

Pass 1d6

- **"Are you with me, or a' gin me!"** Unpaid figures roll 2d6 vs. their Sand. If pass, they leave the gang. If fail, stay on.

Pass 0d6

- **"That dirty little coward..."** Star and highest Rep Mutineer makes his play, and you both "Draw!" (1-4), or lowest Rep Mutineer back shoots you in attempt to collect the reward on your head (5-6).

WHAT HAPPENS NOW?

If a "Draw!" result occurs and you win the dual, any other unpaid figures stay with you this time. But if you lose the duel (OOF) *all* gang members desert you with the exception of your brothers.

If you get a result of "back shot" the back shooter gets one shot at you from within E range. If you are OOF the law captures you. If he misses, or you are still in play, turn to face; start rolling for activation, and follow regular turn sequence. Your brothers will immediately jump in as well. Back shooting ain't what it's cracked up to be!

In either the "Draw!" or back shot, and you are OD... well, maybe they will write a song about you. Maybe not.

"CLOSE KNIT" OR "HARD" GANG

Just like any group of people drawn together for a common purpose your gang may be a "band of brothers" or just doing a job. It's may be important to see exactly how members of the gang view each other. Especially when it comes to rescuing you!

If a member of your gang is either one of your brothers or had ridden with you for over one year whether continuous or not) he is considered to be a "close knit" member of your gang. But if he has ridden with you for less than a year total time and is not one of your brothers then he is a "hard case" and only here for the money. That's not necessarily a bad thing but just keep it in mind!

ONE MORE THING ABOUT LP

The cowboy profession campaign also makes use of Lucre Points. If you fancy using your ill-

gotten gains to take up ranching, or trying your hand at rustling to keep your gang together, give that campaign the once over. Just remember you may still be "Wanted!"

EXTENDED OUTLAW EXAMPLE:

Cole is the leader of an Outlaw outfit. His gang consists of himself, his brothers Bob, and Jim, and five other hard cases.

It's spring and the gang is in Missouri where they are currently "Wanted" (twice).

The first thing Cole does is check for a "Long Arm of the Law" table. He rolls 2d6 vs. the lower of the times they are wanted in Missouri (2), or the settlement level (4). In this case the target number is 2. The dice come up 2 and 1, passing on both dice! Cole must now dice for a "Lawdawg" Encounter.

*Cole rolls 1d6 and cross-references the result with Missouri's settlement level of 4. Having rolled a 2, the result is **Posse Encounter**.*

Cole and one other gang member are recognized and pursued by 6 posse men.

Fortunately Cole makes good his escape without a shot having been fired.

*Cole next **tries to plan a job** by rolling 2d6 against Missouri's settlement level of 4. This time he rolls two 6's, passing 0d6, and finds no opportunity for banditry.*

Without any LP on hand, and no opportunity at hand to steal some, Cole may be faced with a problem.

Cole has to roll on the "So That's How It Is" table to see if he can keep the gang together.

Cole rolls 2d6 vs. his Rep (5) minus the number of time he is wanted in the current locale (1) or in this case 4. A roll of 2 and 4 means he has passed 2d6 and staved off any disaffection for the time being.

Cole ends the spring turn by moving the gang to the North where there are richer pickings and the gang is not yet wanted. With a settlement level of 6, passing two dice on the "Looking for Loot" test is automatic. The LP earned from any successful Encounter in the North will also be great (1d6 X SL or 6). Of course there are drawbacks here. A greater SL also means more likelihood of more deputies in any town and more likelihood of pursuit after the job.

With these thoughts in mind, Cole leads his gang towards the little mercantile center of Northfield Minnesota...

Six Gun Sound: Blaze of Glory

RANGER CAMPAIGN

"Six of the noblest rangers that ever roamed the West, Were buried by their comrades with arrows in the breasts". As a ranger you will be faced with the widest variety of Encounters in the campaign section.

Frontier defense covers multiple assignments that change over time as the settlement level rise or falls.

In addition other members of your company will come and go, increase their stats or succumb to the rigors of the service.

Stay at it long enough and you might even rise to command the outfit.

GETTING STARTED

Generating your Star is covered elsewhere in this volume.

As a ranger, your starting outfit will include yourself and eleven NPC's generated from the ranger list. Of course if you have any brothers that have taken up ranging, they will be among those eleven.

Command of the company is based on seniority. The senior ranger is the Captain. The second and third most senior rangers are Sergeants.

It wasn't uncommon for the initial command of a Ranger company to be given to men of proven ability. The easiest way to determine seniority at the start of the campaign is to list the rangers in the order they are generated. The Captain and Sergeants can be the first three Rep 5, you create. Alternately you can simulate a newly formed organization by just trusting to luck in the order of selection.

Determine your slot in the seniority scheme by rolling 2d6, and slipping your name into that spot and bumping the others down one. Of course you can always start the campaign as Captain if you like.

HOME LOCALE

Ranger companies are first and foremost raised to defend the frontier. As such, at campaign start pick a locale to be the home locale of your company.

Your Encounters may take you far afield from your home locale, but all recruitment and replacement takes place only in your home locale and is based on your home locale's settlement level.

RANGER ASSIGNMENTS

A ranger campaign plays differently depending on whether or not you are a Captain. There's really nothing to stop you gaming out the activities of the entire company even if your Star is just a private. Just read the Ranger Captain section and play that NPC character as a second PC for you.

RANGER SERGEANT OR PRIVATE

Life's pretty simple when you aren't the Captain. Test for an Encounter each season as in the

standard rules. If you get an Encounter, roll 2d6 and consult the **RANGER** Encounter chart below to see what it is.

Use any convenient method to randomly determine which other ranges will accompany you once you know how many figures are on your side for the Encounter.

NPC RANGERS, AND THE DANGEROUS FRONTIER

Keep track of which NPC Rangers participate in your Encounters and those that do not.

Any that participate in your Encounters use the same rules for recovery and experience as your Star.

At the end of each winter turn, roll 1d6 for each ranger that did not participate in any of your Encounters. This will let you know if they are good to go next year (1-4), or if they are dead, injured and left the company, or just plain gone (5-6).

If you are using the alternate experience rules for your Star, any NPC rangers that survive the end of year die roll will also roll for stat advancement.

RANGER CAPTAIN

When you are the Captain there are a few more decisions to be made. Roll ½ d6 at the start of each season other than winter. This is the number of Encounters that your company will have. In winter roll 1d6. There will be an Encounter on a roll of 5 or 6.

Now roll on the **RANGER** Encounter table to see what each Encounter will be.

STAFFING

After you know the number and types of Encounters you will have to cover this season, assign Rangers to each one.

- You don't have to assign all of your rangers. Keeping some back might be a good idea in order to cover for any that end up "ranging" this season.
- You can include yourself in an Encounter or not. However, if you end up "ranging" and start the next season in locale other than your home, you will not be able to recruit replacements this season.
- You'll want to have to assign at least 1 ranger to each Encounter. Failure to do so will have a negative impact on your ability to attract recruits. If your company withers away to nothing you won't be Captain of anything anymore...

HELP FROM THE LOCALS

Sometimes an Encounter will call for your force to have more figures than the rangers you have assigned.

In that case you may have a few options.

Six Gun Sound: Blaze of Glory

- In your home locale you can fill out your force with characters generated from the Townsfolk, Homesteader, or Cowboy lists.
- If you are “ranging”, any locals that started with your force when you were in your home locale will still be with your force.
- If you are not in your home locale, you may recruit locals in any Encounter against Indians.

ALL NPC ENCOUNTERS

With up to three Encounters a season, it is a sure bet that you won't be involved in each one. What to do?

You can certainly play out each Encounter even your Star isn't present.

Alternately, rather than play out the Encounter you can just roll 1d6 for each ranger that was assigned to that Encounter. This will let you know if they are good to go next year (1-4), or if they are dead, injured and left the company, or just plain gone (5-6).

1	RANGER ENCOUNTERS				
	Settlement Level				
2d6 Roll	1	2	3	4	5
2	P	C	HU	HU	HU
3	HU	P	GF	PT	P
4	HU	CR	C	GF	JB
5	IN	HU	P	C	PT
6	IN	IN	IN	GF	C
7	IN	IN	IN	IN	C
8	IN	IN	IN	IN	C
9	IN	HU	P	C	PT
10	HU	CR	C	GF	JB
11	HU	P	GF	PT	P
12	P	C	HU	HU	HU

Cross-reference the 2d6 score with your current locale to find out what Encounter you will have.

