Tombstones n' Tumbleweeds

A Complete Set of Miniatures Game Rules Outlining the Commission of Various & Sundry Acts of Mischief & Mayhem in the Old West

BY

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Visit the *TnT* Web site at http://www.tombstones-n-tumbleweeds.com.

Howdy!

Welcome to *Tombstones n' Tumbleweeds* ("*TnT*"). This game, I hope, will bring you hours of fast and furious fun. It is intended to allow players to act out gunfights and other "Old West" scenarios involving a handful of distinct characters in miniature.

TnT was born of my desire for a relatively simple, yet comprehensive, Old West-style tabletop wargame. Don't get me wrong: there are a lot of good wargames out there, including some specifically geared for the genre, and others that are generic enough to allow them to be used for throwdowns and such with a little tinkering.

However, I found many of these games to be lacking a simple and cohesive game mechanic, or a strong genre flavor (or, in some cases, both). My ideal game, the unicorn for which I was questing, had a simple core system and a lot of Old West atmosphere. No matter how long and hard I looked, I just couldn't seem to find it.

Ray Strang
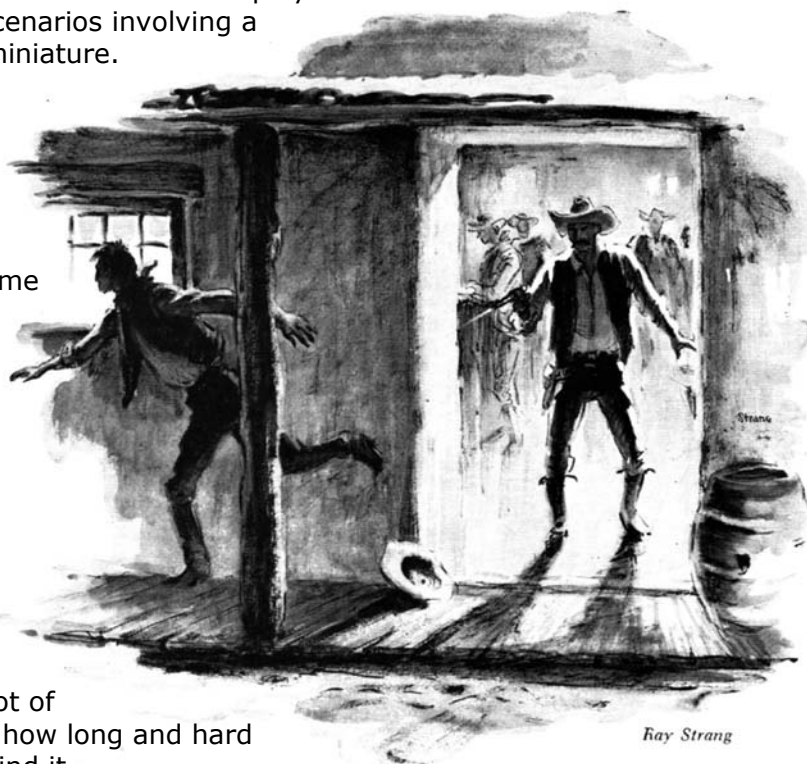
Thus this game. My main goal was to put together a set of rules built upon a strong but simple set of game mechanics. I wanted something that didn't involve a lot of dice, or different types of dice. That's how the core system – the Lucky 7 Games System – came to be.

This new game also had to have a very Western feel – in a Hollywood sort of way. I wanted the rules to constantly reflect the nature of the game itself. I've always found myself drawn to game rules that flowed within the genre of the game, instead of dictating the system in a cold, detached manner. I wanted to breathe cigarillo-smoke-filled air into this game. (By the by, I will freely admit that the flavor of *TnT* owes more to the fictional Jim West than to the historic Old West.)

Finally, the game had to be Character driven. I guess that would be my role-playing background rearing its head. I wanted every miniature to be more than a nameless, rank-and-file model. I wanted players to identify with their Characters, and to develop their personalities and interaction. Basically, I wanted the game to live *and* breathe.

Have I succeeded in achieving these goals? I'd like to think so, but that's not for me to decide. I'll let you be the hangin' judge…

Well, I reckon that's about enough chin music. Now - skin that smoke wagon!

Christopher B
7 July 2004

Section 1: The Basics

WHAT YOU'LL NEED TO PLAY

A Place to Play
This could be anything that's convenient, from a bedroom floor to a dedicated gaming table. As long as it's relatively flat and large enough to put a few miniatures and some scenery on, it'll do.

A Fistful of Minis
The *Tombstones n' Tumbleweeds* rules are based on 25mm scale. In this scale, one real-life inch roughly equates to five game feet. Miniatures of 25mm or similar scales – such as the currently popular 28mm scale – can be used with these rules.

Miniatures that are significantly larger or smaller than 25mm scale may require that these rules be modified slightly to reflect the difference.

One or More Six-sided Dice
Six-sided dice are the dice you would normally find in a standard board game. A handful of such dice is good to have around.

In these rules, a single six-sided die is referred to as a "d6." If a rule calls for a die roll, or a d6 roll, it means roll one six-sided die.

If a rule calls for a number of dice to be rolled, the required number of dice precedes the d6 notation. (Hence, 3d6 means 3 six-sided dice are to be rolled.)

If a rule calls for a d3 roll, roll a single die. If the roll is 1 or 2, the result is 1; if it is 3 or 4, the result is 2; if it is 5 or 6, the result is 3.

If a rule calls for a d66 roll, roll two dice. The first roll is the tens digit of the result, the second roll is the ones digit. For example, if the first roll is a 3 and the second is a 5, the d66 result would be 35.

A Deck of Playing Cards
You will need a standard deck of playing cards, with jokers.

A Ruler and/or Measuring Tape
These are used to measure distances on the playing area. Flexible measuring tapes are especially useful for measuring model movement distances, while straight edges are more useful to help determine lines of fire.

Pencils and Paper
These are useful for reasons that, if not already so, will soon become obvious.

ROLLIN' THE BONES

TESTS
Most dice rolls players will make in *TnT* will be Tests. Tests are rolls made using a six-sided die ("d6") result added to an Ability Score to determine the outcome.

When a Test is called for, the player rolls a die, adds the Character's appropriate Ability Score (Ability Scores are explained later), and adds or subtracts any modifiers.

If the result is **7 or higher**, the Test is successful.

THE RULE OF ONE
When making a Test, a *natural* 1 (that is, the actual die roll is a 1, not the die roll plus modifiers) is always a failure, regardless of target numbers and/or modifiers.

The only exception to this rule is natural 1's that are rolled on extra dice when rolling because of The Rule of Six (see below).

THE RULE OF SIX
If a *natural* 6 is rolled while making a Test, the player may roll a second die and add the result. If the second die is also a 6, he may roll another and add the result.

He continues rolling and adding until he rolls something other than a 6.

A natural 1 on a second or subsequent roll has no special meaning – the result is added to the current roll total.

This rule only applies to rolls made for Tests.

OPPOSED TESTS
An Opposed Test is a special Test made against an opposing force (usually a living opponent). When an opposed Test is called for, both the acting player and his opponent make roll. The Character wins the Test if his result is higher than his opponent's Test result.

If both Characters roll a 1, or if their Test results are equal, the Opposed Test is a draw. Nothing happens.

Section 2: Do-Gooders n' Desperadoes

CHARACTERS

Each model in *TnT* is an individual Character. Although Characters may band together into posses, gangs, war parties, etc., they are still treated as distinct individuals.

In game terms, this means that one miniature represents one man.

ABILITY SCORES

Characters are defined by a set of numbers, called Abilities, which represent their natural physical and mental attributes.

In most cases, Ability Scores range from 1 to 6, 3 being low average, 4 being high average. The Abilities and their abbreviations are as follows:

TABLE: ABILITY ABBREVIATIONS

Action Points	AP
Fightin'	Fi
Shootin'	Sh
Muscle	Mu
Savvy	Sa
Reflexes	Re
Guts	Gu
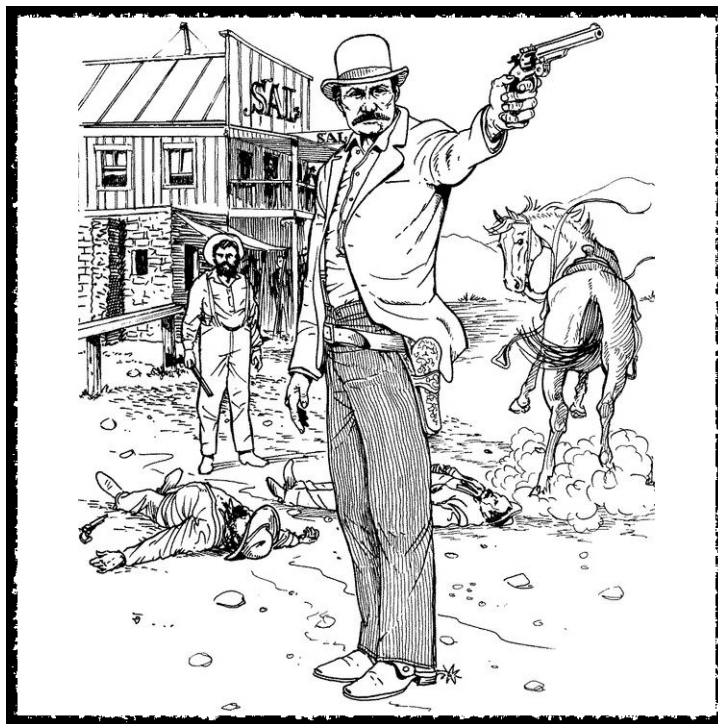
ABILITY SCORE MEANINGS
ACTION POINTS
Action Points are a means of allowing flexibility for various Character actions. During the course of his Turn, each Character spends AP to take actions.

FIGHTIN'
A Character's Fightin' Score is an indicator of his natural talent in hand-to-hand combat.

SHOOTIN'
The Shootin' Score reflects a Character's adeptness with firearms and other ranged weapons.

MUSCLE
A Character's Muscle Score measures his physical strength, stamina, and general physical health. It is used primarily to determine how well he resists injury, and how much damage he inflicts in hand-to-hand combat.

SAVVY
A Character's Savvy is his raw intelligence. It also measures his powers of observation.

REFLEXES
A Character's Reflexes Score is a measure of his agility and coordination. This Score, as well as

Shootin', is a must for anyone who wants to make a living as a Gunslinger.

GUTS
The Guts Score represents a Character's intestinal fortitude. It comes into play frequently during the course of a Shootout, especially when the lead starts flying in the Character's direction.

CHARACTER TYPES
Characters come in one of three flavors, known collectively as Character Types. Each type of Character has a leaning toward specific Skills, and possesses different starting Ability Scores.

GUNSLINGER
The Gunslinger is the ubiquitous Wild West Character – the man who lives by his gun… and usually dies by that of another. Few Gunslingers live to become veteran shootists, but those who do are to be rightfully feared.

AP	Fi	Sh	Mu	Sa	Re	Gu	Preferred Skill Set
3	3	4	3	3	3	1	Shootin'

SCOUT
A Scout is a rough and tough Character, such as a tracker, bounty hunter, injun, or the like. Scouts are revered for their quick wits and ferocity in a fight.

AP	Fi	Sh	Mu	Sa	Re	Gu	Preferred Skill Set
3	4	3	3	3	3	1	Fightin'

DUDE
A Dude is a Character who is more intellectual than physical. Dudes may be found in a variety of occupations, from doctor to snake oil salesman to mad scientist.

AP	Fi	Sh	Mu	Sa	Re	Gu	Preferred Skill Set
3	3	3	2	4	2	1	Tinkerin'

CHARACTER TITLES
Characters in *TnT* are assigned Titles according to their level of experience. The following table lists these Titles, the minimum number of Experience Points (XP) necessary to achieve the Title, and the number of Character Points (CP) received in each:

TABLE: CHARACTER TITLES BY EXPERIENCE

TITLE	MIN XP	CP
Legend	300+	1 per 80XP
Boss	180+	1 per 40XP (Total of 3)
Hombre	60+	1 per 40XP (Total of 3)
Greenhorn	20+	1 per 20XP (Total of 2)
Tenderfoot	0+	1 per 20XP (Total of 1)

CHARACTER ADVANCEMENT
EXPERIENCE AND CHARACTER POINTS
Experience Points (XP) are a means of relating a Character's experience with his personal advancement and notoriety. As Characters gain XP, they also gain Character Points (CP). Using CP, players may customize their Characters as they gain experience.

The number of XP a Character receives determines the number of CP he gains (as per the Character Titles by Experience table, above). See 'Tween Shootouts for more information on XP awards and earning CP.

A player may use his Character's Unspent CP to buy Ability Score increases and/or new Skills. The CP cost for increasing Ability Scores is outlined in the table below:

TABLE: ABILITY SCORE INCREASE COSTS

SCORE	CP COST	MAX. VALUE*
Action Points	3	5
Fightin'	1	5
Shootin'	1	5
Muscle	2	5
Savvy	2	5
Reflexes	2	5
Guts**	--	5

*Ability Scores may not be increased above the given Maximum Value

**Guts (Gu) increases are not bought. Instead, Gu automatically increases by 1 at every new Title. For example, a Hombre gains +1 to his Gu upon becoming a Boss.

Purchasing a new skill from one of the Character's Preferred Skill Sets costs 1 CP. Purchasing from other skill sets costs 2 CP per skill.

It probably goes without saying, but I'll say it just the same: CP need **not** be spent immediately; they may be collected and spent as desired by the player. (CP may be spent before or after a Shootout only – they may not be spent while a Shootout is in progress!)

As a Character spends CP, deduct them from the Unspent CP total on his Character record – the Total CP value is never reduced.

SKILLS

Every Skill in *TnT* is categorized into one of several Skill sets that contain similar types of Skills. Unless otherwise stated, each Skill may only be purchased once.

