

Tombstones n' Tumbleweeds Quick Reference Sheet

Movin'

Movin' Actions

Mosey	1AP	Reload	Varies
Skedaddle	All AP	Steady	1AP
Leap	1AP	Spot	1AP
Crawl	1AP	Pick Up/Drop/Trade/Loot	1AP
Pop Up/Scoot Down	1AP	Capture	3AP
Hit the Dirt	1AP	Come To	0AP
Get Up	1AP	Shake It Off	1AP
Turn	0AP		

Terrain & Movement Penalties

Rough	2x (2"/1")	Perilous	Max. 1"/Turn
Tough	3x (3"/1")	Impassable	May not cross

Shootin'

Shootin' Actions

Shootin' Wild	1AP	Blazin' Away	3AP
Shootin' Normal	2AP	Holdin' Yer Fire	Special
Shootin' Careful-like	3AP		

Shootin' Modifiers

Movin' n' Shootin' (in same Turn) ¹	-1/AP	Shootin' while Shakin'	-1
Target moved on previous Turn	-1/6"	Shootin' while Stunned	-2
Shootin' Off-handed	-1	Shootin' while Wounded	-1/Wound
Shootin' a rifle single-handed	-3	Bushwhack	+2

¹Movin' actions taken *after* the Shootin' action do not apply.

Shootin' Ranges

Purt-Near	+2
Kinda' Close	+1
Purty Far	+/- 0
Next County	-2

Cover

Partial	-2 to shooter's attack roll
Full	-3 to shooter's attack roll
Total	Shooter may not draw LoS

Misfire Test

1="Plumb busted!"	2="Danged thing won' work!"	3-5	"Pass thuh ammo!"	6+="Just a dud!"
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Fightin'

Fightin' Actions

Sucker Punch	1AP	Keep Yer Guard Up	3AP
Wild Swing	1AP	Shoot	3AP
Careful Swing	2AP	Break Away	1AP

Fightin' Modifiers

Fightin' while Shakin'	-1	Fightin' while Wounded	-1/Wound
Fightin' while Stunned	-2	Fightin' while Knocked Down	-2

Gettin' Hurt

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