- **P** – Posse. Might be part of the Indian wars, or just running bandits to ground. You are the chasers.
- **HU** – Hold Up. Keeping the “roads”, such as they are, open for travel is an important task. You are the escort.
- **IN** – Indians. You signed up to keep the peace, one way or another. Here's your chance. You're not the Indians.
- **C** – Capture Encounter. Might be a retaliatory raid on a marauding war party, or the last stand of some no good band of owl hoots. You are the lawmen.
- **CR** – Recovering stolen stock sometimes falls to the rangers. You aren't the rustlers.
- **GF** – Gunfight. Your forces are as indicated by the type of gunfight in the standard rules

and chosen at random from those present in the locale with you. Should this “gunfight” be against Indians, just generate the number of opponents called for from the Warriors **NPC** table.

- **JB** – Jail Break. Guarding prisoners may not be glamorous, but sometimes a man has to do what a man has to do.
- **PT** – Prisoner Transport. Transport a killer across desolate country with a pack of his confederates on the prod? Bring it on.

“RANGING”

As in roaming around. It's what rangers do. *After* an Encounter has been generated, but before forces and terrain have been determined, roll 1d6. On a 5 or 6 the Encounter actually takes place in a randomly determined adjacent locale. You start next season with testing for an Encounter in this new locale. Only rangers who participated in your previous Encounter are eligible to participate in an Encounter generated this way.

FRONTIER WARFARE

In locales where the settlement level is less than 5, *any* Encounter might find the ranges squared off against Indians. Roll 1d6 vs. the settlement level. Fail and the opposing side is generated from the warrior **NPC** list. “Indians” Encounters will always be against the warriors.

LEADERSHIP

Ranger Captains and Sergeants all function as *outfit* leaders as described in the standard rules.

ASSIGNING RANGERS

If there aren't enough rangers in the company to fill out your side, take what you can. Enemy forces will be based on the actual size of the ranger force.

RANGER EQUIVALENTS

Some of the standard Encounters aren't written with rangers in mind. If there isn't a force option that includes rangers, use the following substitutions.

- 1 Ranger for each Sheriff or Marshal.
- 1 Ranger for every two Deputies, Outlaws, or Cowboys (round up, so that 1 Deputy gives 1 Ranger).
- Townsfolk and Homesteaders are still generated from their own lists.

RECRUITING REPLACEMENTS

Any season that ends with your company under strength, and your Captain in your home locale take heart you may be able to find new recruits to replenish the ranks.

Six Gun Sound: Blaze of Glory

It's harder to find replacements in the more sparsely settled areas of the frontier, so the settlement level of your home locale plays a part here.

2 RANGER REPLACEMENT TABLE

Roll 2d6 vs. Home Locale Settlement Level

Pass 2d6

- Roll on the **REPLACEMENTS** Table adding 1d6 and counting a maximum of Pass 3s6.

Pass 1d6

- Roll on the **REPLACEMENTS** Table but only counting a maximum of pass 2d6.

Pass 0d6

- Roll on the **REPLACEMENTS** Table but only counting a maximum of pass 1d6.

The **RANGER REPLACEMENT** Table tells you if volunteers are available. To see if any are willing to sign up to follow your Captain, roll 2d6 on the **RECRUITMENT** Table.

0-3 RECRUITMENT TABLE

Roll 2d6 vs. Captain's Rep.

Replacement Table Bonus +1d6

No Rangers Available For An Encounter -1d6

Recovered All Casualties Last Season +2d6

Recovered More Casualties Than Left Behind +1d6

Left Behind More Casualties Than Recovered -1d6

Left All Casualties Behind -2d6

Count maximum of 3d6

Pass 2d6

- Replace all of your casualties.

Pass 1d6

- Replace half of your casualties (rounded down).

Pass 0d6

- No volunteers available.

Notes

References to casualties recovered or left behind apply to any Encounter where the Captain was a participant. If the Captain did not participate in any Encounters over the just passed Season, use the Encounter that had the greatest number of ranger's OOF, OD, and Run Away.

Newly recruited rangers always start at the bottom of the seniority list. Other rangers are bumped up the seniority list as the rangers ahead of them leave the company for whatever reason.

EXTENDED RANGER EXAMPLE:

Bass is Captain of a Ranger Company in West Texas. Spring finds his company at full strength (12) and ready for action.

*Bass rolls ½ d6 and scores a 4, which comes out as 2. This is the **number of Encounters** his company will have this season.*

*Bass decides to **assign** himself and 3 rangers to the first Encounter, and another 4 rangers to the second. This leaves him with a reserve of 4 rangers for next season in case either detachment ends their **Encounter "ranging"**.*

*Bass now rolls 2d6 and consults the **"Ranger Encounters"** table to see what he is up against. A roll of 4 cross-indexed with West Texas' settlement level of 3 means that Bass' contingent would fight a **Capture Encounter**. He now checks to see if his contingent is **"ranging"** and rolling a 6 on 1d6 they surely are. Trailing their quarry has taken them to Old Mexico!*

*A subsequent **"Frontier Warfare"** roll of 4 is in excess of Old Mexico's settlement level, meaning that Bass' capture attempt is vs. Indians.*

*There are three warriors in the camp. Bass's force contains only 4 rangers. As that is 2 characters short of the **"twice as many"** allowed by the Encounter, Bass may elect to recruit 2 Mexican townsfolk. Note that had the Encounter been against outlaws, Bass would have to make do with his rangers only, as locals cannot be recruited outside of a ranger's home locale unless fighting Indians.*

Bass' contingent emerges victorious and suffers no losses.

Now we need to see what happened to

*Bass' other contingent. A roll on the **"Ranger Encounters"** table gives a gunfight. He now rolls 1d6 to see if this contingent is also **"ranging"**. A result of 3 means they remain in West Texas.*

*The **"Frontier Warfare"** roll is a1, which being less than West Texas' settlement level means a standard gunfight Encounter. Checking the gunfight Encounter description, a roll of 1 means this is a 1 to 1 duel. One of the four rangers assigned is chosen at random.*

*Bass decides to play this out as an **"All NPC Encounter"**. He rolls 1d6 for the ranger engaged. A roll of 5 means this ranger didn't make it.*

*Finally, had Bass not been **"ranging"** he could have rolled to try and recruit a replacement for his lost ranger.*

As it is, Bass starts next season still in Old Mexico with his four man contingent. He has to roll ½ d6 for Encounters back in West Texas and has only 7 rangers available for assignment there. Because he is not in his home locale Bass may not attempt to recruit more rangers!

Six Gun Sound: Blaze of Glory

SHERIFF CAMPAIGN

"This ain't Dodge City, and you ain't Bill Hickok"...or maybe you are at that! In the Sheriff campaign you are a County Sheriff, City Marshal, Town Constable, or any other title for a largely town bound lawman.

Many frontier boom towns hired fire-eating, town-taming lawmen as they matured. Soon after the town was tamed it was often the tamer's turn to be tamed or shown the town line.

Can you hold the rowdy elements in check, protect the bank, and at the same time not offend the sensibilities of the high and mighty?

GETTING STARTED

Generating your Star is covered elsewhere in this volume.

Pick a locale of at least settlement level 3 to call home. Name the town and/or county for added flavor.

As sheriff you are also entitled to employ settlement level -1d6 Deputies. The number is determined by the City Council the first spring of each year. That number remains in force for the entire year.

If you have any fightin' brothers you can deputize them, even if they are not "Deputies" by trade. Otherwise generate your Deputies from the Deputy list.

SHERIFF ENCOUNTERS

Each season; test to see if you will have an Encounter as in the standard rules. When you do have an Encounter, roll 2d6 and check the table below to see what it is.

1	SHERIFF ENCOUNTERS				
	Settlement Level				
2d6 Roll	1	2	3	4	5
2	IN	IN	PT	PT	PT
3	IN	IN	P	P	P
4	C	P	C	C	C
5	P	GF	GF	GF	HT
6	GF	HT	HT	HT	HT
7	IN	IN	HT	HT	HT
8	GF	HT	GF	HT	HT
9	P	GF	R	R	HT
10	C	C	R	R	R
11	IN	IN	IN	P	P
12	IN	IN	IN	IN	GF

Cross-reference the 2d6 score with your current locale to find out what Encounter you will have.