The Skill sets and their subsidiary Skills are as follows:

FIGHTIN' SKILLS
DODGE
The Character is adept at avoiding blows. All Figthin' Tests made against him in melee suffer -1 modifier.

FIGHTIN' DIRTY
The Character favors "ungentlemanly" tactics, such as kidney punches and hitting below the belt.

Once per Turn, immediately before making a Fightin' Test, the Character may make a Reflexes Test. If he succeeds, he has a +2 modifier to the roll (as if he were Bushwhacking his opponent).

However, if the Test roll is a 1, he ends up off balance - his Fightin' Test that Turn is treated as though he had rolled a 1.

HITS LIKE A HAMMER
The Character seems to have a knack for hitting folks where it hurts.

Once per Turn, immediately before making a Wound roll for an opponent resulting from a Fightin' action, he may make a Muscle Test. If he succeeds, he may add +1 to the subsequent Wound roll (+2 if he rolls one or more 6's when making the Muscle Test).

However, if the Test roll is a 1, his roll to Wound is treated as though it were a 1.

PROFESSIONAL FIGHTER
The Character is a trained fighter, such as a pugilist or a Shaolin monk.

For each Fightin' action he receives two attack rolls. He may use the highest roll to determine the result of his Fightin' Test.

This Skill may be bought twice (allowing for three die rolls per Fightin' action).

SLIPPERY
The Character is good at extracting himself from situations that are likely to result in bodily harm.

When attempting to Break Away from melee, only a Test roll of 1 is considered a failure.

SHOOTIN' SKILLS
DEAD EYE (WEAPON)
The shooter is so proficient with the chosen weapon that all Ranges are treated as one Range *lower*. For example, Purty Far targets are treated as being Kinda' Close.

When this Skill is taken, the player must choose a single weapon from the Weapons table to which it applies.

This Skill may be taken more than once, but must be used for a different weapon each time.

GREASED LIGHTNIN'
The Character gains a +1 modifier to Quick Draw Tests.

This Skill may be taken multiple times for a cumulative bonus.

GUN CARE
The Character is obsessed with taking care of his weapons and ammo.

He gains a +1 modifier to Misfire rolls. (But a natural 1 is still treated as a 1.)

SIXTH SENSE
The Character has an uncanny ability to sense danger.

He may make a free Savvy Test when being Bushwhacked. If successful, the attacker does not get the Bushwhack bonus to his attack, and the Character has Spotted the attacker.

FAST LOAD
The Character is proficient in reloading his weapon.

No matter what the weapon's Reload cost, he spends one less AP when taking a Reload action.

This may reduce the cost of the Reload action to 0.

TINKERIN' SKILLS
DICKERIN'
While Purchasin' Weapons n' Goods, the Character may attempt to haggle to get a better price on any *one* item.

If he makes a successful Savvy Test, he may buy the item at half of the listed price.

If he fails the Test, he must pay the listed price for the item.

If he rolls a 1, the price of the item to the Character and other members of his Gang is doubled for this Shootout.

DOCTORIN'
The Character may attempt to lend medical aid to a Wounded Character.

See **Gettin' Patched Up** for details.

GAMBLIN'
At the start of each game - before Purchasin' Weapons n' Goods - the Character may make a Savvy Test.

If the Test is successful, the Character adds a number of Dollars to his Bank Box equal to the amount by which the Test was passed. For example, if the Test result had been a 10, the Character would add $30 to his Bank Box.

If the Test result is a 1, the Character immediately loses $(1d6x10) from his Bank Box. (The amount in his Bank Box can never go below $0, however.)

GUNSMITH
The Character rolls two dice when making Misfire rolls. He may use the highest for his Misfire result.

PROCURIN'
The Character may make a Savvy Test before Purchasin' Weapons n' Goods.

If the Test is successful, he may purchase weapons and goods at one level of availability lower than that listed (i.e., Rare items are considered Hard to Find, etc.).

This Skill does not apply to Unique items.

OPTIONAL RULE: CHARACTER TRAITS
These Character Traits are intended to add flavor to the game, but be warned: they may do so at a Character's expense. They also add a bit more record keeping to the game.

Players are not allowed to choose Traits for their Characters - they are rolled for randomly, using d66.

11-12: SPUR-LOCKED
The Character has two left feet, so to speak.

When taking Mosey actions, a natural roll of 1 when rolling movement indicates the Character must immediately make a Reflexes Test.

If he fails the Test, he does not move (although he may spend remaining AP to take further Movin' actions).

If he rolls a 1 on the Test, he is also Knocked Down. (Again, if he has any AP left, he may use them normally.)

If the Character takes a Skedaddle action, he must make a successful Reflexes Test or suffer the

consequences mentioned above. If the Test roll is a 1, he does not move, and his Turn ends immediately.

13-14: LUNGER
The Character is afflicted with tuberculosis.

At the start of each Shootout he must make a Muscle Test.

If the Test is a failure, he has a -1 modifier to his Muscle Score for the duration of the game.

If the Test roll is a natural 1, he has a -1 modifier to *all* of his Tests for the duration of the game.

15-16: DRUNKARD
The Character has an unhealthy fondness for alcohol.

At the start of each Shootout, he must make a Savvy Test.

If he fails, he suffers a -1 modifier to *all* Shootin' and Fightin' Tests for the duration of the game.

If the Test roll is a natural 1, he not only suffers the aforementioned penalty, but he must make a Savvy Test at the start of each of his Turns. If the Test is a failure, his Turn ends immediately. (He's too liquored up to realize what's going on around him.)

21-22: ADDLE-BRAINED
The Character ain't all there.

Before completing a Shootin' action he must make a Savvy Test.

If the test is a failure, he may not complete the action (any AP spent on the action are lost).

23-25: EASY ON THE TRIGGER
The Character has a habit of shooting first, and asking questions later - if at all.

He must make a Savvy Test if he wishes to take Movin' actions before Shootin' when there are enemy Characters in his Line of Sight and in Range.

If the Test is a failure, he must take a Shootin' action before he can spend any AP on Movin' actions.

If the roll is a 1 he must spend all of his AP this Turn on Shootin' actions.

25-26: TWO-FISTED
The Character is able to use both hands with equal proficiency.

He does not suffer the usual penalty for Off-handed Shootin'.

31-32: YELLUH
The Character might put on a good show, but deep down he's not as brave as he appears.

A Yelluh Character must make a successful Guts Test before completing a Shootin' action or initiating melee against an enemy.

If the test is a failure, he may not complete the action (any AP spent on the action are lost).

33-34: FIDDLE-FOOTED
The opposite of Easy on the Trigger; the Character is fidgety, especially in a shootout.

He must make a successful Savvy Test to take a Shootin' action before taking a Movin' action.

35-36: TALENT (*SKILL*)
The Character has natural ability in some skill.

He may choose any one Skill (from any Skill set) that he does not already possess as his Talent.

A Character may not purchase a Skill in which he has a Talent.

41-42: GLASS JAW
The Character doesn't hold up so well to beatings.

Any Wound result indicating that the Character is Knocked Down is instead treated as Knocked Out.

43-44: ORNERY AS A POLECAT
The Character is notoriously hot-tempered.

Before taking a Break Away action, the Character must first make a Savvy Test.

If the Test fails, he must choose a different Fightin' action.

If there are other enemy Characters within 6", he gains a +1 modifier to the Test for each. (He may be Ornery, but he's not Addle-Brained.)

45-46: LUCKY
Fate seems to smile on the Character.

At the start of the Shootout, he gains 1d6 Luck Tokens (poker chips work well in this capacity).

He may spend Luck Tokens to re-roll any die roll (even a 1), or force an enemy Character to re-roll one of his rolls, at the cost of one Token per re-roll. He must abide by the second roll, unless he spends another Token.

Luck Tokens are not carried over between games. At the end of the Shootout, any unused Tokens are lost.

51-52: FAR-SIGHTED (*VALUE*)
The Character has vision problems, making it hard for him to distinguish targets close to him.

He has a penalty to Shootin' Tests against targets at Kinda' Close range or *closer*. The value of this penalty is determined by rolling 1d3.

53-54: SNEAKY PETE
The Character has a talent for creeping about unnoticed.

Characters attempting to Spot him have a -2 modifier to their Savvy Tests (see Sneakin' n' Hidin').

55-56: NATURAL LEADER
The Character inspires those around him with his cool confidence, real or imagined.

Any friendly Character within 6" may choose to use the Character's Score when making a Savvy or Guts Test (provided that the Natural Leader is alive and conscious).

61-62: NEAR-SIGHTED (*VALUE*)
The Character has vision problems, making it hard for him to distinguish targets far away from him.

He has an additional penalty to Shootin' Tests against targets at Purty Far range or *farther*. The value of this penalty is determined by rolling 1d3.

63-64: PLUMB LOCO
The Character is not frightened by weapons or by Characters that would normally arouse fear in others.

In game terms, he is not subject to the Menacin' rule.

65-66: IRON JAW
The Character is exceptionally resilient to physical punishment, even to blows that would put most men in the dirt.

He may make a free Muscle Test to resist being Knocked Down or Out.

If the Test is successful, he suffers the normal effects of the Wound Table result, but is not Knocked Down. If he was attempting to avoid being Knocked Out, he is instead Knocked Down.

The Character may not attempt to avoid being Knocked Down immediately after avoiding being Knocked Out.

Section 3: Buildin' Yer Gang

GANGS

Shootouts in *TnT* usually occur between groups of Characters, called Gangs. Before a Shootout, each player determines which Characters he will add to his Gang, using the following procedure:

STEP 1: SCENARIO

Although a straight-out, shoot-everything-that-moves free-for-all can be fun, it's sometimes nice to have a set of goals for each Gang. That's where Scenarios come into play.

A Shootout Scenario should outline the story behind the conflict, give Build Points for each Gang, define Gang or Character objectives and their Experience Point/cash rewards, give special Shootout rules and/or events (if any), etc.

Some sample Shootout Scenarios are provided later in this book.

THROWDOWNS

Players may choose to simply have an old-fashioned Throwdown - a Scenario-free Shootout. In this case, the Shootout lasts until one Gang has defeated its opponents - by killing or Maiming them all, chasing them off, or capturing them.

Experience Points for a Throwdown are rewarded using the basic Experience Point Rewards rules, and the only loot Characters may collect is what they take from their enemies (if any). The entire Gang receives rewards for Wanted Characters captured or killed, as appropriate. (Such Rewards may be divided up amongst the survivors of the Gang as the controlling player sees fit.) Captives may be traded or ransomed to their own Gang, or sold to another.

See 'Tween Shootouts for complete details.

STEP 2: DETERMINE SHOOTOUT BUILD POINTS

A Shootout Scenario usually allows each player a specified number of Build Points (BP) to use to build his Gang.

If the players are playing a Throwdown or a Scenario that does not specify the number of Build Points, the group should collectively decide how many BP each player has.

Generally speaking, the more BP each side has to spend, the longer the game. On average, a 500-points-per-side Shootout between two players should take about 2 hours to play out - assuming each player isn't spending all of his BP on Tenderfoot or Greenhorn Characters, or Hired Guns.

Optionally, players preparing for a Throwdown may simply throw dice to randomly determine the total number of BP. Simply roll 1d3, multiply the result by 100, and multiply the total by the

expected game length, in hours.

Thus: BP = (1d3 x 100) x intended Game Length (in hours).

The result is each player's number of BP.

STEP 3: SPEND 'EM

Once the number of BP has been determined, each player spends his allotted BP to add Characters to his Gang.

The BP cost of an existing Character is equal to that Character's XP total.

If the player needs/wants to build one or more new Characters, the cost of each is equal to the minimum XP required for the Character's Title.

To determine the number of CP a new Character has, add up the *total* number of CP gained from each previous Title. The new Character has that many CP to spend on Character advancement.

Hence, adding a new Hombre to a Gang would cost 60 BP. The new Hombre would have 3 CP to spend on Character advancement, whereas a new Legend would have 9 CP to spend.

The only exception to this rule is a Tenderfoot; the cost of adding a Tenderfoot is 10 BP – even though the Character has 0 XP (and thus has no CP to spend on advancement).

A player may add no more than ten Characters of a single Character Title to his Gang.

Only one instance of a unique Character is allowed in any given Shootout. If more than one player wishes to add the same unique Character to his Gang, the players should roll randomly to decide who gets to do so.

STEP 4: PURCHASIN' WEAPONS N' GOODS

Once a player has spent his BP to his satisfaction, he may buy weapons and equipment for his Characters.

Each Character has a Bank Box in which they keep their cash. New Characters begin with 1d6 x $10 in their Bank Boxes, while experienced Characters (hopefully) have added rewards, bounties, loot, etc., to theirs.

Characters may spend their funds individually, or the money may be pooled and/or transferred from Character to Character as the Characters' controlling player sees fit.

ITEM AVAILABILITY

Before purchasing an item, the Character must first check to see if it's available using the table below:

TABLE: WEAPONS N' GOODS AVAILABILITY

ITEM AVAILABILITY	ITEM IS AVAILABLE ON DIE ROLL OF:
Common	No roll necessary
Hard to Find	3+
Rare	5+
Unique	7+ (or by Scenario rules)

TABLE: SAMPLE WEAPONS N' GOODS

Item	Availability	Price	Notes
Weapons			
Derringer	Common	$9	
Ammo Reload	Common	$3 each	
Revolver, S-A	Common	$11	
Ammo Reload	Common	$4 each	
Heavy Revolver, S-A	Common	$13	
Ammo Reload	Common	$6 each	
Revolver, D-A	Common	$15	
Ammo Reload	Common	$4 each	
Heavy Revolver, D-A	Common	$18	
Ammo Reload	Common	$6 each	
Rifle, Bolt Action	Common	$21	
Ammo Reload	Common	$7 each	
Rifle, Lever Action	Common	$26	
Ammo Reload	Common	$7 each	
Rifle, Carbine, Lever Action	Common	$23	
Ammo Reload	Common	$7 each	
Heavy Rifle, Bolt Action	Hard to Find	$34	
Ammo Reload	Hard to Find	$9 each	
Single-barrel Shotgun (12 g.)	Common	$19	
Ammo Reload	Common	$8 each	
Double-barrel Shotgun (12 g.)	Common	$30	
Ammo Reload	Common	$8 each	
Scattergun (12 g.)	Common	$28	
Ammo Reload	Common	$8 each	
Gatling Gun	Rare	$1250	
Ammo Reload	Rare	$125 each	
Dynamite	Common	$7/stick	
Bow	Common	$2	
Arrows	Common	$1/6 reloads	
Pig-sticker (small knife)	Common	$1	
Bowie (large knife)	Common	$3	
Cavalry Saber	Common	$10	
Hatchet (small axe)	Common	$3	
Axe	Common	$6	
Goods			
Doctor's Bag	Hard to Find	$33	Adds +1 to Doctorin' Tests
Field Glasses	Hard to Find	$15	Adds +1 to Spot Tests
Matches	Common	$1	Required to light Dynamite fuses
Specs	Hard to Find	$17	Negate effects of Near-/Far-Sighted Trait
Scope (for rifles only)	Hard to Find	$14	Reduce Range by one level

Section 4: Shootouts, Rounds, n' Turns

Each game of *TnT* is called a Shootout. During a Shootout, players take turns giving their Characters actions.

A Turn is all of one Character's possible actions. One full set of Turns is a Round.

TnT uses an ordinary deck of playing cards to determine who acts and when during any given Round.

At the start of the Shootout each Character (and sometimes, event) is assigned a card. These cards are then placed in a deck together with both Jokers and shuffled.

A designated player - or a game master, if there is one (see Judges) - becomes the Dealer, and is given the task of taking cards from the top of the deck to determine Turns, and shuffling the cards between Rounds.

When a Character's card is drawn, it is that Character's Turn. He may spend Action Points to take actions (categorized into three groups: Movin', Shootin', and Fightin'). The player chooses an action for his Character and declares his intention. Regardless of whether the action is executed, the AP cost of the action is spent once the declaration has been made. (There are no "take-backs" or "do-overs.")

The Character's Turn proceeds until all of his Action Points have been spent (or the player otherwise chooses or is forced to end his Turn), at which point the Character's card is placed in the discard pile, and the Dealer draws the next card.

Once all cards have been drawn and discarded, they are shuffled, and a new Round begins.

As Characters are removed from play, their cards are removed from the game deck (unless special scenario rules dictate otherwise). See **Gettin' Hurt** for details.

DELAYED TURNS
A player may choose to delay his Character's Turn when his card is drawn. The Character does not act, and his card is set aside.

At any time later in the Game Round, when a card is about to be drawn, but before the last card has been drawn, the player may elect to take his Character's Turn. He takes his Turn as usual, and his card is then placed in the discard pile.

However, if the player fails to take the Turn before the last card is drawn, the Character loses his Turn for this Round, and his card is immediately placed in the discard pile.
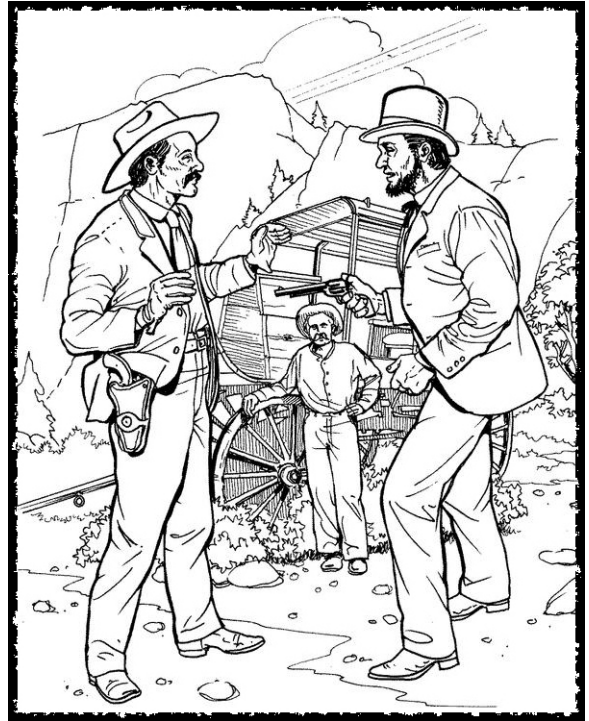
Section 5: Movin'

MOVIN' ACTIONS

A player may spend his Character's AP on any of the following Movin' actions at any point during his turn, provided he is not engaged in Fightin' (or otherwise prevented from taking Movin' actions).

He may take Movin' actions before and/or after taking his Shootin' action (if his weapon allows for Movin' n' Shootin').

Any action that doesn't involve Shootin' or Fightin' is considered a Movin' action.

MOSEY (1 AP)

The Character moves casually.

He may move 1d6" in any direction, and may face any direction at the end of his move.

He need not move the full distance rolled, nor must he travel in a straight line.

SKEDADDLE (ALL AP)

The Character spends *all* of his AP to run – he may not spend any other AP this Turn. If he has already spent AP to take other actions, he may not Skedaddle.

He may move in any direction at a rate of 4" per AP, and may choose to face any direction at the end of his move.

He need not move the full distance, nor must he travel in a straight line.

LEAP (1 AP)

The Character makes a horizontal jump (across a chasm or between two buildings, for instance).

The Character may Leap a distance up to his Muscle Score in inches without requiring a Test.

He must travel in a straight line, and must face straight ahead after completing his jump.

If he wishes to leap further than his "safe distance," he must make a Reflexes Test, at -1 for each extra inch. For example, a Character with a Mu3 could easily jump a 3" gap; jumping a 5" gap, however, would require a Reflexes Test at -2.

Characters receive a +1" bonus to their safe distance for each *consecutive* Mosey action taken immediately prior to the Leap action (in effect, they've taken a running start).

In the example above, had the Character taken 2 Mosey actions immediately before making his jump, he could have cleared the 5" gap without having to make a Reflexes Test.

CRAWL (1 AP)

If he is prone or Knocked Down, the Character may stay down and move on his belly.

He may move 1d3" in any direction, and may choose to face any direction at the end of his move.

He need not move the full distance rolled, nor must he travel in a straight line.

POP UP/SCOOT DOWN (1 AP)
If he is behind cover, the Character may emerge from or go into Hidin'. (Characters are not considered to be Hidin' behind cover unless they first take a Scoot Down action.)

HIT THE DIRT (1 AP)
The Character may choose to become prone (lay down).

Shooters firing on prone targets level to them suffer a -1 modifier.

If the target is at a higher elevation, shooters suffer a -2 modifier.

Prone targets at lower elevations confer no penalty.

Prone shooters suffer a -2 modifier to hit targets at higher elevations.

GET UP (1 AP)
If he is prone or Knocked Down, the Character may get to his feet.

TURN (0 AP)
The Character may stay in place and turn to face any direction.

Although the AP cost for this action is 0, it is a Movin' action, so any subsequent Shootin' actions will suffer from the Movin' n' Shootin' penalty.

RELOAD (X AP)
The Character may Reload an empty weapon, or attempt to fix a jammed weapon.

The AP cost of this action varies according to the weapon in question. See the Weapons List to find a weapon's Reload AP cost.

STEADY (1 AP)
The Character may take a moment to steady himself.

This action can be used before a Shootin' action to avoid Movin' n' Shootin', or used to avoid certain other penalties.

SPOT (1 AP)
The Character may search for Hidin' enemies in his Line of Sight (see Shootin').

The Character makes a Savvy Test, modified by the Hidin' Character's cover and the following range modifiers:

TABLE: SPOT ACTION RANGE MODIFIERS

DISTANCE	MODIFIER
Up to 8"	--
8-18"	-1
More than 18"	-2

For example, a Character attempting to Spot a Character Hidin' 14" away behind Full Soft cover would have a −4 to his Spot Test.

PICK UP/DROP/TRADE/LOOT (1 AP)
The Character may Pick Up or Drop an item, Trade an item to another Character, or take an item from an incapacitated Character.

To Pick Up an object, he must be in base contact with it.

He may Trade a single object to another Character with this action, provided they are in base-to-base contact.

He may Loot items from a Knocked Out, Maimed, or Dead Character, provided he is in base-to-base contact with the fallen Character's body. For each Loot action he takes, he may remove one item from the Character's inventory and add it to his own.

He may also use one (and only one) Loot action to take 1d6x$10 from a fallen Character. (This is assumed to be in the form of personal valuables, so it does not affect any of the Looted Character's actual possessions, or his Bank Box.) Once a fallen Character has been stripped of his personal valuables, no other Characters may perform this action on him.

CAPTURE (3 AP)
The Character may attempt to restrain a fallen enemy.

He must be in base-to-base contact, and the potential captive must be Knocked Down, Knocked Out or Maimed, or a Friendly female Townsperson.

Capturing a Knocked Down Character or a Friendly female Townsperson requires an Opposed Muscle Test. If he wins, the captor has managed to subdue and bind his victim.

A Knocked Out or Maimed Character is Captured automatically.

Conscious captured Characters act on their captor's Turn, and are under his control. He may force them to take Movin' actions only, and may not force them to take any actions that may cause them injury.

Captives may be freed by a Character that is in base-to-base contact and that spends 3 AP to release them. Freed captives immediately move 2d6" away from their captors.

An unconscious captive must be carried. While carrying a captive, the captor's movement is halved, and he is at −3 to all of his Tests until he takes a Drop action to put the captive down.

COME TO (0 AP – ONCE PER TURN)
If he is Knocked Out, the Character may test to see if he awakens.

He may attempt to recover by making a successful Muscle Test, once per Turn.

If the Test succeeds, he becomes Knocked Down and may take actions as usual. However, he is Stunned and may not take a Shake It Off action until his next Turn.

If the Test fails, he remains unconscious and his Turn ends immediately.

SHAKE IT OFF (1 AP – FIRST ACTION; ONCE PER TURN)
The Character takes a moment to shake off the effects of a grazing shot, sudden fright, etc. This

must be done *before* taking any other actions, and may only be attempted once per Turn.

He makes a Guts Test to try to overcome the ill effects. If he succeeds, he is reduced to one state lower.

If he fails, he remains in his current state.

UNDEFINED MOVIN' ACTIONS

If a Character wishes to perform a Movin' action not covered above, the players should mutually decide on the AP cost of the task.

Simple tasks should cost 1 AP, average tasks should cost 2 AP, and difficult tasks should cost 3 AP. Some particularly challenging tasks may cost 4 or more AP.

If a task is determined to take more AP than a Character has per turn, the task may be performed across multiple turns.

MOVIN' ABOUT IN THE BIG OPEN

By default, terrain is considered to be Open. Movement rates given in the Movin' action descriptions are for such terrain.

However, movement may not always be on open ground. To allow for this, terrain in *TnT* is broken into five categories. Determining what type of terrain a particular feature of the game table is can be tricky. Players should work together to determine under which category each particular piece falls. If the piece could possibly fall under more than one category, and the players cannot agree which is best, determine the type randomly.

TERRAIN DEFINITIONS
ROUGH
Some examples of Rough terrain are: low grass, scrub brush, light woods, creaks, streams, obstacles up to 2" high.

Movement in or over Rough terrain costs twice as much. (Hence, it costs 2" of movement to move 1".) If a Character has not rolled enough movement to move at least 1", he may only move 1".

TOUGH
Some examples of Tough terrain are: high grass, dense scrub brush, woods, fast-moving streams, shallow rivers, etc.

Movement in or over Tough terrain costs twice as much. (Hence, it costs 3" of movement to move 1".) If a Character has not rolled enough movement to move at least 1", he may only move 1".

PERILOUS
Some examples of Perilous terrain are: cactus patches, dense woods, etc.

Movement in or over Perilous terrain is limited to 1" per Turn.

IMPASSABLE
Impassable terrain is just that: beyond a Character's ability to traverse. Some examples of Impassable terrain are: sheer cliffs (higher than 3"), deep or fast-moving rivers, etc.

Movement in or over Impassable terrain is not allowed.

SNEAKIN' N' HIDIN'

HIDIN'

A Character who has some form of cover may attempt to avoid detection. (By default, all Characters that are not behind Total Cover are Exposed.)

To go into Hidin', the Character must be within 1" of some form of cover, and must take a Scoot Down action.

A Hidin' Character may not be shot at until he is Spotted or Exposed.

This doesn't prevent enemies from doing crazy things, like lobbing sticks of TNT in the Hidin' Character's direction. In fairness, however, this should not be allowed, unless the attacker has Spotted his target.

SNIPIN'

A Character may take Shootin' actions while he is Hidin'.

However, enemy Characters that have a Snipin' shooter in their LoS may make an immediate unmodified Savvy Test to Spot him. Should he take more than one Shootin' action from the same position he is automatically and immediately considered Exposed.

Snipin' is considered to be a Bushwhack attack.

SNEAKIN'

A Character who is Hidin' may move in concealment.

He must remain within 1" of cover, and may only take Crawl actions for movement.

If he moves farther than 1" from cover, or takes a Mosey of Skedaddle action, he becomes Exposed.

SPOTTIN' HIDIN' CHARACTERS

A Character is automatically aware of the presence any Hidin' Characters within a number of inches equal to his Savvy (Sa x 1").

A Character may attempt to locate Hidin' Characters in his Line of Sight and outside of this zone by taking a Spot action.

Section 6: Throwin' Lead

If a Character has a Shootin' weapon, or a Fightin' weapon that may be thrown, he may choose to spend AP on one or more Shootin' actions.

THE SHOOTIN' TEST

A Shootin' attack roll is standard Shootin' (Sh) Test. The Test will most likely be modified for range, cover, and a variety of other conditions.