- **IN** – Indians. Wrong place wrong time. Could have happened to anyone but it happened to you.
- **C** – Capture. Wanted men, spotted, trailed, and the rest is up to you.
- **P** – Posse. You've cut the trail of some of some suspicious characters.
- **GF** – Gunfight. In your line of work it's unavoidable sometimes.
- **PT** – Prisoner Transport. It's not often you will be called on to take a suspect to trial or condemned man to prison, but it could happen.
- **R** – The city council will look with disfavor on any successful robberies on your watch.
- **HT** – Hurraing the Town! Saturday night. The boys are drunk and letting off steam. Don't let it get out of hand....

HURRAHING THE TOWN (HT)

SCENARIO:

- This is a special Encounter only available to Sheriff characters.

GOAL:

- To disperse a crowd or rowdy drunks with as little mayhem as possible.

TERRAIN:

- This Encounter will take place in a saloon (1-3), or in the street in front of a saloon (4-6).

FORCES:

- You have your Star and any deputies/brothers available.
- The opposition is 3d6 Cowboys (1-5), or Townsfolk (6).

DEPLOYMENT:

- Set up the rowdies either in the main room of the saloon or in a space 6" x 12" on the street in front of the saloon. Rowdies should generally be placed in small clusters of 2-4 figures in base contact.
- Sheriff and outfit set up next, either just outside the door of the saloon if the rowdies are still inside, or within E range of any of the rowdies if they have already spilled out into the street.

Six Gun Sound: Blaze of Glory

SPECIAL INSTRUCTIONS:

- Each of the rowdies is treated as if they have the Drunkard Attribute.
- The rowdies never activate unless provoked (see below). They generally stagger in place and shoot at the lights, the moon, and such.
- The rowdies react normally.
- Each active character of the Sheriff's outfit may move into base contact with one rowdy and ask them to **COME ALONG PEACEABLE**. This is an opposed task taken against the lawman's Sand modified by the rowdy's Sand.

2 COME ALONG PEACEFULLY

Roll 2d6 vs. Lawman's Sand +/- Difference From Rowdy's Sand

Pass 2d6

- **"We was only having some fun, Sheriff"** ...See's reason and submits. Will also affect 1d6 nearest rowdies of equal or lower Rep.

Pass 1d6

- **"Make me!"** Rowdy takes swing at lawman. Will fight all comers unarmed.

Pass 0d6

- **"Nobody talks to me that way!"** Draw!

STREET BRAWL

Should a fistfight break out between a rowdy and a lawman, and should the rowdy still be standing at the next rowdy activation, roll 1d6 each vs. Sand for the three rowdies closest to the fight. Pass and they join the fracas. Fail and they do not but can be tested again in future activations.

KEEPING THE PEACE

Keep tabs on the number of law breakers you kill. Also keep a separate total of the Townsfolk you kill (if any) during "in Town" Encounters. Both will have an impact on your ability to remain in office. Your deputies are counted as Townsfolk for this purpose.

REPLACING DEPUTIES

Should you find yourself short of deputies for any reason you must wait for the next spring city council session to recruit replacements. You can replace/hire new deputies to bring your outfit up to that strength. Should the council reduce your outfit, you get to choose which Deputy to fire.

REELECTION OR REAPPOINTMENT

Your tenure in office is only for one year from fall to fall. At the start of each fall turn you stand for reelection or your appointment is reviewed. In game terms the same mechanic is used and there is no distinction between appointment and election.

First, test to see if you have maintained the good will of the community.

2 COMMUNITY GOOD WILL TABLE

Roll 2d6 vs. 6 – (Cumulative Townsfolk you've killed + others you've killed this past year).

Pass 2d6

- Roll on the **ELECTION** Table adding 1d6 and counting a maximum of Pass 3s6.

Pass 1d6

- Roll on the **ELECTION** Table but only counting a maximum of pass 2d6.

Pass 0d6

- Roll on the **ELECTION** Table but only counting a maximum of pass 1d6.

The **COMMUNITY GOOD WILL** Table gives your general standing amongst the townfolk. To see if you are reelected, roll 2d6 on the **ELECTION** Table.

0-3 ELECTION TABLE

Roll 2d6 vs. Sheriff's Rep.

Possible Community Good Will Table Bonus +1d6

One successful robbery last year -1d6

Two or more successful robberies last year -2d6

Robbers caught by posse last year +1d6

Robbery thwarted last year +2d6

Deputies killed any Townsfolk last year -1d6

Pass 2d6

- **Reelected** to another year in office.

Pass 1d6

- **Defeated.** Pursue another profession until next fall. You can run again here or in another locale at that time.

Pass 0d6

- **Defeated and "asked" to leave town.** Your name is so tarnished that you cannot run again in this entire locale for 1d6 + 1 years while memories fade. You may either pursue another profession or set up shop in another locale next fall (pursue another profession until then).

EXTENDED SHERIFF EXAMPLE:

Virgil is City Marshal of Tombstone Arizona. His brothers Wyatt and Morgan are there with him, and able to take up Deputy work, town council permitting.

*When he takes the job, Morgan rolls 1d6 and subtracts Arizona's settlement level of 3 from the roll to see **how many Deputies he is authorized to***

Six Gun Sound: Blaze of Glory

hire. A roll of 4 means Virgil can hire one man. He gives the job to his brother, Morgan.

It's spring and Virgil rolls 2d6 to check for an Encounter. He rolls a 3 and a 5, passing 1d6. Now he must check for the kind of Encounter. Virgil rolls 2d6 and checks the "**Sheriff Encounters**" table. A score of 6, cross referenced with Arizona's settlement level 3 gives a result of HT. Some fellows are "**Hurrahing the Town**".

Consulting the HT Encounter description and making a few die rolls finds Virgil, accompanied by Morgan and Wyatt, trying to disperse 8 cowboys gathered in front of the saloon.

In the course of the Encounter, gunplay ensues. Virgil shoots two cowboys and the rest scatter. No lawmen are injured.

The two wounded cowboys subsequently die.

The summer Encounter roll passes 2d6, and no Encounter takes place.

Come fall Virgil is up for re-appointment. First he must test for "**Community Good Will**". Normally this test is taken against a value of "6", an automatic pass. However the death of the two cowboys at Virgil's hands over the past year will bring that value down to 4. Virgil now rolls 2d6 vs. 4. He gets a two and a six, passing only 1d6. As a result, he receives neither benefit, nor penalty on the "**Election**" table due to "**Community Good Will**".

Next he rolls 2d6 vs. his Rep (5) on the "**Election**" table. His tenure in office has been a fairly quiet one, and none of the election modifiers apply, so this is a straight 2d6 vs. Rep roll. Virgil scores a 3 and a 6, one again only passing 1d6!

Virgil has not been re-appointed and must pursue a different profession. He can stand for City Marshal again next fall.

BIBLIOGRAPHY

Some of the following books deal with events and persons before or after the time frame of Six Gun Sound as published. The game has been designed specifically to cover events on the western frontier from 1800-1900 and may be easily modified by the gamer to do so.

Beck and Haase. (1992). *Historical Atlas of the American West*. University of Oklahoma Press.

Bell. (2003). *Classic Gunfights Volume 2: Blaze Away, the 25 Gunfights Behind the O.K. Corral*. Tri Star-Boze Publications.

Bell. (2003). *Classic Gunfights Volume One*. Tri Star-Boze Pubns.

Boessenecker. (2000). *Gold Dust and Gunsmoke: Tales of Gold Rush Outlaws, Gunfighters, Lawmen, and Vigilantes*. Wiley.

Drago. (2004). *The Great Range Wars: Violence on the Grasslands*. University of Nebraska Press.

Jahns. (1998). *The Frontier World of Doc Holliday*. Bison Books.

Johnson. (1983). *The Bloody Bozeman: The Perilous Trail to Montana's Gold*. Mountain Press Publishing Company.

Marks. (1996). *And Die in the West: The Story of the O.K. Corral Gunfight*. University of Oklahoma Press.

Michno. (2003). *Encyclopedia of Indian Wars: Western Battles and Skirmishes 1850-1890*. Mountain Press Publishing Company.

Nash. (1994). *Encyclopedia of Western Lawmen & Outlaws*. Da Capo Press.

O'Neal. (1991). *Encyclopedia of Western Gunfighters*. University of Oklahoma Press.

Reasoner. (2003). *Draw: The Greatest Gunfights of the American West*. Berkley Trade.

Rosa. (1999). *Age of the Gunfighter: Men and Weapons on the Frontier 1840-1900*. University of Oklahoma Press.

Rosa. *Wild Bill Hickok Gunfighter: An Account of Hickok's Gunfights*. University of Oklahoma Press.