For each 6 a Character rolls on his Shootin' Test, he may add +1 to the subsequent Wound and Effects Table roll.

If the roll is a 1, the weapon does not fire. The Character must immediately make a Misfire Test.

TYPES O' WEAPONS

STANDARD ("STD")

Most weapons used in a Shootout will be standard weapons, which require no special rules.

SINGLE-SHOT ("SINGLE")

Some Shootin' weapons are Single-shot. Single-shot weapons must be reloaded after they are fired.

A Character armed with such a weapon cannot fire the weapon again until he has taken a Reload action.

Ammo reloads need not be used when a standard Reload is taken. Ammo reloads must only be used when called for by a Misfire.

SPECIAL ("SPEC")

Special weapons have very specific rules regarding their use. These rules can be found in the Guns n' Such section.

THROWN

Some Fightin' weapons can be thrown, thus allowing for them to be used to make Shootin' attacks. These weapons can be identified by the fact that they have entries in the Range fields in the weapons table.

When using a Single-shot weapon, the attacker takes a Shootin' action as for a ranged weapon.

Regardless of whether the attack succeeds, the weapon is removed from the attacker's inventory. (It is either buried in his target, or laying in a field somewhere.)

PICKIN' A TARGET

LINE O' SIGHT

In order to fire on a target, the target must be in a Character's Line o' Sight (LoS). A Character can see the area 180* forward of his center (90* to either side of straight ahead). Targets in this area are in the Character's LoS.

LoS is blocked by intervening Characters, terrain, and other obstacles. If a Character cannot draw a direct Line of Sight to his target without such obstacles, he cannot fire at that target.

SHOOTIN' AT THE CLOSEST TARGET

Most Characters in *TnT* have as much of a survival instinct as the next man. As a result, they are more likely to shoot at enemies that pose a more imminent threat than those who appear less threatening.

When selecting a Shootin' target, a Character will fire at the closest, easiest target. This means that he will favor the closest target that is in his LoS, in Range, and not behind cover. (If all possible targets are behind cover, he will select the closest.)

ASSESSIN' THE BIGGEST THREAT

The previous rule does not mean that Characters always have to blindly fire at any enemy that stumbles toward them.

If a player perceives that a target other than the closest is a greater threat, he may have his Character make a Guts Test to select that Character as his target.

If there is a dispute between the players about the actual level of the threat versus the perceived level, have the Character make a Savvy Test. If he succeeds, he has decided that the farther target is indeed a greater threat.

SHOOTIN' ACTIONS

SHOOTIN' WILD (1 AP)

The Character quickly levels his gun and fires haphazardly at his target. He may make one Shootin' Test, at -1 on top of normal modifiers.

SHOOTIN' NORMAL (2 AP)

The Character takes a moment to level his weapon before firing at his target. He rolls one Shootin' Test, modified normally.

SHOOTIN' CAREFUL-LIKE (3 AP)

The Character takes careful aim before firing at his target. He rolls one Shootin' Test at +1 on top of normal modfiers.

BLAZIN' AWAY (3 AP)

A Character armed with an appropriate weapon may try to get off as many shots as possible (by "fanning" his pistol, or quickly working the action on his rifle).

To Blaze Away, the Character selects a target. He then rolls d3-1, modified by the appropriate Range and cover modifiers, to determine the number of hits scored.

Thus, a Character Blazin' Away at a target who is in the open and Kinda Close has 1d3 potential hits. Were his target Pert-Near, he would have 1d3+1 potential hits.

The player then rolls for Wounds for each hit normally.

A roll of 1 while determining the number of hits means that the Character must make a Misfire Test. His Shootin' action is over, and no hits are scored.

A Character may choose to Blaze Away at multiple targets, provided each is within 2" of his primary target and in the attacker's Line of Sight. Hits may be spread out amongst these targets at the shooter's discretion, but at least one hit must be allotted to the primary target.

Since Blazin' Away attacks use dice to determine the number of hits, they are considered Menacin' (see **Guts n' Gumpshun**, below).

Special and Single-shot weapons may not be used to Blaze Away.

HOLDIN' YER FIRE (SPECIAL)

This is a special Shootin' action. A Character that does not take any actions (i.e., does not spend any AP) during his Turn may choose to wait for a target to poke his head out. Discard the Character's card, and place a Holdin' Fire token next to the model.

The Character may take a Shootin' Wild action at any point during any other Character's Turn. However, he must declare his intent to fire before or after the Character's dice rolls - he may not interrupt a roll to take his action.

If the reserved action is not used before the Holdin' Character's card is again drawn, it is lost.

TABLE: SHOOTIN' MODIFIERS

Movin' n' Shootin' (in the same Turn)[1]	-1 per AP
Target moved on his previous Turn	-1 per full 6" moved
Shootin' Off-handed	-1
Shootin' a rifle single-handed	-3
Shootin' while Shakin'	-1
Shootin' while Stunned	-2
Shootin' while Wounded	-1 per Wound Level
Bushwhack	+2 (but yer a yelluh-bellied varmint!)

[1]Movin' actions that are taken *after* the Shootin' action do not apply.

SHOOTIN' RANGES

Weapon range modifiers in *TnT* are standardized, while the ranges themselves vary from weapon to weapon. The only exception is Pert-Near Range, which is always 3" or less. Range names and modifiers are given below:

TABLE: SHOOTIN' RANGE MODIFIERS

RANGE	MODIFIER
Pert-Near	+2
Kinda' Close	+1
Purty Far	+/- 0
Next County	-2

COVER

A Character may use terrain features and other items to provide protection in a Shootout. To be considered to be behind cover, he must be within 1" of the covering object.

There are three types of cover:

PARTIAL

Partial cover is any obstacle that conceals less than half of the Character's model.

By Hittin' the Dirt, a Character may change Partial cover to Full cover.

Partial cover causes enemies firing at the Character from the other side of the cover to have a -2 modifier to their Shootin' actions.

FULL

Full cover is any obstacle that conceals more than half of the Character's model.

By Hittin' the Dirt, a Character may change Full cover to Total cover.

Full cover causes enemies firing at the Character from the other side of the cover to have a -3 modifier to their Shootin' actions.

TOTAL

Total cover is any obstacle that completely obscures the Character's model.

Enemies may not draw a Line of Sight from the other side of the cover to Characters behind Total cover (unless it is Soft cover – see below).

Characters behind Total cover are automatically considered Hidin'.

SOFT COVER

The above types of cover assume that the Character is using a solid object (water barrel, rock, etc.) as cover. If, however, the Character is using something not so solid – such as a hedge or empty crate – as cover, reduce the cover modifier by one.

Thus, a Character firing on a target that is using brush as Full cover would only have a –2 modifier to his Shootin' Test instead of a –3.

Characters may draw Line of Sight to targets in Total Soft cover, but they have a –4 modifier to their Shootin' Test(s).

COVER N' TEMPLATES

Characters behind cover have some protection when struck by area effect weapons. A Wound and Effects Table roll made for a Character that has cover between himself and the center of the template placed by an attack from such a weapon is modified by the Character's cover modifier.

For example, if a Character is in the blast radius of a bundle of dynamite, but has Full Hard cover between himself and the center of the blast, any Wound and Effect Table rolls made against him will have a –3 modifier, while such a roll for a Character behind Partial Soft cover would have a -1 modifier.

BUSHWHACKIN'

Any attack from a source that the target is unaware of is considered a Bushwhack. This includes:

- Attacks from behind (out of the Character's LoS)
- Snipin' attacks

As noted in the Shootin' modifiers list above, Characters making Bushwhackin' attacks have a +2

modifier to their Shootin' Test(s).

TWO-GUN SHOOTIN'
Characters armed with two ranged weapons may choose to fire both of them in one action, provided that both are Standard weapons (not Single-shot or Special).

Weapons that are not Single-shot but provide penalties for single-handed use (such as lever-action rifles) may be fired with the usual penalty, but cannot be fired again until the Character takes a Steady action.

Two weapons that do not allow for single-handed firing may not be fired in the same action.

When attacking with two weapons, the Character takes a single Shootin' Wild action, but makes a separate Shootin' Test for each weapon.

Both Tests suffer a -1 modifier in addition to normal modifiers. (Don't forget to apply the Off-handed Shootin' penalty to the second weapon.)

Misfires are determined normally for each weapon.

BLAZIN' AWAY WITH TWO GUNS
Characters may take Blazin' Away actions (see above) with both weapons, provided they are *both* double-action weapons.

To Blaze Away with two guns, the Character takes a single Blazin' Away action, but rolls 2d3 instead of one. The -1 modifier for Two-Gun Shootin' affects both dice rolls, and the Off-handed Shootin' penalty affects the die roll for the off-handed weapon.

For example, if a Character chose to Blaze Away with two double-action revolvers at a target in the open and Kinda' Close, he would make two rolls for hits – one for each weapon. The roll with his primary weapon would be d3-1 (d3-1 for Blazin' Away, +1 for Range, -1 for Two-Gun Shootin'), while the roll with his off-hand gun would be d3-2 (d3-1 for Blazin' Away, +1 for Range, -1 for Two-Gun Shootin', -1 for Off-Handed Shootin').

MISFIRES
If a player rolls a 1 while making a Shootin' Test, the Test automatically fails and he must roll a die and consult the following table:

TABLE: MISFIRES

DIE ROLL	EFFECT
1	"*Plumb busted!*" The weapon is useless for the rest of the Shootout, except possibly as a club.
2	"*Danged thing' jammed-up!*" The weapon is Jammed; the Character must take a Reload action, then roll again on this table.
3-5	"*Pass thuh ammo!*" The weapon's empty; the Character must take a Reload action before using the weapon again, if he has ammo reloads. (If not, he'd better find some!)
6+	"*Just a dud!*" Apparently it was just a bad round. No further actions are necessary.

QUICK DRAW

Gunslingers are notoriously fast on the draw. In some circumstances they can attempt to beat their attacker to the pull of the trigger.

When a Shootin' action is declared against a Gunslinger, he may declare a Quick Draw. The Gunslinger must be aware of the attack (i.e., the attacker must be in his Line of Sight, and not Bushwhackin' him).

The Quick Drawing Character makes an Opposed Reflexes Test against his attacker.

If he succeeds, he may immediately take a free Shootin' Wild action against the attacker (during the attacker's Turn, before he completes the declared action), assuming he is appropriately armed and his weapon is not empty, jammed, or broken.

If he fails the Test, the Quick Drawing Character has lost the Draw. He may take a free Shootin' Wild action *after* his opponent completes his declared action (if he is still able), but he may not attempt any more Quick Draws this Round.

If the Quick Drawing Character's Reflexes Test roll is a 1, he has lost the Draw and may not act during his next Turn. When the Character's card is dealt, the Dealer immediately places it in the discard pile and draws the next card.

Once the result of the Draw has been worked out, the attacking Character's Turn proceeds normally (assuming he survived).

Section 7: Lockin' Horns

To engage an opponent in melee (hand-to-hand combat), a Character must be in base-to-base contact with his target. He may then spend AP to take Fightin' actions against him.

Characters in base-to-base contact are not automatically engaged in melee; they are only considered engaged after one of the Characters has taken a Fightin' action against the other.

Characters engaged in melee may not take any Movin' or Shootin' actions until they take a successful Break Away to move away from their opponent(s).

THE FIGHTIN' TEST

To make a successful Fightin' attack a Character must make an Opposed Fightin' (Fi) Test against his target. A failed Test indicates that the attacker's target has blocked or dodged the attack.

If the defender is Knocked Out, Maimed, or otherwise incapacitated, Fightin' actions against him succeed on a Test roll of 2 or better, regardless of modifiers. (See **Kickin' a Dead Horse**, below.)

If a Character rolls a 1 on his Fightin' Test, his opponent may take an immediate *free* Wild Swing against the attacker.

For each 6 a Character rolls on his Fightin' Test, he may add +1 to the subsequent Wound and Effects Table roll (assuming he wins the fight).

FIGHTIN' ACTIONS

SUCKER PUNCH (1 AP)

This special attack may only be used against a target that is in melee range, but with which the attacker is not already engaged in melee. The Character makes a Fightin' Test at –1.

Any Wounds are worked out at +1 to the roll.

The Character may not declare this attack as being Non-lethal.

WILD SWING (1 AP)

The Character swings away, with little concern as to the quality of his attacks. He makes a Fightin' Test, at +1 on top of the usual modifiers.
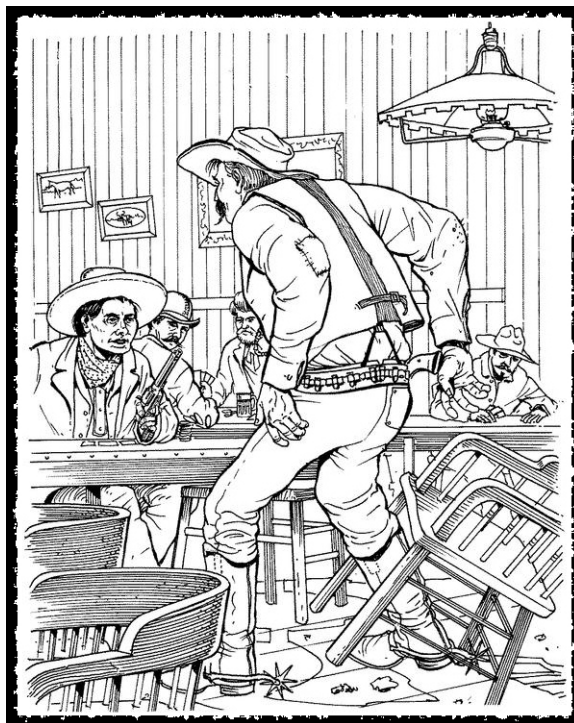
Any Wounds are worked out at -1 to the roll.

The Character may not declare this attack as being Non-lethal.