Shirley. (1968). *Law West of Fort Smith: A History of Frontier Justice in Indian Territory 1834-1896*. University of Nebraska Press.

Shirley. (1990). *West of Hell's Fringe: Crime, Criminals, and the Federal Peace Officer in Oklahoma Territory, 1889-1907*. University of Oklahoma Press.

Smith. (1996). *Daltons!: The Raid on Coffeyville, Kansas*. University of Oklahoma Press.

Smith. (2001). *The Last Hurrah of the James Younger Gang*. University of Oklahoma Press.

Utley. (1991). *Billy the Kid: A Short and Violent Life*. Bison Books.

Utley. (1990). *High Noon in Lincoln: Violence on the Western Frontier*. University of New Mexico Press.

Six Gun Sound: Blaze of Glory

- Walter. (1999). *The Guns that Won the West: Firearms on the American Frontier, 1848-1898*. Greenhill Books.
- Webb. (1996). *The Texas Rangers*. University of Texas Press.
- Wilbarger. (1991). *Indian Depredations in Texas*. McWhiney Foundation Press.
- Wilkins. (2001). *Defending the Borders: The Texas Rangers, 1848-1861*. State House Press.
- Wilkins. (1999). *The Law Comes to Texas: The Texas Rangers 1870-1901*. State House Press.
- Wilkins. (1996). *The Legend Begins: The Texas Rangers, 1823-1845*. State House Press.
- Beck and Haase. (1992). *Historical Atlas of the American West*. University of Oklahoma Press.
- Bell. (2003). *Classic Gunfights Volume 2: Blaze Away, the 25 Gunfights Behind the O.K. Corral*. Tri Star-Boze Publications.
- Bell. (2003). *Classic Gunfights Volume One*. Tri Star-Boze Pubns.
- Boessenecker. (2000). *Gold Dust and Gunsmoke: Tales of Gold Rush Outlaws, Gunfighters, Lawmen, and Vigilantes*. Wiley.
- Drago. (2004). *The Great Range Wars: Violence on the Grasslands*. University of Nebraska Press.
- Jahns. (1998). *The Frontier World of Doc Holliday*. Bison Books.
- Johnson. (1983). *The Bloody Bozeman: The Perilous Trail to Montana's Gold*. Mountain Press Publishing Company.
- Marks. (1996). *And Die in the West: The Story of the O.K. Corral Gunfight*. University of Oklahoma Press.
- Michno. (2003). *Encyclopedia of Indian Wars: Western Battles and Skirmishes 1850-1890*. Mountain Press Publishing Company.
- Nash. (1994). *Encyclopedia of Western Lawmen & Outlaws*. Da Capo Press.
- O'Neal. (1991). *Encyclopedia of Western Gunfighters*. University of Oklahoma Press.
- Reasoner. (2003). *Draw: The Greatest Gunfights of the American West*. Berkley Trade.
- Rosa. (1999). *Age of the Gunfighter: Men and Weapons on the Frontier 1840-1900*. University of Oklahoma Press.
- Rosa. *Wild Bill Hickok Gunfighter: An Account of Hickok's Gunfights*. University of Oklahoma Press.
- Shirley. (1968). *Law West of Fort Smith: A History of Frontier Justice in Indian Territory 1834-1896*. University of Nebraska Press.
- Shirley. (1990). *West of Hell's Fringe: Crime, Criminals, and the Federal Peace Officer in Oklahoma Territory, 1889-1907*. University of Oklahoma Press.
- Smith. (1996). *Daltons!: The Raid on Coffeyville, Kansas*. University of Oklahoma Press.
- Smith. (2001). *The Last Hurrah of the James Younger Gang*. University of Oklahoma Press.
- Utley. (1991). *Billy the Kid: A Short and Violent Life*. Bison Books.
- Utley. (1990). *High Noon in Lincoln: Violence on the Western Frontier*. University of New Mexico Press.
- Walter. (1999). *The Guns that Won the West: Firearms on the American Frontier, 1848-1898*. Greenhill Books.
- Webb. (1996). *The Texas Rangers*. University of Texas Press.
- Wilbarger. (1991). *Indian Depredations in Texas*. McWhiney Foundation Press.
- Wilkins. (2001). *Defending the Borders: The Texas Rangers, 1848-1861*. State House Press.
- Wilkins. (1999). *The Law Comes to Texas: The Texas Rangers 1870-1901*. State House Press.
- Wilkins. (1996). *The Legend Begins: The Texas Rangers, 1823-1845*. State House Press.

SIX GUN SOUND

OUTFIT DIARY

A black and white illustration of a cowboy. He is wearing a dark hat, a dark coat over a patterned vest, and a dark shirt. He is holding a revolver in his right hand, pointing it upwards. Another revolver is floating in the air to his right. The background is a light, textured surface. The entire illustration is framed by a double-line border.[illegible]

NPC TABLES

BOUNTY HUNTER - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	4	3	4	Pistol	Pistol			
2	4	4	4	Pistol and Repeating Carbine	Pistol			
3	4	4	4	Pistol and Repeating Carbine	Pistol			
4	4	4	4	Pistol and Repeating Carbine	Pistol			
5	5	5	5	Pistol and Trapdoor Rifle	Pistol			
6	5	5	5	Pistol and Buffalo Gun	Pistol			

BUFFALO HUNTER - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	4	3	4	ML Buffalo Gun	ML Buffalo Gun			
2	4	4	4	Trapdoor Rifle	Trapdoor Rifle			
3	4	4	4	Buffalo Gun	Buffalo Gun			
4	4	4	4	Pistol and Trapdoor Rifle	Pistol			
5	5	5	5	Pistol and Buffalo Gun	Pistol			
6	5	5	5	Pistol and Buffalo Gun	Pistol			

COWBOY - Possible "veteran" on 1d6 score of 1.						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	3	3	3	Pistol	Pistol			
2	4	4	3	Pistol	Pistol			
3	4	4	4	Pistol and Trapdoor Carbine	Pistol			
4	4	4	4	Pistol and Trapdoor Carbine	Pistol			
5	4	4	4	Pistol and Repeating Carbine	Pistol			
6	5	5	5	Pistol and Repeating Carbine	Pistol			

DEPUTY - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	3	3	3	Trapdoor Carbine	Pistol			
2	4	4	4	Trapdoor Carbine	Pistol			
3	4	4	4	Repeating Carbine	Repeating Carbine			
4	4	4	4	Repeating Carbine	Repeating Carbine			
5	5	4	4	Repeating Carbine	Scattergun			
6	5	5	5	Repeating Carbine	Pistol			

GAMBLER						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	3	3	3	Derringer and Shotgun	Derringer			
2	3	3	3	Derringer and Shotgun	Derringer			
3	4	4	3	Pistol	Pistol			
4	4	4	4	Pistol	Pistol			
5	4	4	4	Pistol	Pistol			
6	5	5	5	Pistol and Shotgun	Pistol			

GREENHORN						ATTRIBUTES		
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN			
1	2	2	2	Pistol	Pistol			
2	2	3	2	Pistol	Pistol			
3	2	3	2	Repeating Carbine	Repeating Carbine			
4	3	3	3	Repeating Carbine	Repeating Carbine			
5	3	4	3	Pistol and Repeating Carbine	Pistol			
6	4	4	4	Pistol and Repeating Carbine	Pistol			

GUNFIGHTER - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	4	3	4	Pistol	Pistol	
2	4	4	4	Pistol	Pistol	
3	5	4	4	Pistol	Pistol	
4	5	4	5	Pistol and Repeating Carbine	Pistol	
5	5	5	5	Pistol and Repeating Carbine	Pistol	
6	5	5	5	2 x Pistols and Repeating Carbine	2 x Pistols	

HOMESTEADER - Possible "veteran" on 1d6 score of 1.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	?	?	Roll on RANDOM NPC SELECTION table below. Any reroll = 6 on Homesteader			
2	3	4	2	ML Rifle	ML Rifle	
3	3	4	2	Shotgun	Shotgun	
4	3	4	3	Trapdoor Carbine	Trapdoor Carbine	
5	4	5	3	Trapdoor Rifle	Trapdoor Rifle	
6	4	5	4	Repeating Carbine	Repeating Carbine	

MARSHAL - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	4	3	4	Pistol and Shotgun	Pistol	
2	4	4	4	Pistol and Shotgun	Pistol	
3	5	4	5	Pistol and Trapdoor Carbine	Pistol and Shotgun	
4	5	5	5	Pistol and Repeating Carbine	Repeating Carbine	
5	5	5	5	Pistol and Repeating Carbine	Scattergun	
6	5	5	5	2 x Pistols and Repeating Carbine	2 x Pistols	