CAREFUL SWING (2 AP)

The Character makes a single, calculated punch, kick, head-butt, whatever. He makes a Fightin' Test, modified normally.

If he wins the melee, he scores a hit, and Wounds are worked out normally.

If he so chooses, the Character may make his Careful Swing attack Non-lethal (see **Gettin' Hurt**, below).

KEEP YER GUARD UP (3 AP)
The Character may choose to fight defensively. He gains a +3 to his Fightin' Test.

Any Wound Table rolls for his attack (if any) suffer a -3 modifier.

Any Wounds resulting from his attack are Non-lethal.

SHOOT (3 AP)
The Character, if he is armed with a pistol, may attempt to shoot his opponent. This is still a Fightin' action, so a Fightin' Test is required. The shooter gains a -2 to his Fightin' Test.

If he passes the Test, he has succeeded in hitting his target with a single shot. Wounds are worked out as per a successful Shootin' action.

A Test roll of 1 means that the target gets a free Wild Swing against the attacker, and the attacker must make a Misfire roll.

BREAK AWAY (1 AP)
The Character may attempt to escape from melee.

If he wins the Fightin' Test, he does not Wound his opponent. Instead, he immediately moves 1d3" in any direction away from his opponent. He may then spend any remaining AP on other actions.

If he fails the Test, he remains engaged in melee and his opponent may make an immediate free Wild Swing attack against him.

If he rolls a 1, he is Knocked Down and his opponent may make a free attack as above.

TABLE: FIGHTIN' MODIFIERS
Fightin' while Shakin'	-1
Fightin' while Stunned	-2
Fightin' while Wounded	-1 per Wound Level
Fightin' while Knocked Down	-2

MULTIPLE FIGHTERS
For every friendly Character engaged in melee with the target of his Fightin' action, a Character receives a +1 modifier to his Fightin' Tests. For example, if three lawmen were engaged in a brawl with a bandito, each lawman would receive a +2 to his attack rolls.

KICKIN' A DEAD HORSE
If a Character is engaged in melee with a Knocked Out or Maimed opponent, Fightin' actions the attacker takes succeed on a Figthin' Test roll of 2 or better (no Opposed Test is made).

Wound Table rolls made against Knocked Out or Maimed Characters receive a +2 modifier.

If an attacker is engaged in melee with other opponents, he must direct his Fightin' actions at them. He may not attack an incapacitated opponent while he is in melee with active ones.

Section 8: Gettin' Hurt

If a Character's Shootin' or Fightin' action lands a hit, that player makes a single Wound and Effects Table roll for his target.

This roll is modified by the difference between the Damage (Dmg) value of the weapon and the Muscle (Mu) score of the victim (roll modifier = Dmg - Mu).

For example, a Character using a Dmg4 weapon, hitting a target with a Mu3, would make a Wound and Effects Table roll at +1. A Character hitting the same target with a Dmg2 weapon would roll at -1.

The Damage of an unarmed Fightin' attack is the Muscle Score of the attacker.

TABLE: WOUND AND EFFECTS TABLE

ROLL	WOUND LEVEL	SIDE EFFECT(S)
1	Winged	None
2	Winged	Shakin' in 'is Boots
3	Winged	Shakin' in 'is Boots, Knocked Down
4	+1 Wound	Shakin' in 'is Boots, Knocked Down
5	+1 Wound	Stunned, Knocked Down
6	+1 Wound	Knocked Out
7-9	+2 Wounds	Knocked Out
10-12	+3 Wounds	Knocked Out
13+	Dead	Pushin' Up Daisies

WOUND LEVEL MEANINGS

WINGED
The hit is a glancing blow. Though somewhat distracting, it is not life threatening, nor does it have a severe effect on a Character's ability to take actions.

+X WOUND(S)
The hit has caused a serious wound. The hit may not be immediately life threatening, but the pain and trauma are severe enough to make things difficult for the Character.

There are five Wound Levels in *TnT*: Healthy, Lame, Crippled, Maimed, and Dead. Each time a Character receives a Wound, he moves to the next higher Wound Level.

Each Wound Level causes a Character to suffer a cumulative –1 modifier to all of his Tests. The penalty for being Lame is –1, for being Crippled is –2, etc.

These penalties affect Tests only, not Character-independent rolls (such as Misfire rolls, etc.).

MAIMED CHARACTERS
Should he become Maimed, a Character is incapacitated. He is unconscious, and may not take any actions until his Wound Level is reduced.

Place the Character's model facedown on the table on top of a Maimed marker.

The Character's only hope to return to action is to be successfully treated by a Character with the Doctorin' Skill. (See Getting' Patched Up, below).

DEAD
The Character has received a mortal wound. His usefulness in this battle has reached its end.

Place the Character's model facedown on the table with a Dead marker next to it.

It is possible for Dead Characters to be saved. (See Gettin' Patched Up.)

SIDE EFFECT MEANINGS
SHAKIN' IN 'IS BOOTS
The Character has been momentarily unnerved by the hit. Place a Shakin' marker next to the model.

Shakin' Characters suffer the following effects:

- If behind cover, immediately Scoot Down (at no AP cost)
- Limited Shootin' actions (may not take Shootin' Careful-like or Blazin' Away actions)
- Limited Fightin' actions (may not take Careful Swing actions or initiate melee)
- -1 to all Tests

A Shakin' Character remains Shakin' until he takes a successful Shake It Off action.

Shakin' modifiers are not cumulative. While a Character is Shakin', he cannot be Shakin' again.

STUNNED
The Character has been thrown seriously off-balance, frightened, or dazed by the hit. Place a Stunned marker next to the model.

Stunned Characters suffer the following effects:

- If behind cover, immediately Scoot Down (at no AP cost)
- Limited Movin' actions (may not Skedaddle, Leap, or Reload)
- Limited Shootin' actions (may not take Shootin' Normal, Shootin' Careful-like, or Blazin' Away actions)
- Limited Fightin' actions (may not take Careful Swings or Break Away actions)
- -2 to all Tests

A Stunned Character remains Stunned until taking a successful Shake It Off action, at which point he becomes Shakin'.

Stunned modifiers are not cumulative. While a Character is Stunned, he cannot be Stunned again.

If a Shakin' Character is Stunned, the Stunned condition replaces the Shakin' condition. Stunned Characters ignore Shakin' effects.

KNOCKED DOWN
The hit has knocked the Character off his feet.

Lay the Character's model down, face-up. The Character is considered prone, as though he had taken a Hit the Dirt action.

The Character will remain Knocked Down until he takes a Get Up action.

KNOCKED OUT

The hit has knocked the Character unconscious.

Lay the Character's model down, facedown. The Character is considered prone, as though he had taken a Hit the Dirt action.

The Character remains Knocked Out and may take *no other actions* until he takes a successful Come To action, at which point he becomes Stunned and Knocked Down.

PUSHIN' UP DAISIES

Does this really require further explanation? The Character's kicked the proverbial bucket, bought the proverbial farm, gone up the proverbial flume. He's wearing a marble hat. He's buzzard food. No more dice rolling, no second (or third, or fourth) chances. He's dead, Jim.

At the end of this Round, remove the Character's card from the deck, unless he has been saved (see Gettin' Patched Up).

NON-LETHAL ATTACKS

Some attacks are less damaging than others, thus allowing Characters to take prisoners, or engage in "friendly" bar brawls.

Regardless of the Wound and Effects Table roll, a Character making a Non-lethal attack ignores a roll of 7 or higher, treating it instead as a roll of 6.

GETTIN' PATCHED UP

Any Wounded Character may be attended to by a Character who possesses the Doctorin' skill.

The attending Character must be in base-to-base contact, and must spend 2 AP. This action may be performed over more than one Round, if necessary.

Once the AP have been spent, the Doctorin' Character must make a Savvy Test (modified for the patient's Wound Level penalties).

If the Test is successful, the injured Character loses one Wound Level. (If the Character was Maimed, the Character's Wound Level is reduced to Crippled, and he becomes Knocked Out.)

If the Doctorin' Character's Savvy Test roll is a 1, he has done more damage than good. The patient gains one more Wound Level. If he is Maimed, he becomes Dead. If he was Dead to begin with, well… Now he's Really Dead. Needless to say, in such a case, that doctor will be less than popular.

PATCHIN' UP MORTAL WOUNDS

If a Doctorin' Character can treat a Dead Character before the end of the Round in which the patient received the injury that raised his wound level to Dead, he may be able to save that Character from dying.

The modifier for Doctorin' a Dead Character is −4.

If successfully treated, the injured Character is still taken out of the game. However, he is treated as Maimed for 'Tween-Shootout purposes.

Note: These rules are in no way realistic, nor are they intended to be. If you're worried about realism, and don't want people who've been cut in half by shotgun blasts to get back up and fight, try this optional rule: The AP cost to use the Doctorin' skill on a wounded Character is equal to the

twice the patient's Wound Level penalty. (Hence, it would cost 2 AP to treat a Lame Character, 4 to treat a Crippled Character, etc.)

OTHER WAYS OF GETTIN' HURT

FALLIN'
A Fallin' Character will take damage when he lands, if he falls far enough.

Generally, a Character may fall 3" without suffering any ill effects.

Falls from higher than 3" result in an automatic unmodified roll on the Wound and Effects Table. For each full inch fallen beyond 3", there is a +1 modifier to the roll.

For example, a Character falling from 6" rolls once on the Wound and Effects Table, with a +3 to the roll.

A Character falling from 15" or higher is automatically killed.

BURNIN'
A Character that is on fire must make one unmodified Wound Table roll each time a Joker is drawn while he is Burnin'.

A Burnin' Character may attempt to extinguish the flames himself. During his own Turn, he may make a single Reflexes Test, modified for his Wound Level.

If the Test succeeds, the flames are doused; otherwise, he continues to burn and his Turn is over.

If the Test roll is a 1, the Character has made the flames worse, and immediately takes another Wound.

Another Character may extinguish the flames by moving into base-to-base contact with the Burnin' Character and taking a 2AP Movin' action to attempt to beat them out, as per the rules above.

If the Character lending aid rolls a 1 on his Reflexes Test, he immediately takes a Wound and is considered Burnin' as well.

Burnin' Characters may take no actions while Burnin'.

POISONIN'
If a Character is poisoned (bitten by a rattlesnake, or stung by a scorpion, for instance), he suffers no immediate ill effects.

However, he must make a Muscle Test each time a Joker is drawn until the Poisonin' is removed or the Character dies.

If he fails any of these Muscle Tests, he must immediately make a Wound Table roll.

The first successful Gettin' Patched Up Test made on the afflicted Character removes the Poisonin' (but does not reduce his Wound Level).

HANGIN'
Some *TnT* Characters meet their maker at the end of a rope.

A Hangin' Character takes 1 Wound each time a Joker is drawn.

A Hangin' Character can be freed per the Capture Movin' action rules.

Alternatively, the rope around a Hangin' Character's neck can be shot by anyone using a pistol or rifle (shotguns, Gatling guns, etc. may not be used to sever the rope). Doing so requires real skill – the modifier for the shooter's Shootin' Test is –4.

If the Test succeeds, the Character is saved from Hangin'. (Although he may still be a Captive – see the Capture rules.)

If the Test roll is a 1, the shot has hit the Hangin' victim. Determine Wounds as though he were the intended target of the attack.

Section 9: Guts n' Gumpshun

MENACIN'

Certain weapons and Characters are more threatening than others. To reflect this, special rules apply to:

- Weapons that use templates
- Weapons that use one ore more dice to determine number of hits
- Weapons that have a Dmg value that is equal to or higher than twice a Character's Muscle Score
- Attacking Characters whose Title is two or more higher than that of their target (e.g., a Boss attacking a Greenhorn)
- Bushwhacks

The first time he is the target of an attack (not necessarily hit or injured) by a weapon or Character that fits one or more of these criteria, a Character must immediately make a Guts Test. (If the Character is actually hit and wounded, the Gu Test comes after the Wound effects - if any - are applied.)

If the Test succeeds, there is no effect.

If the Test fails, the Character is frightened - treat him as though he were Shakin'.

If the Test roll is a 1, the Character is terrified – treat him as though he were Stunned.

LOSIN' GUMPSHUN

SKIN OUT

A player may, at any draw of a card for a Character under his control, voluntarily quit the Shootout. If all of his Characters are 6" or further from an enemy Character, all may flee unhindered.

However, if any of his Characters are within 6" of an enemy Character, the player must continue the Shootout, or surrender those Characters. (Characters who surrender are automatically Captured by the Character to whom they surrender.)

RUNNIN' AFEARED

If a player loses more than half of his Gang (to Wounds, being Captured, etc.), he must immediately make a Guts Test for his Gang's leader. (The leader is the Character currently in play with the highest Title, or the highest Guts Score, if there is a tie.)

If the Test is successful, the Gang may continue the Shootout.