MOUNTAIN MAN - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	4	3	4	ML Rifle	ML Rifle	
2	4	4	4	ML Buffalo Gun	ML Buffalo Gun	
3	4	4	4	Buffalo Gun	Buffalo Gun	
4	4	4	4	ML Rifle	Pistol	
5	5	5	5	Pistol and ML Buffalo Gun	Pistol	
6	5	5	5	Pistol and Buffalo Gun	Pistol	

OUTLAW - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	3	3	3	Pistol	Pistol	
2	4	4	4	Pistol	Pistol	
3	4	4	4	Pistol and Trapdoor Carbine	Pistol	
4	4	4	4	Pistol and Trapdoor Carbine	Pistol	
5	4	4	5	Pistol and Repeating Carbine	Pistol	
6	5	5	5	Pistol and Repeating Carbine	Pistol	

PROSPECTOR - Possible "veteran" on 1d6 score of 1.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	2	2	3	Shotgun	Shotgun	
2	2	3	3	Shotgun	Shotgun	
3	2	3	4	Shotgun	Shotgun	
4	3	3	4	ML Rifle	ML Rifle	
5	3	4	4	ML Rifle	ML Rifle	
6	4	4	5	ML Rifle	ML Rifle	

RANGER - Possible "veteran" on 1d6 score of 1 or 2.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	4	3	4	Pistol	Pistol	
2	4	4	4	Pistol	Pistol	
3	5	4	5	Pistol and Trapdoor Carbine	Pistol	
4	5	5	5	Pistol and Trapdoor Carbine	Pistol	
5	5	5	5	Pistol and Repeating Carbine	Pistol	
6	5	5	5	Pistol and Repeating Carbine	Pistol	

SHERIFF - Possible "veteran" on 1d6 score of 1.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	3	3	4	Trapdoor Carbine	Pistol	
2	4	4	4	Trapdoor Carbine	Pistol	
3	4	4	4	Repeating Carbine	Repeating Carbine	
4	4	4	4	Repeating Carbine	Repeating Carbine	
5	5	4	5	Repeating Carbine	Scattergun	
6	5	5	5	Repeating Carbine	Scattergun	

TOWNSFOLK - Possible "veteran" on 1d6 score of 1.						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	?	?	Roll on JUST PASSING THROUGH table below. Any reroll = 6 on Townsfolk			
2	3	4	2	ML Rifle	Derringer	
3	3	4	2	Shotgun	Shotgun	
4	3	4	3	Scattergun	Scattergun	
5	4	4	3	Trapdoor Rifle	Trapdoor Rifle	
6	4	5	4	Buffalo Gun	Pistol	

WARRIOR						ATTRIBUTES
SCORE	REP	TOUGH	SAND	WEAPONS	IN TOWN	
1	4	3	4	Lance	na	
2	4	4	4	Bow	na	
3	4	4	4	Smoothbore Carbine	na	
4	4	4	4	Trapdoor Carbine	na	
5	5	5	5	Pistol	na	
6	5	5	5	Repeating Carbine	na	

JUST PASSING THROUGH				
Roll 1 red and 1 white d6				
Red	White			Roll For
1-3	1			BOUNTY HUNTER
1-3	2			BUFFALO HUNTER
1-3	3			COWBOY
1-3	4			GAMBLER
1-3	5			GREENHORN
1-3	6			GUNFIGHTER
4-6	1			HOMESTEADER
4-6	2			MARSHAL
4-6	3			MOUNTAIN MAN
4-6	4			PROSPECTOR
4-6	5			RANGER
4-6	6			SHERIFF

RANDOM NPC SELCTION				
Roll 1 red and 1 white d6				
Red	White			Roll For
1	1-2			BOUNTY HUNTER
1	3-4			BUFFALO HUNTER
1	5-6			COWBOY
2	1-2			DEPUTY
2	3-4			GAMBLER
2	5-6			GREENHORN
3	1-2			GUNFIGHTER
3	3-4			HOMESTEADER
3	5-6			MARSHAL
4	1-2			MOUNTAIN MAN
4	3-4			OUTLAW
4	5-6			PROSPECTOR
5	1-2			RANGER
5	3-4			SHERIFF
5	5-6			TOWNSFOLK
6	1-6			REROLL

RANDOM STAR PROFESSION				
Roll 1d6				
Red				Profession
1				COWBOY
2				GUNFIGHTER
3				OUTLAW
4				MARSHAL
5				RANGER
6				SHERIFF

Six Gun Sound: Blaze of Glory

DRAW MODIFIERS

- Gunfighters, Marshals, Rangers, and Bounty Hunters +1d6
- "Got the Drop" on the other guy +1d6
- Drawing with weapon other than pistol, derringer, tomahawk, or knife -1d6
- For each additional target drawing on -1d6
- Flinched! -1d6

Rep

DRAW!

ALL figures in gunfight choose targets prior to rolling.
Write it down in multiple-figure "throw downs".

Each 1-3 = Pass Each 4-6 = Fail

Pass 3d6 or more than opponent

- You've drawn and have him covered before he could even slap leather. He has to take the **GOT THE DROP** test. If you are a Gunfighter or Outlaw or have reached this result a second time in the same Draw, ignore this result and instead count as pass 2d6 more than opponent.

Pass 2d6 more than opponent

- If any of your dice came up 3, opponent is OD. Otherwise roll on Shootin' Damage Table. In either event if any of your dice came up 1 (double 1's for a repeating carbine) you have emptied your gun and need to reload.

Pass 1d6 more than opponent.

- Shoot using normal procedure versus enemy.

Pass same number of d6 as opponent.

- Both figures have drawn and may have fired and missed. Both are done for this turn, unless reacting to figures outside the draw. Any figure that rolled any 1 (double 1's for repeating carbines) has emptied its gun and needs to reload.
- Anytime a character passes less d6 than his opponent and does not get hit he must immediately take a **BEEN SHOT AT** test. Remember any figure that rolled any 1 (double 1's for repeating carbines) has emptied its gun and needs to reload.

1

GOT THE DROP

Roll versus Sand.
"Star" may choose his reaction.

Pass 1d6

- Drop weapons and surrender peacefully.

Pass 0d6

- Immediately re-roll Draw, giving opponent +1d6.

WEAPONS TABLE	"E" RANGE	MAX RANGE	TARGETS
Derringer	1	6	1
Pistol	3	35	2
Repeating Carbine	6	300	2
Trapdoor Carbine or ML Carbine (1)	6	500	1
Trapdoor Rifle or ML Rifle (1)	6/12(2)	500	1
Buffalo Gun or ML Buffalo Gun (1)	6/12(2)	500	1
Scattergun (3)	3	25	3
Shotgun (3)	6	75	2
Smoothbore Carbine (1)	3	50	1
Bow	6	75	2
Tomahawk/Knife	1	6	1
Lance	x	x	1

- (1) Must spend one turn of activation to reload before firing again.
- (2) Only Buffalo Hunters and Veterans can use the Effective Range of 12".
- (3) Any figure with Rep of less than 4 counts Rep 4 when rolling to hit. In addition for each hit scored, roll two wound locations on the target figure, counting damage to both.

1	SHOOTIN' TABLE 1d6 + Rep
#	Results
3 to 7	• Miss!
8	<ul style="list-style-type: none"> Target in cover counts miss. Target prone counts miss. Target or shooter moving fast counts miss. Second or higher shot counts miss. Shooters using unfamiliar weapon counts miss. Firing two weapons counts miss. Shooter using "Off Arm" counts miss. Bystander/Mount hit! Otherwise Target hit!
9	<ul style="list-style-type: none"> Third shot counts miss. All others hit!
10	• All hit!
11+	• Shooter scores hit on location desired

Six Gun Sound COMBAT 1

Six Gun Sound: Blaze of Glory

TARGET BEHIND COVER TABLE		
Target behind this cover or ...	And doing this...	Can be hit in the...
Loophole	Any	Head
Wall/Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

Note: "Rifle" or "long arms" includes carbines, scatterguns, shotguns, and bows.

OBSCURING COVER

Colored die > white die = full effect

White die < or = colored die = **BEEN SHOT AT** test.

2 SHOOTIN' DAMAGE TABLE

One white die and one colored die

- **2** = Hit in Head and I'm Hit!
- **3** = Hit in Head and I'm Hit!
- **4** = Hit in Leg and I'm Hit!
- **5** = Hit in Head and Obviously Dead.
- **6** = Hit in Gut and I'm Hit!
- **7** = Hit in Gun Arm. If hit by Shotgun/Scattergun (at 6"/3"), Rifle, Smoothbore, ML, or Trapdoor Carbine, or Buffalo Gun the figure is Out of Fight. Otherwise, I'm Hit!
- **8** = Hit in Chest and I'm Hit!
- **9** = Hit in Gut. If hit by Pistol, Carbine, Smoothbore Carbine, Shotgun/Scattergun (at 6"/3"), Rifle, Buffalo Gun or Tomahawk the figure is Out of Fight. Otherwise, I'm Hit!
- **10** = Hit in leg. If hit by Buffalo Gun then figure is Out of Fight. Otherwise, I'm Hit!
- **11** = Hit in Off Arm and I'm Hit!
- **12** = Hit in Chest and Obviously Dead.

2 RECOVERIN' FROM I'M HIT!

2d6 versus "Toughness" of figure

+1d6 if fired on by bow counting best 2d6 results

Pass 2d6

- **Just a scratch** = Remain standing and take "Been Shot At" Check.

Pass 1d6

- **Head** = Wounded and now Out of Fight
- **Gun Arm** = Wounded and -1 to Rep when firing. If receive subsequent wound arm cannot be used.
- **Off Arm** = Wounded and -1 to Rep when firing with long arms or using two-handed weapons. If receive subsequent wound arm cannot be used.
- **Chest** = Wounded and -2 to Rep. If receive subsequent wound then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. If receive subsequent leg wound cannot move.

Pass 0d6

- Wounded and now Out of Fight.

FIGHTIN' MODIFIERS

Regain all available d6 when survive the fight.

- +1d6 Attacking from Flank/Rear or enemy **Fears** you
- +1d6 Mounted in Impact round of melee
- +1d6 Armed with melee weapon
- +1d6 Enemy outnumbered
- 1d6 If from Charged/Being Charged test 1st round
- 1d6 Figure is prone.

REP FIGHTIN' TABLE

Results of 1-3 Pass, 4-6 Fail

Pass 3d6 more

- **Killing stroke!** Loser is OD or Out of Fight if no melee weapon being used.

Pass 2d6 more

- **Telling Blow!** Loser Out of Fight.

Pass 1d6 more

- **Flurry of Punches!** Loser pushed back 1" and will -1d6 for *the remainder of this melee sequence*. Immediately roll another round of melee. Additional Flurry of Punches results are cumulative. Any combatant reduced to 0d6 is OOF.

Pass 0d6 more

- **Evenly Matched!** There is a lull in the fight as each side warily regards the other. All sides take a **KEEP FIGHTIN'** test. Those that pass the test will immediately roll another round of melee.

When reduced to 0d6 then figure is OOF

Six Gun Sound

COMBAT 2

Six Gun Sound: Blaze of Glory

MOVEMENT IN OPEN TERRAIN

- On foot – 6"
- Mule – 8"
- Horse – 12"
- Wagon pulled by oxen - 6" (may not fast move)
- Wagon/stage pulled by 2 horses/mules - 6"
- Wagon/stage pulled by 4+ horses/mules - 10"
- Buckboard or "jerky" pulled by 1 horse - 10"

2 FOOT MOVING FAST TABLE

Taken versus the "Rep" of the figure.

Pass 2 d6

- Figure moves fast up to 12".

Pass 1d6

- Figure moves fast up to 9"

Pass 0d6

- Figure doesn't move fast but can still go up to 6".

2 MOUNTED MOVING FAST

2d6 versus Quality of the animal

Pass 2d6

- Animal reaches or maintains maximum speed of twice normal move

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Animal reaches or maintains maximum speed of one and a half times normal move

2 HORSEMANSHIP TEST

2d6 versus Horsemanship rating of the rider

Pass 2d6

- Count as if mount passed 2d6 in previous test.

Pass 1d6

- If character Horsemanship rating is equal or higher than the Quality of the mount then count as if mount passed 2d6 in previous test.
- If character Horsemanship rating is less than the Quality of the mount then count as if mount passed 0d6 in previous test.

Pass 0d6

- Count as if mount passed 0d6 in previous test.

2 MOUNTING UP UNDER FIRE

Test against Quality of the mount

Pass 2d6

- Mount up and ready to move next Activation.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Horse "spins about". Move horse and character 180 degrees facing opposite direction. May attempt to mount up next Activation.

2 DISMOUNTING UNDER FIRE

Test against Quality of the mount

Pass 2d6

- Dismounted and ready to move next Activation.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Mount "bolts" and rider is dragged, foot in stirrup. Fast move mount twice the normal distance in a random direction, turning to avoid obstacles like walls and trees. Rider takes damage as if shot with an arrow. At the start of the next activation roll 1d6 vs. the rider's horsemanship. Pass and the rider will unhook his foot and is left prone and winded taking another activation to recover. Fail the rider is dragged again, tests for damage as above and if still on the table and alive, next activation tests vs. horsemanship again as above.

2 RIDING CHALLENGE TABLE

Taken versus the Sand of the rider

Pass 2d6

- Let's go! Rider decides to make attempt.

Pass 1d6

- Uh oh! Rider may decide to make attempt immediately re-rolling on this table counting a result of pass 1d6 as if he had passed 0d6.

Pass 0d6

- No way Jose! Rider loses nerve and veers away or comes to stop at his discretion.

2 MOUNTED ROUGH GOING TABLE

Taken versus the Quality of the mount.

Pass 2 d6

- Animal reaches or maintains maximum speed of one and half times its normal move.
- If jumping the mount clears obstacle easily.

Pass 1d6

- Take Horsemanship Test.

Pass 0d6

- Mishap! Immediately roll 1d6 versus horse Quality. If exceed horse Quality the mount has stumbled and rider is thrown and must take the **RIDER THROWN** test. If the die score is equal or less than the Quality of the horse then the rider must take the **STAY MOUNTED** test.

Six Gun Sound

MOVEMENT AND MOUNTED 1

Six Gun Sound: Blaze of Glory

2 STAY MOUNTED TEST

Test against the Horsemanship Rating of the figure.

Pass 2d6

- Stay mounted.

Pass 1d6

- Rider thrown. Roll Shootin' damage as if shot with a pistol.

Pass 0d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun.

2 RIDER THROWN

Test against Toughness of the figure.

-1 to Toughness if moving over 18" when thrown

Pass 2d6

- Rider thrown. Roll Shootin' damage as if shot with a pistol.

Pass 1d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun.

Pass 0d6

- Rider thrown. Roll Shootin' damage as if shot with Buffalo gun with OOF minimum result.

2 SKITTISH TABLE

Test against Quality of the animal.

Pass 2d6

- Loose mount will move 1d6" away from the cause of the test.
- Otherwise no movement.

Pass 1d6

- Loose horses will Runaway, testing to jump fences/break down gate if in an enclosure.
- Tied horse will become Loose and move 1d6" away from cause of the test.

Pass 0d6

- Loose or tied mount will run away as above.

2 "THEY SHOT MY HORSE!" TABLE

Roll versus Quality of mount

1 = Head (Roll at -1 to Quality)

Pass 2d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 1d6

- Mortal Wound! Rider must take **RIDER THROWN** test.

Pass 0d6

- Dead! Rider must take **RIDER THROWN** test.

2 = Neck

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mortal Wound! Rider must take **RIDER THROWN** test

3 = Chest (Roll at +1 to Quality with maximum of 5)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Dead! Rider must take **RIDER THROWN** test.

4 = Abdomen

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mortal Wound! Rider must take **RIDER THROWN** test

5 = Shoulder/Thigh

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Rider must take **STAY MOUNTED** test.

Pass 0d6

- Mount drops, rider thrown. Mount may only move at half Move for remainder of game.

6 = Legs (Roll at -1 to Quality)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Mount stumbles. Rider thrown. Roll 1d6 vs. Quality -1. Pass = No further effect. Fail = Mount crippled. May not be ridden and may only move at half move rate for remainder of game.

Pass 0d6

- Leg broken. Rider thrown and mount crippled as above.

Six Gun Sound MOUNTED 2

Six Gun Sound: Blaze of Glory

2 DRIVERS TEST

2d6 versus Driver Rating of the driver

Pass 2d6

- Count as if team passed 2d6 in previous test.

Pass 1d6

- If character Drivers Rating is equal or higher than the Quality of the team then count as if team passed 2d6 in previous test.
- If character Drivers Rating is less than the Quality of the team then count as if team passed 0d6 in previous test.