If the Test is a failure, the Gang must immediately Skin Out. If any Gang members are within 6" of enemy models, they must surrender.
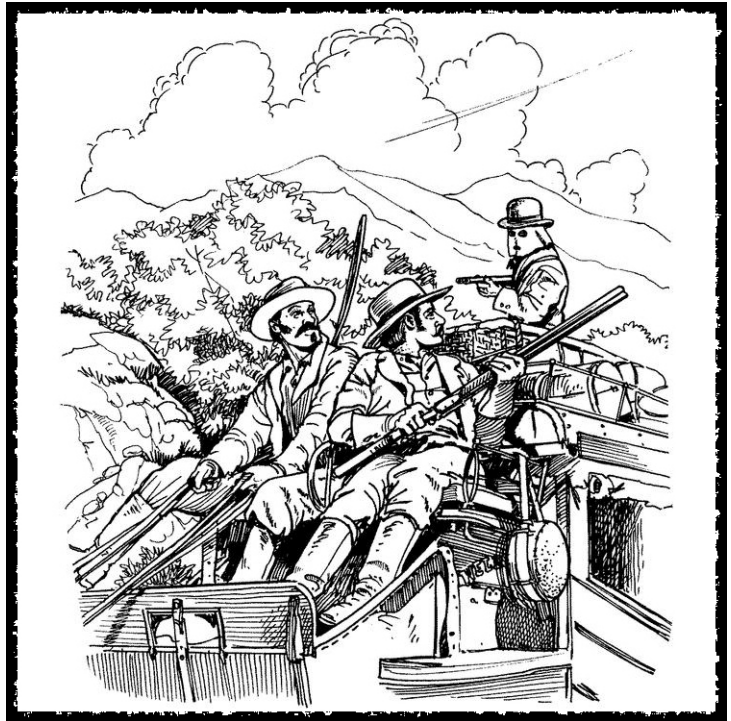
Section 10: Guns 'n Such

WEAPONS

TABLE: WEAPONS

Weapon	Type	KC	PF	NC	Dmg	Rl	Notes
Shootin' Weapons							
Derringer	Single	6″	12″	18"	4	1	
Revolver, Single Action	Std	8″	16″	24″	4	2	
Heavy Revolver, Single Action	Std	12″	18″	24″	5	2	
Revolver, Double Action	Std	8″	16″	24″	4	2	
Heavy Revolver, Double Action	Std	12″	18″	24″	5	2	
Rifle, Breech Loader	Single	16″	24″	36″	5	1	
Rifle, Lever Action	Std	16″	24″	36″	5	3	
Rifle, Carbine, Lever Action	Std	12″	18″	30″	5	3	
Heavy Rifle, Breech Loader	Single	18″	36″	45"	6	1	
Single-barrel Shotgun (12 g.)^S	Single	8″	16″	--	5-3*	1	1″ Template (center on primary target)
Double-barrel Shotgun (12 g.)^S	Spec	8″	16″	--	5-3*	1	1″ Template (center on primary target)
Scattergun (12 g.)^S	Spec	T	T	T	5-3*	1	Scattergun Template
Gatling Gun^G	Spec	12″	18″	30″	5	V	3″ Template (center on primary target)
Dynamite	Spec	Mu*2	Mu*3	Mu*4	6**	--	1″ Template (center on primary target)
Bow n' Arrow	Single	Mu*3	Mu*4	Mu*5	4	1	-1 to Sa Tests v. Snipin' attacks
Fightin' Weapons							
Pig-sticker (small knife)	Melee	Mu*2	Mu*3	Mu*4	Mu+1	--	May be thrown once/Shootout
Bowie (large knife)	Melee	Mu*1	Mu*2	Mu*3	Mu+2	--	May be thrown once/Shootout
Sabre	Melee	--	--	--	Mu+3	--	
Hatchet (small axe)	Melee	Mu*1	Mu*2	Mu*3	Mu+2	--	May be thrown once/Shootout
Axe	Melee	--	--	--	Mu+3	--	

T The weapon uses a special template to determine who is hit by the shot (which template to use is defined in the Notes field). When using a template to determine hits, the shooter still must roll Shootin' Test. If the Test result is a 1, the weapon misfires; otherwise all targets wholly or partially under the template are struck. Targets behind cover apply their cover modifier to the Wound and Effects Table roll(s) (if any) as per the Cover n' Templates rules (see Shootin').

S A Character firing a double-barrel shotgun may choose to "Give 'Em Both Barrels." If he does so, he still rolls only one Shootin' roll, but any targets struck by the weapon suffer two hits (thus, two rolls on the Wound and Effects Table).

G Gatling guns are subject to special rules governing their use. See Gatling Guns, below.

* Shotgun and scattergun (a sawed-off shotgun) Damage varies with range. For shotguns, it's 5 at Pert-Near range, 4 at Kinda' Close range, and 3 at Purty Far range. (Note: Shotguns cannot hit targets at Next County range). For scatterguns, use the scattergun template to determine ranges – damage is 5 in the first (closest, 0-3″) band, 4 in the second (middle, 3-6″) band, and 3 in the third (farthest, 6-9″) band.

** Characters caught in a dynamite blast take 1d3 hits. Characters at the center of the template (holding the dynamite or in contact with the Fuse Die) automatically take the maximum number of hits (3). Characters outside but within 1″ of the edge of the template are Knocked Down and Stunned, but take no damage. (Characters behind cover are subject to the Cover n' Templates rules in the Shootin' section.)

DYNAMITE

Characters may use dynamite to destroy scenery (if all players agree on this), or as a weapon. Use the Dynamite stats on the Firearms table for range, damage, and template size of one or more exploding sticks of dynamite..

THROWIN' DYNAMITE

A Character throws the dynamite by taking a 1 AP Shootin' action. The Shootin' Test is modified by any and all modifiers that would normally apply to a Shootin' Test. If the Test fails, the dynamite bounces 1d6" in a random direction from the target point. If the roll is a 1, the dynamite drops at the thrower's feet. Otherwise, the dynamite lands where the thrower intended.

THE FUSE

Once the final position of the dynamite has been determined, the player rolls a die and places it on the spot where the dynamite came to rest - this is the Fuse Die.

If the Fuse Die roll is a 1, roll again: on a 1, the dynamite detonates instantly (in the place where it finally came to rest). On 2-6, the fuse has fallen out or been extinguished. If this happens, Characters may attempt to detonate the dynamite by shooting it, per the Fuseless Detonation rules below. Otherwise, the dynamite is considered useless.

If the dynamite does not explode, and the fuse remains attached, it continues to burn. The Fuse Die number determines how long it will be before the dynamite explodes. After the Fuse Die has been placed, each time a joker is drawn, the Dealer decreases the number on the fuse die by one. When the number reaches 0, the dynamite explodes – replace the fuse die with the appropriate template and work out damage for the affected area.

PLACIN' DYNAMITE

A Character may place dynamite by taking a 1AP Movin' action. He must make a successful Reflexes Test. If he succeeds, the player sets the number on the Fuse Die as he likes and sets it in base-to-base contact with the Character.

If the Reflexes' Test fails, he drops the dynamite. The die used for the Test becomes the Fuse Die, and is placed in base-to-base contact with the Character. (Note: If the Test die was a 1, roll again as per the rules for rolling the Fuse Die.)

BUNDLES OF DESTRUCTION

Characters may choose to tie sticks of dynamite together for a bigger "Bang!" by spending 1 AP. Up to four sticks may be bound together in this manner. The template size is increased, the damage value goes up, and the throwing ranges are reduced for additional sticks as follows:

TABLE: DYNAMITE BLAST RADIUS

# STICKS	RADIUS	DMG	RNG MODIF'R.
1	1"	6	--
2	1½"	7	-1"
3	2"	8	-2"
4	3"	9	-3"

FUSELESS DETONATION (AKA THE *RIO BRAVO* METHOD)

Instead of attaching a fuse, or if the fuse falls out, or if Characters simply wish to detonate the dynamite before the fuse burns down, one or more Characters may attempt to detonate the dynamite by shooting it with a firearm. There is a −3 penalty to hit the dynamite. If the dynamite is behind a terrain feature more than ½ inch high, it is out of Line of Sight and cannot be targeted.

If a hit is scored, roll a d6. On a 4+, the dynamite explodes. On a 2 or 3, the dynamite scatters 1d3". On a 1, the stick is shredded and becomes useless.

THROWIN' IT BACK
Any Character may attempt to pick up a stick (or sticks, as the case may be) of dynamite with a burning fuse and throw it before it detonates. A Character who makes a successful Guts Test may take a Pick Up action to pick up the dynamite. The Character may then attempt to either throw it or remove the fuse.

Throwing the dynamite back follows the same procedure as Throwin' Dynamite (above), but the Fuse Die is not re-rolled. Instead, simply place the existing Fuse Die at the dynamite's new resting place.

PULLIN' THE FUSE
Removing the fuse requires 1 AP and a successful Savvy Test.

If the Test fails, the Character fumbles with the dynamite and drops it where it was. (This could leave the Character ground zero to a very loud "bang.")

If the Test is a success, the Character has removed the fuse, and acquired a stick (or bundle) of fuseless dynamite.

If the Test roll is a 1, the dynamite explodes immediately, much to the Character's chagrin. Place the blast template center at the center of the Character's model.

SYMPATHETIC DETONATION
If a stick of dynamite is within the blast radius of an explosion, it immediately detonates. This includes any dynamite in the possession of a Character caught in an explosion.

Once any injuries and other effects have been worked out from the initial stick, place the appropriate blast template over the location of secondary sticks and work out effects as normal. Repeat this method as necessary to work out any further sympathetic detonations.

REALLY BIG BANGS
If more than four sticks detonate at once – for instance, from an exploding crate or wagonload of dynamite – the explosion is treated just as if a 4-stick bundle of dynamite had detonated. However, the blast radius increases by one inch and the damage value increases by one for every doubling (or part thereof) of the number of sticks.

For example, the blast radius for 7 sticks of dynamite would be 4", with a damage value of 10; the radius for 56 sticks would be 7", with a damage value of 13. A small wagonload of dynamite (say 240 sticks or so) might have a blast radius of 9" and a damage value of 15.

Chances are, after the first dozen sticks, further damage will be irrelevant. Instead of working out the radii and contact damage values, you could just shout "Boom!" and imagine a *very* large hole where the exploding dynamite – and any unfortunate Characters - had once been.

GATLING GUNS
These rules apply to any type of machine gun, from Gatling guns to Maxims.

A Gatling gun requires a two-man crew to operate at optimal effectiveness. When shooting, one man fires the weapon, while the second feeds it a belt of ammunition. When moving, the weapon is most easily packed/unpacked and moved by two men. This does not mean that a single man cannot operate a Gatling gun – simply that it is far easier to do so with help.

To reflect this, a pair of Characters acting as a gun crew may pool their AP for the Turn. To be considered part of the gun crew, a Character must be in base-to-base contact with the weapon and must not spend any of his AP on his Turn to take personal actions.

Gatling gun crews act when the second crewman's card is drawn. When the first crewman's card is drawn, set it aside. When the second crewman's card is drawn, lay it on top of the first – the crew may now act. When the crew is done taking it's actions, discard both cards.

If a crewman spends any of his AP on personal actions, he may not contribute any AP to the gun crew's AP pool. If the remaining crewman chooses to spend AP using the weapon, he does so as if he were acting alone.

MOVIN' N' GATLING GUNS
A Character or Characters using a Gatling gun may spend AP to take any the following actions on his Turn:

LIMBER/UNLIMBER
Limbering the gun means packing it and its ammunition for transport. It's easier to move a limbered gun, although a limbered gun cannot be fired. It costs 6 AP to Limber or Unlimber a gun.

MOVE
The Character or crew can spend 3 AP to move a limbered gun 1d6".

SHIFT/TURN
The Character or crew can move or turn an unlimbered gun. Movement costs 3 AP per 1d3"; turning costs 1 AP per 90 degrees turned (or part thereof).

RELOAD
The Character or crew may take a Reload action for the gun at the cost of 3 AP.

As stated before, if any of the crewmen move more out of base contact with the gun, they are no longer considered to be part of the crew.

SHOOTIN' N' GATLING GUNS
The Character or crew may spend a variable number of AP to fire the weapon. He must select a target to fire at (this need not be another Character). The gun scores [AP]d6 + [range modifier] potential hits in the area of effect (which varies by range – see below) from the primary target. As with Blazin' Away attacks, at least one of these potential hits must be allocated to the primary target.

TABLE: GATLING GUN AREA OF EFFECT

RANGE	RADIUS
Pert-Near	0"*
Kinda Close	1½"
Purty Far	2"
Next County	3"

* A Gatling gun *cannot* be fired at targets in Pert-Near range.

For example, by spending 3 crew AP on its Fire action shooting at a target in Kinda' Close range, the crew has 3d6+3 potential hits in a 1½" radius from the primary target (see the rules for Working Out Gatling Gun Hits, below).

However, if any of the dice are doubles, the gun jams, and the crew must take a reload action before spending any more AP on Shootin'. Furthermore, if two or more dice are rolled, and all of the dice are 1's, the gun is automatically broken, as though it had rolled a 1 on the Misfire Table (again, no potential hits are scored).

WORKIN' OUT GATLING GUN HITS

Once the number of potential hits in the area of effect has been determined, the crew divides the hits up among eligible targets. This division must be as even as possible amongst all targets in the area, with at least one potential hit going to the primary target.

Each potential hit scored on Characters that are in the open (i.e., not behind cover of any sort) automatically results in a Wound Table roll.

However, Characters that are behind cover have some protection from the hail of lead: see the rules for Templates n' Cover in the Shootin' section.

Since a Gatling gun uses dice to determine potential hits and is an area effect weapon, it is considered a Menacin' weapon.

FIGHTIN' N' GATLING GUNS

If any of the crewmen become engaged in melee they are no longer considered to be part of the crew for the duration of the melee.

Section 11: 'Tween Shootouts

Once the Shootout's over and the smoke has cleared, players must figure out the lasting effects on their Characters.

LOOTIN'
If applicable, the Gang that won the Shootout may strip Dead Characters (friend and foe alike) of their possessions.

Each Gang may also relieve any Captives they hold of their possessions.

COLLECTIN' REWARDS
Any Character that has captured or killed another Character with a bounty on his head may attempt to collect the reward.

To do so, he must turn over the Captive (or the Character's corpse, if dead) to the authorities. He may not ransom the Character, and he must have the body as proof of a kill. If he cannot produce the body (if the Character's comrades absconded with it, for example), he may not collect the reward. Also, producing a corpse will not garner a Character a reward if the deceased was wanted *alive*.

If the Character collecting the bounty is able to meet these criteria, he rolls 1d6.

If the result is 2 or better, he may add the amount of the reward to his Bank Box.

If the roll is a 1, he has been boonswoggled - the prisoner/corpse has been turned over, but the party offering the reward has found some loophole or over-looked clause, or just outright refused to cough up the money. (Thus providing a seed for a future scenario, perhaps.)

GAININ' EXPERIENCE
Shootout Scenarios usually provide rules for Character objectives and experience rewards, but there are some basic experience reward guidelines that apply to most Shootouts, regardless of Scenario:

TABLE: STANDARD EXPERIENCE POINT (XP) REWARDS

CHARACTER:	XP REWARD
Survived Shootout, Maimed	1
Survived Shootout, Lame or Crippled	2
Survived Shootout, not Wounded	4
Maimed, Killed, or Captured an Enemy	2 x (1 + diff. in Titles*) each
Wounded an Enemy	1 x (1 + diff. in Titles*) each
Collected a Reward	4 per $1000**

*If the victim is of an equal or lesser Title, the Character receives the minimum reward.

For example, if a Tenderfoot Wounded a Hombre, his XP Reward for it would be 1x3, so he would receive 3 XP for it. If the same Tenderfoot Captured a Hombre, he would receive 2x3 (6) XP. However, if he Wounded another
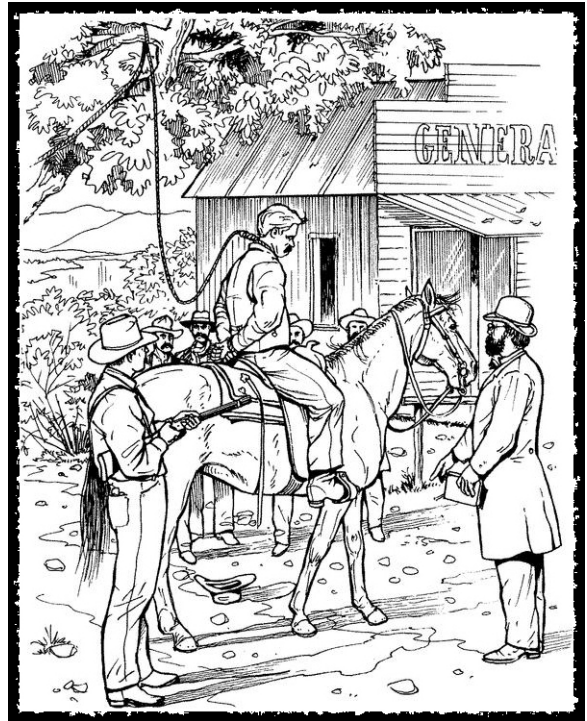
Tenderfoot, his XP reward for doing so would only be 1 XP.

**For example, collecting a $1500 reward would net a Character 4 XP. The monetary reward must actually be collected for the Character to receive the XP reward. If the reward is not paid out, the Character does not get the XP for it.

Newly gained XP are added to the Character's Total XP.

If the Character has gained enough XP to earn 1 or more CP, add the newly gained CP to both the Total CP and Unspent CP on his record sheet.

RECUPERATIN'
Most Characters that, at the end of the Shootout, are Wounded are generally healed by the next Shootout. However, Maimed Characters may not fare so well.

If a Character is Maimed when the Shootout concludes, he must make an unmodified Muscle Test and consult the result on the following table:

TABLE: EFFECTS OF BEIN' MAIMED

1	Character dies of his wounds
2	Character is permanently disabled
3	Permanent effects; lower 2 of his Scores by 1
4	Permanent effects; lower 1 of his Scores by 1
5	Long-term effects; lower 2 of his Scores by 1 for next Shootout
6	Long-term effects; lower 1 of his Scores by 1 for next Shootout
7+	No lasting effects (except maybe a scar or two)

If the results of the Recuperatin' Test indicate that one or more of the Character's Scores are to be lowered, use the following table to determine which Scores are affected:

TABLE: AFFECTED SCORES

DIE ROLL	HIT LOCATION	SCORE AFFECTED
1	Head	Savvy
2	Chest	Muscle
3	Torso	Reflexes
4	Leg	Action Points
5	Arm	Fightin'
6	Hand	Shootin'

If the Recuperatin' Test calls for two Scores to be affected, and the second roll indicates the same Score, that Score is reduced by 2.

Ability Scores *can* be reduced to 0 or lower as a result of injuries.

RANSOMIN' N' SELLIN' PRISONERS
If a Gang holds Captives at the end of the Shootout, they may attempt to get a ransom for the prisoner's release, trade him for the release of one of their own, or sell him to another Gang. This deal is entirely between the players.

The ransoming Gang may set whatever price he deems fit for the prisoner's release. The owning Gang must then pony up the money from its Bank Boxes, or decline the ransom request.

If the ransoming Gang wishes, it may accept offers from other Gangs or Posses, as well.

If players agree upon it, the Character may be held for the duration of one or more Shootouts, so that funds can be raised to secure his release/sale.

However, at the start of each Shootout, the ransoming player rolls 1d6. If the roll is a 1, the Character has escaped, and may rejoin his Gang.

If, in the end of negotiations, the ransoming group has not arranged the release of the Character or sold him to another Gang, it may do with him as it sees fit. (It might be nice, though - out of a gesture of fairness - to give the owner a chance to rescue his Character by playing out a Jailbreak! Scenario.)

BURYIN' THE DEAD

If a Gang member died in the Shootout, surviving Gang members (if any) may take and divide any gear he possessed that was not Looted during or after the Shootout.

If the deceased had any money in his Bank Box, half of this (round any fractions down) goes to the remaining members of his group. (The rest of the money is considered to have gone to next of kin, undertakers, or greedy bankers and tax men.)

Section 12: Scenarios

Below are a few sample Scenarios to get your Gangs started:

ROBBERY!
STORY
A gang of outlaws has just robbed a small bank in a sleepy border town. The gang is making its escape when they run into a posse of lawmen. The posse is just exiting the sheriff's office at the other end of town as the robbers emerge from the bank.

A moment of complete silence sweeps down Main Street as the gang, the posse, and the townsfolk take stock of the situation. Then all Hades breaks loose…

TERRAIN
The Shootout takes place in and around a village. There should be at least six buildings at or near the center of the table, close together. One should be designated as the bank, another as the sheriff's office. These must be at opposite ends of the town, on the same street.

BUILD POINTS
Each side has 500 BP to build its Gang.

SETUP
Side A, the lawmen, begins in front of the sheriff's office. Place all Characters within 4" of the front door of the building. They may not begin the game Hidin'.

Side B, the bandits, begins in front of the bank. Place all Characters within 4" of the front door of the building. They may not begin the game Hidin'.

OBJECTIVES
Side A's objective is to capture or eliminate as many of the outlaws as possible before they flee the village. As a bonus, for each Loot Token retrieved, Side A receives a bonus of $10 from the bank. For each bandit captured, Side A receives $20 from the county. (This is above and beyond any rewards or bounties collected.)

Any reward Side A receives may be divided up among the Characters as the controlling player sees fit. (If there is more than one player on Side A, the reward is first divided evenly among the players.)

Side B's objective is to make off with its loot. Each Character begins with 1 Loot Token. If a Character bearing loot is killed, Maimed, or Captured, his loot is dropped, and may be picked up by another Character. (See the Pick Up/Drop/Trade/Loot Movin' action.)

At the end of the Shootout, any Loot Tokens still in Side B's possession are worth $(1d6x50) each. This may be divided up among the Characters as the controlling player sees fit. (If there is more than one player on Side B, the loot is first divided evenly among the players.)

SPECIAL RULES

Any bandit Character that kills or Maims a lawman and successfully flees with loot will be branded as an outlaw and have a reward placed on his head. The amount of this reward is $50x(the number of loot tokens he carried off) + $100x(the rank of the highest Title Character he killed or Maimed: Tenderfoot=1, Greenhorn=2, etc.). For instance, if the bandit killed a Hombre and Maimed a Boss, and then escaped with two Loot Tokens, he would have a $500 reward placed on his head.

If the Character already has a bounty on his head, this is added to it.

AMBUSH!

STORY

A gang of bandits has been causing trouble along the border. They've made several raids on some of the small border towns, looting and causing general mayhem. The local authorities have had enough, and have sent out a posse to stop the bothersome outlaws. Having learned of the bandits' next target, the group of lawmen is laying in wait in the small town…

TERRAIN

The Shootout takes place in and around a village. There should be at least six buildings at or near the center of the table, close together.

BUILD POINTS

Each side has 500 BP to build its Gang.

SETUP

Side A, the lawmen, begins prepared for the marauding gang to make their attack. Place all Characters anywhere on the game table. They may begin the game Hidin'.

Side B, the bandits, enters from one side of the table (may be agreed upon by the players, or randomly chosen). Place all Characters within 6" of the appropriate table edge.

OBJECTIVES

Side A's objective is to capture or eliminate as many of the bandits as possible before they loot and flee the village. If the bandits are driven off before looting the village, or are all eliminated or captured before fleeing, Side A receives $300. If any of the bandits successfully flee with loot, Side A only receives $150. If the bandits successfully loot the entire village (each building) and flee, Side A receives no payment.

As a bonus, for each bandit captured Side A receives $10. For each bandit killed, Side A receives $5. (This is above and beyond any rewards or bounties collected.)

Any reward Side A receives may be divided up among the Characters as the controlling player sees fit. (If there is more than one player on Side A, the reward is first divided evenly among the players.)

Side B's objective is to make off with as much loot as it can. A Character may loot a building by spending one full Turn doing nothing "inside" the building. If the Character takes any actions while looting the building, he finds nothing. He or another bandit may try again later.

If he successfully loots a building, a Character receives one Loot Token. Each building may be

looted only once. If a Character bearing loot is killed, Maimed, or Captured, his loot is dropped and may be picked up by another Character (see the Pick Up/Drop/Trade/Loot Movin' action.

At the end of the Shootout, any Loot Tokens still in Side B's possession are worth $(1d6x10) each. This may be divided up among the Characters as the controlling player sees fit. (If there is more than one player on Side B, the loot is first divided evenly among the players.)

SPECIAL RULES
Any bandit that kills or Maims a lawman and successfully flees with loot will be branded as an outlaw and have a reward placed on his head. The amount of this reward is $50x(the number of loot tokens he carried off) + $100x(the rank of the highest Title Character he killed or Maimed). For instance, if the bandit killed a Hombre and Maimed a Boss, and then escaped with two Loot Tokens, he would have a $500 reward placed on his head.

If the Character already has a bounty on his head, this is added to it.

JAILBREAK!
STORY
Several members of a gang have been captured and thrown in the pokey. They've been tried and found guilty, and sentenced to death. However, their friends and relatives aren't going to sit around idly and wait for the hangman to get his hands on them – they're going to bust them loose. Expecting just such an action, a posse is on hand to make sure the proceedings go smoothly.

TERRAIN
The Shootout takes place in and around a town. There should be at least six buildings at or near the center of the table, close together. (Each building should be within 4" of the buildings on either side of it.) One of the buildings must be designated as the jail. A piece of scenery representing a gallows must be present. The gallows should be between the middle of town and the opposite end of town from the sheriff's office (at least 18" apart, if possible).

BUILD POINTS
Each side has 500 BP to build its Gang.

SETUP
Side A, the lawmen, begins within 4" of the front door of the sheriff's office. They have their prisoners with them. (If the lawmen won a previous "Ambush!" Scenario, any captives they took will be here.) Captives are subject to the Capture rules under Movin'.

Side B, the outlaws, begins within the town. Place all Characters anywhere on the table up to 9" from the gallows, except within buildings. (They may, however, be placed on rooftops, balconies, or the like) They may begin the game Hidin'.

OBJECTIVES
Side A's primary objective is to prevent the escape of their prisoners and get them to the gallows for hanging. Once a lawmen has a prisoner on the gallows, he must take a 3AP Movin' action (carried across multiple Turns, if necessary) to successfully place the noose around the prisoner's neck. Any prisoner that begins his Turn with a noose around his neck is considered Hangin'. (See Gettin' Hurt.)

Side A's secondary objective is to capture or eliminate the other outlaws.

Side B's objective is to prevent the hangings, free the captives, and exit the table.

SPECIAL RULES

Any bandit that kills or Maims a lawman and successfully flees will be branded as an outlaw and have a reward placed on his head. The amount of this reward is $100x(the rank of the highest Title Character he killed or Maimed). For instance, if the bandit killed a Hombre and Maimed a Boss and then escaped, he would have a $500 reward placed on his head.

If the Character already has a bounty on his head, this is added to it.

Section 13: Sundry Items Not Covered Elsewhere

FIGHTIN' AT NIGHT

Characters involved in a nighttime Shootout are subject to the following rules:

- All Ranges beyond Pert-Near are increased to the next higher Range
- Line of Sight is limited to within 18" (moonlight) or 12" (no moonlight), unless target is within 6" of a light source (camp fire or street light, for instance)
- Characters have a −2 modifier to Spot Hidin' Characters
- Characters have a +2 to Spot Snipin' Characters

JUDGES

It may be useful, especially in particularly large and/or complicated Shootouts, for one player to assume the role of the Judge.

The Judge's responsibilities generally include drawing the game deck cards, controlling Townsfolk and Critters, moderating special events or Scenario rules, etc. Any time a card that covers one of these things is turned, or some event in the Shootout triggers a special rule, the Judge handles it.

If the Judge is moderating a "generic" Scenario, his role in the Shootout is simply to act as rules facilitator and controlling player for non-player-controlled Characters. He doesn't have any special powers, or special knowledge about the Shootout.

In the event of a Judge-created scenario, however, the Judge not only plays the role above, but he may also control special Characters, have knowledge about events or rules of which the players are unaware, etc. This can make for an extremely enjoyable Shootout, especially when there are elements of the Scenario that should come as a surprise or shock to the players and their Characters.

Unlike a role-playing game's game master, the Judge is required to adhere to the rules of *TnT* as though he were any other player. Of course, this rule can be disregarded – provided *all* players agree to give the Judge carte blanche.