Pass 0d6

- Count as if team passed 0d6 in previous test.

2 VEHICLE FAST MOVING

2d6 versus Quality of the team

Pass 2d6

- Team reaches or maintains maximum speed of twice normal move

Pass 1d6

- Take Driver Test.

Pass 0d6

- Team moves one and a half times its normal move.

2 VEHICULAR CHALLENGE TABLE

Taken versus the Sand of the rider

Pass 2d6

- Let's go! Driver decides to make attempt.

Pass 1d6

- No way Jose! Driver loses nerve and veers away or comes to stop at his discretion.

Pass 0d6

- No way Jose! Driver loses nerve and veers away or comes to stop at his discretion.

2 ROUGH GOING TABLE

Taken versus the Quality of the team.

Pass 2 d6

- Team reaches or maintains maximum speed of twice normal move.
- If fording a watercourse the vehicle makes it easily.

Pass 1d6

- Take Drivers Test.

Pass 0d6

- Team is out of control! Driver immediately must roll 2d6 on the **LOSING CONTROL** table.

2 LOSING CONTROL

Taken versus the Driver Rating of the driver

Pass 2d6

- Driver maintains control but team only moves up to normal move.

Pass 1d6

- Take Driver Test.

Pass 0d6

- The vehicle has wrecked! Turn the vehicle on its side. If crossing a watercourse the vehicle is "flipped" over and moves 12" downstream. All passengers must immediately take the **PASSENGER THROWN** test. Roll a die for each animal in the team. On a 1-4 the animal has broken free from the traces and is high-tailing it for parts unknown. On a 5-6 treat the animal as having received a hit from a buffalo gun rolled on the **"THEY SHOT ONE OF THE HORSES!"** table as normal.

2 PASSENGER THROWN

Test against Toughness of the figure.

-1 to Toughness if moving over 18" when thrown

Pass 2d6

- Passenger thrown. Roll Shootin' damage as if shot with a pistol. If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

Pass 1d6

- Passenger thrown. Roll Shootin' damage as if shot with Buffalo gun. . If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

Pass 0d6

- Passenger thrown. Roll Shootin' damage as if shot with Buffalo gun with OOF minimum result. . If crossing a watercourse will come to rest 12" downstream either on the left (1-3) or right (4-6) bank.

Six Gun Sound

VEHICLE 1

Six Gun Sound: Blaze of Glory

2 "THEY SHOT ONE OF THE TEAM!"

Roll versus Quality of animal

1 = Head (Roll at -1 to Quality)

Pass 2d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 1d6

- Mortal Wound! If moving fast vehicle wrecks otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

Pass 0d6

- Dead! If moving fast vehicle wrecks otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

2 = Neck

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Mortal Wound! If moving fast vehicle wrecks otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

3 = Chest (Roll at +1 to Quality with maximum of 5)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Dead! If moving fast vehicle wrecks otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

4 = Abdomen

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Mortal Wound! If moving fast vehicle wrecks otherwise move 6" and come to stop. Vehicle may not move again until animal is "cut out" from team.

5 = Shoulder/Thigh

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Spooked! Driver takes **LOSING CONTROL** test.

Pass 0d6

- Animal drops. Driver takes **LOSING CONTROL** test. Animal may only move at half move for remainder of game.

6 = Legs (Roll at -1 to Quality)

Pass 2d6

- Just grazed. No effect.

Pass 1d6

- Mount stumbles. Driver takes **LOSING CONTROL** test. Roll 1d6 vs. Quality -1. Pass = No further effect. Fail = Animal crippled. May not be hitched up and may only move at half move rate for remainder of game.

Pass 0d6

- Leg broken. Driver takes **LOSING CONTROL** test and animal crippled as above.

2

"TRAMPLE" TABLE

Taken versus the Sand of the target.

Pass 2d6

- Target dodges out of way and vehicle continues by.

Pass 1d6

- If vehicle is moving fast the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting as if in *obscuring cover*.
- If vehicle is moving normal speed target dodges out of way and vehicle continues by.

Pass 0d6

- If vehicle is moving fast the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting without benefit of cover.

If vehicle is moving normal speed the target is hit by the vehicle and must roll on the **SHOOTIN' DAMAGE** table counting as if in *obscuring cover*

2

UNOPPOSED TASK TABLE

Pass 2d6

- Successfully perform Task.

Pass 1d6

- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6

- Can't do it and faces the consequences.

2

OPPOSED TASK TABLE

Pass 2d6

- Successfully perform Task.

Pass 1d6

- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6

- Can't do it and faces the consequences.

Six Gun Sound

VEHICLE 2 AND TASK CHECKS

Six Gun Sound: Blaze of Glory

2 GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 Trapper approached to rear.
Buffalo Hunter may not take test if approached to rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire but "Hidden" figures remain hidden.

2 BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire normally.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2 FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2 "WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge into hand-to-hand combat.

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight. Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2 KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2 COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All come back and behave as desired.

Pass 0d6

- All are removed from play.

Buffalo Hunter Mountain Man

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 if approached to flank.
May not take test if approached from rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire at -1 to Rep.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge but at -1d6 in melee.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight.
- Those charged to flank or rear turn to face enemy and prepare to fight but at -1d6 in melee.
- Others may not fire but will prepare to fight but at -1d6 in melee.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- Those in cover/buildings come back and behave as desired.
- Others re-roll immediately counting a result of "pass 1d6" as if "pass 0d6".

Pass 0d6

- All removed from play.

Cowboy

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 if approached to rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Others fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to rear will seek cover and Duck Back.
- Otherwise return fire at -1 to Rep.

Pass 0d6

- If facing three to one odds will Runaway.
- All others will Duck Back.

3

FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Draw as normal.

Pass 0d6

- Flinched!

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Will charge into hand-to-hand combat.

Pass 0d6

- Will charge but at -1d6 in melee.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Others will remain in place and prepare to fight, turning to face if needed.

Pass 1d6

- Those in cover will fire and prepare to fight.
- Others may not fire but will prepare to fight but at -1d6 in melee, turning to face if needed.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All come back and behave as desired.

Pass 0d6

- All are removed from play.

***Bounty Hunter
Marshal
Gunfighter***

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 if approached to flank.
May not take test if approached from rear.*

Pass 2d6

- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will halt in place and fire normally.

Pass 1d6

- Those fired on to flank or rear will Runaway.
- Otherwise Duck Back.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge but at -1d6 in melee.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight but at -1d6 in melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight but at -1d6 in melee.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 0d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All removed from play.

Pass 0d6

- All removed from play.

Prospector Homesteader

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 if approached to rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will return fire at -1 to Rep.
- Otherwise return fire normally.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal.

Pass 1d6

- Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Will charge into hand-to-hand combat.

Pass 1d6

- Ranger will charge into hand-to-hand combat.
- Outlaw in cover will remain in place and if possible will fire instead.
- Other Outlaws charge but at -1d6 in melee.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Others will remain in place and prepare to fight, turning to fight as needed.

Pass 1d6

- Those in cover will fire and prepare to fight
- Those charged to flank, or rear, will Runaway.
- Others may not fire but will prepare to fight but at -1d6 in melee.

Pass 0d6

- Rangers in cover will prepare to fight at -1d6.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Will re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All removed from play.

Pass 0d6

- All removed from play.

Outlaw Ranger

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

*Taken versus the "Sand" of the figure.
-1d6 if approached to rear.*

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire as normally.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Sheriff Draws as normal.
- Deputy Flinched!

Pass 0d6

- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Sheriff will charge into hand-to-hand combat.
- Others charge but at -1d6 in melee.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight but at -1d6 in melee.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- Those in cover/buildings come back and behave as desired.
- Others are removed from play.

Pass 0d6

- All removed from play.

Deputy Sheriff

Six Gun Sound: Blaze of Glory

2 GOT A SHOT

*Taken versus the "Sand" of the figure.
May not take test if approached to flank or rear.*

Pass 2d6

- "Hidden" Gambler has option to hold fire or fire at anytime during the opponents move.
- "Hidden" Greenhorn and Townsfolk will fire.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures are now seen.

2 BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will halt in place and fire normally.

Pass 1d6

- Those fired on to flank or rear will Runaway.
- Otherwise Duck Back.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2 FLINCH CHECK

*Taken only when in a Draw gunfight.
Check versus "Sand" of figure.
"Star" may choose his reaction.*

Pass 2d6

- Draw as normal

Pass 1d6

- Greenhorn Draws as normal.
- Gambler and Townsfolk Flinched!