RIDIN'

NEW SKILL: RIDIN' (X)

A Character that wishes to ride a horse, pony, whatever, must first possess this Skill. Without it, he may be able to climb onto the animal's back, but he has no idea how to control it.

This Skill may be purchased multiple times, each additional time giving the Character a +1 (cumulative) modifier to any Ridin' Test.

Ridin' does not fall under any skillset. However, it only costs 1 CP to acquire, regardless of Character type.

GETTIN' INTO N' OUT OF THE SADDLE

Climbing onto a horse (or any other mount) is a 2AP Movin' action.

Getting down from the animal is a 1AP Movin' action.

When attempting to mount or dismount an animal, a Character who does not possess the Ridin' Skill must first pass a Reflexes Test.

If the Test is failed, the Character is not able to mount/dismount the animal.

If the Test roll is a 1, the Character falls (consider him Shakin' and Knocked Down).

RIDIN' N' MOVIN'

A mounted Character moves at the beginning of his Turn, using his steed's AP. Animals may only take Mosey or Skedaddle actions.

The Character may spend his own AP to take non-movement Movin' actions – such as Spot, Shake It Off, etc.

If he does not possess the Ridin' Skill, a mounted Character must make a successful Savvy Test at the start of each Turn to control his mount.

If the Test is a failure, the animal moves 1d6" in a random direction. (Unless the animal and rider are within 12" of a gunfight; if so, the animal moves 3d6" *directly away* from the last Character to fire a weapon.)

If the Test roll is a 1, the rider is thrown to the ground (consider him Shakin' and Knocked Down), and the mount moves as per a control Test failure. The animal will take no further actions this Turn.

A Character may give his steed Movin' actions on the same Turn he Gets Into the Saddle, but any Ridin' Tests made during this Turn have a –1 modifier.

RIDIN' N' SHOOTIN'

A mounted Character may spend his own AP to take Shootin' actions as normal. He is subject to Movin' n' Shootin' modifiers for any movement his steed made at the start of the Turn.

However, he may apply his Ridin' Skill modifier to offset any Movin' n' Shootin' modifier he may have incurred. (Thus, a Character with Ridin' (+2) whose horse spent 3 AP this Turn would only suffer a –1 Movin' n' Shootin' modifier – instead of a –3 modifier.)

This benefit only applies to Movin' n' Shootin' penalty. It may not be used for any other purpose, and may never add a bonus to the Character's Shootin' Test.

RIDIN' N' FIGHTIN'

A Character may fight from the back of his steed, if he so chooses.

The Character receives an additional +1 modifier to his Fightin' Test on the Turn in which he initiates melee (for a +2 modifier total).

If he is armed with a weapon that will allow him to easily reach targets below him (a cavalry saber or a pistol, for instance), he receives a +1 modifier to all Fightin' actions.

If he is unarmed, or armed with a short weapon (a knife, for instance), he receives a –1 modifier to all Fightin' actions.

A Character engaged in melee with a rider may choose to target either mount or rider. (Just remember: a man tends to be much more affected by a haymaker than a horse.)

RIDIN' N' GETTIN' HURT

A mounted Character who is hit by a Shootin' attack must roll 1d6.

On a roll of 1 or 2, his mount has been hit instead. The shooter rolls on the Wound and Effects Table using the Muscle of the mount.

If the result indicates that the animal is Knocked Down or Out, the rider may be injured; he must make a successful Reflexes Test, or roll on the Wound table (with a +1 modifier if the animal took Skedaddle as its last Movin' action).

If his mount is Stunned or Shakin', the rider must make a control Test before assigning it a Movin' action. This Test is modified by the animal's Wound level and/or Stunned/Shakin' modifiers.

If the Test fails, the animal does not move this Turn.

For example, if a Character with Ridin' (+2) wished to have his Stunned, Lame horse take a Mosey action, he would have to make a successful control Test at -1 (+2 for his skill,–2 for the horse being Stunned, and –1 for the horse being Lame).

RIDIN' ANIMALS
Here are the Ability Scores for a variety of possible mounts:

Animal	AP	Mu	Re	Gu	Price	Availability	Notes
Horse, good	5	5	4	3	$100	Common	
Horse, poor	4	4	3	2	$50	Common	
Donkey	3	4	3	2	$65	Common	
War Horse (trained)	5	5	4	4	$250	Rare	
Camel	4	4	3	2	$45	Rare	

Animals are subject to the **Guts n' Gumpshun** rules just as Characters are. However, a mount may add its riders' Ridin' Skill bonus to any such Tests.

FIRE
GETTIN' BURNED
A Character that is exposed to open flames may find his clothes and/or hair catching fire. If he is even partially within the area of a fire (or is otherwise somehow exposed to open flames), he must roll 1d6. On a 4 or higher, he is set alight, and is subject to rules for being injured by fire (see **Gettin' Hurt**). On each of his subsequent Turns that he is exposed to flames, he has a +1 modifer (cumulative) to the roll to check for catching on fire.

SETTIN' THINGS ALIGHT
A Character equipped with matches or a firearm may attempt to ignite a cumbustible piece of scenery with which he is in base contact. (And no, stone walls and rocks are generally not flammable - use your common sense when determining what's flammable, and what ain't!) To do so requires the expenditure of at least 1 AP. (The Character may not take a Shootin' action while indulging his pyromaniacal tendencies.) The Character rolls 1d6, with a +1 modifier for every AP spent attempting to start the blaze. If the result is 4 or higher, the scenery has caught on fire, and will continue to burn until extinguished.

HOW BIG'S THE BLAZE?
These rules will assume that any piece of scenery falls into one of three categories: Non-Combustible, Slow Burnin', and Fast Burnin'.

NON-COMBUSTIBLE
Rocks, brick buildings, etc., cannot be set alight.

SLOW' BURNIN'
Wooden buildings, barrels, crates, etc., can be set alight, but are relatively slow burners. Such objects burn at the rate of 1 cubic inch per Round (measured at the end of a Round). Therefore, a

3x3x3 building would be totally engulfed in 27 Rounds.

FAST BURNIN'
Dry, dead trees, tumbleweed, etc., have a tendency to ignite very easily - sometimes, a little *too* easily. Such objects burn at the rate of 1 cubic inch per Round per Round (measured at the end of a Round). Therefore, a highly combustible 3x3x3 building would be totally engulfed in 7 Rounds (1 the first Round, 3 the second, 6 the third, etc.).

HELPIN' THE BURN
A Character may change the flammability Characteristics of an object by applying accelerants (papers, dried leaves, lamp oil, etc.), if they are handy. Doing so takes 2 full Turns per 3 square inches to be affected, during which the Character may not take Shootin' actions. The result is an object that is increased by one level of combustibility (Non-combustible objects become Slow Burnin', etc.).

Fast Burnin' objects that are so treated will burn at the rate of 1d3 cubic inches per Round per Round (roll for the burn rate once, when the blaze is set). For example, by the end of the Round during which it was set alight, a patch of dry sagebrush would have 3 (the arsonist rolled a 3 for the burn rate) cubic inches engulfed in flame. By the end of the following round, it would have an *additional* 6 cubic inches engulfed (the original 3, plus 3+3 more). By the end of the third Round, it would have 18 cubic inches engulfed (3 the first Round, 9 the second, and 9 more the third). Therefore, it would be possible for a particularly flammable 3x3x3 building (one full of old, dry news paper liberally soaked with lamp oil, for instance) to be completely engulfed by flames in less than 4 Rounds!

Note that it's possible for the arsonist to get caught in his own flames, especially when Helpin' the Burn. Should the blaze expand to cover the area in which the Character is situated, he is immediately subject to the Gettin' Burned rules (above).

WHERE THERE'S FIRE, THERE'S SMOKE
Burning buildings and such tend to produce plumes of thick, black smoke that interfere with the general goings-on of a Shootout. As a result:

- No Character may draw a Line of Sight over the top or within 2" of the sides of a burning structure.
- A Character within 2" of a burning structure suffers a -1 modifier to all Shootin' rolls, due to the burning and watering in his eyes.
- A Character on top of a burning structure suffers a -3 penalty to all Shootin' rolls.

HIRED GUNS
At times when quantity is more important than quality, a Gang may opt to spend some of its cash on Hired Guns. Hired Guns are essentially "no name" Characters. They possess no Skills or Traits, and all have the following Ability Scores:

AP	Fi	Sh	Mu	Sa	Re	Gu
3	2	2	3	2	3	2

Hired Guns are considered to be Tenderfoot Title Characters, and do not gain experience.

It costs $15 to hire a Hired Gun, plus the cost of any weapons and/or goods he carries. This cost must be paid before every Shootout, or the Hired Gun will not take part in the Shootout.

In terms of Build Points, a Hired Gun costs 5 BP.

Hired Guns are assigned to a leader Character, on whose Turn they act. If they are not within 6" of their leader, or if their leader is Knocked Out, Maimed, or Dead, they must first pass a Guts Test. If they fail the Test, they take no actions that Turn.

Note: It may seem like a good idea to fill out a Gang's ranks with Hired Guns. Remember, though, that even though they are cheap in terms of BP, they are expensive in terms of dollars. Chances are, only an experienced and wealthy Gang will be able to afford to hire a small army of Hired Guns.

TOWNSFOLK

It's possible for hapless bystanders to get caught in the midst of a Shootout. If there are non-combatants involved in a Shootout, *all* Townsfolk will act on the second draw of the joker in each Round.

TOWNSFOLK TURNS

Townsfolk will generally ignore other Characters, and congregate around brawls. However, they tend to act rashly and chaotically when lead starts flying. On the Townsfolk Turn:

- Townsfolk will normally move 1d6-1" in a random direction.
- Townsfolk will move 1d6" toward a melee (but will stop moving when within 6").
- Townsfolk within Line of Sight of a gunfight will move 2d6" toward the nearest cover, where they will Scoot Down.
- Townsfolk within 6" of a Character involved in a gunfight will move, panic-stricken and confused, 2d6" in a random direction. If they reach cover during their movement, they will automatically stop and Scoot Down.

  Once behind cover, Townsfolk will continue Hidin' until they are Exposed, at which point they move as per the previous rules.

LEADIN' TOWNSFOLK

A Character may attempt to lead one or more Townsfolk. To do so, he must first move within 6" of a Townsperson and make a successful Guts Test. Only one Test must be made, regardless of the number of Townsfolk he wishes to lead - provided they are all within the 6" range of the Character. If he wishes to lead others beyond his range, he must move within range and Test again.

Once he has passed this Test, the Character may lead the Townsfolk. They will move under the Character's direction, at a rate of 2d6" per Turn, on the Character's Turn. (If he is leading more than one Townsperson, roll movement once for the entire group, not individually.)

Townsfolk will continue to follow a Character's lead, until:

- He moves beyond 6" away from them.
- He is Knocked Down, Knocked Out, Maimed, or Dead.
- One or more of the Townsfolk are targets of an attack.

ANGRY TOWNSFOLK

Not all Townsfolk are harmless bystanders. Some feel the need to protect their community from those unsavory individuals who would disrupt its peaceful harmony. These concerned citizens, however, tend to act without clear understanding of the nature of the Shootout. Sometimes their attempts at vigilante justice make them unwitting pawns of the very types of people they profess to stand against.

Angry Townsfolk follow all the rules for normal Townsfolk - that is, until a gunfight breaks out. When a Character takes a Shootin' action, roll a die for each Townsperson within 12" of him. On a

1, that particular model is armed and Angry. If the shooter is within an Angry Townsperson's Line of Sight, that Townsperson *immediately* draws his weapon and fires on the shooter.

Use the following table to determine how an Angry Townsperson is armed:

TABLE: ANGRY TOWNSFOLK WEAPONS

DIE ROLL	WEAPON
1	Shotgun, Double-barrel
2	Shotgun, Single-barrel
3	Rifle, Bolt Action
4	Pistol, Single Action
5	Derringer
6	Rocks (Dmg 3, Range as per Dynamite)

Once a Townsperson is determined to be Angry, place a marker by him to indicate this. On future Townsfolk Turns, the Angry Townsfolk do not act as normal Townsfolk. Instead, they will fire on the closest Character in their Line of Sight that has fired a gun so far in the Shootout.

If no such target is available, they will move 2d6" toward the last Character to take a Shootin' action.

TOWNSFOLK ABILITY SCORES
All Townsfolk are considered to have a Score of 2 for each of their Abilities.

Townsfolk have only three Wound Levels: Healthy, Maimed, and Dead. If a Townsperson receives one Wound, he is considered to be Maimed. If he receives more than one Wound, he is Dead.

TOWNSFOLK AND EXPERIENCE AWARDS
Posses gain experience for rescuing Townsfolk from harm, while Gangs gain experience by gunning down male Townsfolk and kidnapping female Townsfolk.

For each Townsperson he leads to safety (and who remains safe until the end of the Shootout), a Posse member gains 3 XP.

For each Townsperson he shoots at, but does not Wound, a Posse member *loses* 1 XP. If he Maims a Townsperson, he loses 2 XP. For each Townsperson he kills, a Posse member loses 3 XP. (XP losses count toward the Shootout tally only – and Characters never lose XP, even if the Shootout's XP tally is a negative number.)

For each male Townsperson he Maims, a Gang member receives 2 XP. For each male Townsperson he kills, a Gang member receives 3 XP.

For each female Townsperson he successfully Kidnaps (see below), a Gang member receives 5 XP.

KIDNAPPIN' WOMENFOLK
A Gang member may Kidnap a female Townsperson by moving into base-to-base contact with her and taking a Capture action. Before determining the success of the action, however, the player must roll a die. On a roll of 1, the woman is an Angry Townsperson.

A Gang may attempt to ransom any Kidnap victims it has after a Shootout. For each captive it ransoms, the Gang receives (1d6)x$100.

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GAME WERKS

2" Blast

1" Blast

BOOM!

BOOM!

BOOM!

Scattergun

3" Blast