Pass 0d6

- Greenhorn Flinched!
- Unmanned. Runaway! If any of your opponents don't want to let you go test for "Got the Drop". In any event your Sand took a hit, running away like a spooked beef. Reduce your Sand by one!

2 "WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- All will remain in place.

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged from flank or rear will turn to face enemy and count as -1 to Rep for first turn of fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight but at -1d6 in melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight but at -1d6 in melee.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2 KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 0d6".

Pass 0d6

- All Runaway.

2 COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- Those in cover/buildings come back will Duck Back.
- Others are removed from play.

Pass 0d6

- All removed from play.

Gambler
Greenhorn
Townsfolk

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

Taken versus the "Sand" of the figure.

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire but "Hidden" figures remain hidden.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire at -1 to Rep.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others Duck Back.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight. Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight.

Pass 0d6

- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- All Carry on.

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All are removed from play.

Pass 0d6

- All are removed from play.

South Western Warrior

South Western Warriors are encountered in these locales:

Arizona
Colorado
Nevada
New Mexico@
Old Mexico
West Texas@

Equal chance of Plains or North West warriors
@Equal chance of Plains or South West warriors

Six Gun Sound: Blaze of Glory

2

GOT A SHOT

Taken versus the "Sand" of the figure.

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures revealed.

2

BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire normally.

Pass 0d6

- Those in cover will Duck Back.
- All others will Runaway.

2

"WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others charge into hand-to-hand combat.

Pass 0d6

- All will remain in place.

2

"BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight. Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight.

Pass 0d6

- Those in cover will prepare to fight.
- Others Runaway.

2

KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All Runaway.

2

COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- Re-roll immediately counting a result of "pass 1d6" as if "pass 2d6".

Pass 0d6

- All are removed from play.

North Western Warrior

North Western Warriors are encountered in these locales:

Canada#
California
Idaho
Oregon
Washington

Equal chance of Plains or North West warriors

Six Gun Sound: Blaze of Glory

2 GOT A SHOT

Taken versus the "Sand" of the figure.

Pass 2d6

- "Hidden" have option to hold fire or fire at anytime during the opponents move.
- Those with a muzzleloader hold fire.
- Others will fire.

Pass 1d6

- Hidden fire counting a -1 to their Rep.
- Active target rolls 2d6 versus Sand. If pass 2d6 then target will immediately fire but at minus 1 to Rep. If pass 1d6 or 0d6 the original tester will immediately fire but at minus 1 to Rep.

Pass 0d6

- May not fire and "Hidden" figures revealed.

2 BEEN SHOT AT

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- Those in cover will fire normally.
- Those in open will finish move and may fire as normal.

Pass 1d6

- Those fired on to flank or rear will seek cover and Duck Back.
- Otherwise return fire at -1 to Rep.

Pass 0d6

- All others will Runaway.

Plains Warrior

RIDING "SIOUXSIDE"

Any mounted plains warrior forced to Duck Back will instead ride "Siouxsie". The warrior slides down onto the side of his horse, using it for cover.

While "Siouxsie" can be hit in the...

Head

Gun Arm

Off Arm

- Any hits on protected parts of the body hit the horse instead. Dice for damage to the horse as usual.
- While "Siouxsie" a character may fire and move as normal but may not reload.
- Either recovery from, or voluntarily dropping down "Siouxsie" can be done while active.

2 "WANTING TO CHARGE"

*Taken versus the "Sand" of the figure
"Star" may choose his reaction.*

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All charge into hand-to-hand combat.

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction.*

Pass 2d6

- Those that can will fire and prepare to fight.
- Those charged to flank or rear will turn to face enemy and prepare to fight.
- Others will remain in place and prepare to fight.

Pass 1d6

- Those in cover will fire and prepare to fight. Those charged to flank or rear will Runaway.
- Others may not fire but will prepare to fight.

Pass 0d6

- All Runaway.

2 KEEP FIGHTIN' CHECK

*"Star" may choose his reaction
Taken versus the "Sand" of the figure.*

Pass 2d6

- All Carry on.

Pass 1d6

- All Carry on.

Pass 0d6

- All Runaway.

2 COMIN' BACK

*Taken versus the "Sand" of the figure.
"Star" may choose his reaction*

Pass 2d6

- All come back and behave as desired.

Pass 1d6

- All mounted come back and behave as desired.
- All dismounted are removed from play

Pass 0d6

- All are removed from play.

Plains Warriors are encountered in these locales:

Canada#	Montana
Dakota	Nebraska
East Texas	West Texas@
Indian Territory	Wyoming
Kansas	

Equal chance of Plains or North West warriors

@Equal chance of Plains or South West warriors

COMPILED SIX GUN SOUND: BLAZE OF GLORY ERRATA – 4/3/2008

WEAPONS TABLE FOOTNOTE 4

(4) Targets hit beyond 6" for a shotgun and 3" for a scattergun only suffer "I'm Hit" even if "Shootin' damage" table gives an OD or OOF result.

PAGE 5 TARGETS EXAMPLE

Change "shotgun" to "scattergun".

PAGES 16 AND 92

On page 16 the rule text is wrong and should be changed to "If the white die is equal to or more than the colored die the shot was deflected and causes no damage. The target figure still must take a BEEN SHOT AT test."

This also need changing on page 92 in the Combat 2 QRS, in the table half way down on the left-hand side of the page.

PAGE 19

Right hand side, last paragraph of "Moving Casualties", the sentence "If several characters join together to transport a friend (or enemy for that matter) figure, the group may activate on a single card." Should be deleted.

PAGE 41

The last paragraph reads

"On a die roll less than that locale's settlement level, play a Posse Encounter immediately following the Robbery with surviving outlaws as the running force"

Should say "Jailbreak"

PAGE 50

'March' doesn't appear. Should be in Winter.

WANT MORE?

We have a wide variety of games that cover a wide variety of periods. Fight dragons. Storm the beaches of Normandy in World War 2. Ride the trail with Jessie and Frank James. With Two Hour Wargames you can do this and more. Even fight zombies!

Here's a peek at what else we have to offer...

Warrior Heroes: Armies & Adventures

Fantasy adventures at the army and skirmish level.

Colonial Adventures

Fight the battles of the Colonial Wars in the 1800's.

All Things Zombie

Can you survive in an undead world?

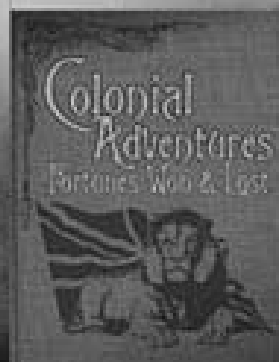
Six Gun Sound

Gaming the American Wild West.

5150

The complete game of sci-fi combat.

BTW - Whenever you buy the hard copy of rules we give you the PDF free!



All these titles and more available at
www.twohourwargames.com

2HourWARGAMES

JUST PLAY THE GAME

WANTED

DEAD OR ALIVE

**Rob banks like Jesse James...enforce the law like Wyatt Earp...
or maybe find something in between. If they did it so can you
with Six Gun Sound. With over 15 unique "professions"
Six Gun Sound lets you experience the Wild West to the fullest.**

Six Gun Sound is a fast paced set of "cowboy" rules that allows you to refight history or make your own. Whether you choose to fight a "one up" battle or string together a series of adventures, Six Gun Sound can do it all. Six Gun Sound is easy to learn yet entertaining for both veteran and novice players.

Set in the Old West from 1875-85 Six Gun Sound covers the Lincoln County War, the unpleasantness in Tombstone, the "Demise of the James Younger Gang", and the Great Sioux War of 76 as well as the founding of Deadwood and death of Wild Bill Hickok. And did we mention Apaches?

Six Gun Sound allows you to either fight unrelated gunfights or link them all together with a seamless and easy to use Campaign System. Watch your characters grow as they advance in skill making their way through the Old West. Bank robberies, cattle rustling, jail breaks, range wars, and more are at your finger tips with Six Gun Sound.

Six Gun Sound also works with ANY figures you may already have and in any scale! Play solo, play on the same side, or play head-to-head it's your choice! So pop in your favorite Western movie and saddle up for adventure. And remember...

JUST PLAY THE GAME!

**Now these towns... they all know our names.
Six gun sound... is our claim to fame..."**

© 1973 Bad Company

2HourWARGAMES
JUST PLAY THE GAME

2HW-1024
\$25.00