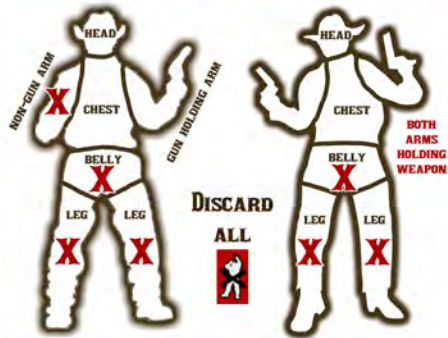


COVER: CORNERS, WINDOWS & DOORS

ONE HANDGUN

LONG GUN & BOW



COVER: LOW OBJECTS



COVER: PRONE

DISCARD ALL



Objects closer to prone blocks FOV



leaning out of a window
Field of Vision

corner
cover
FOV

BLOW RECOVERY
each turn with
no enemy present
in square:

remove
1



FOV

GUN COUNTERS

NAME OF GUN

GUN DIE

MODIFIER

AMMO

CAPACITY



WOUNDS DRAWN / WOUNDS USED

* CAUSE AN ADDITIONAL ACTION LOSS

CHARACTERS MAY DROP
OBJECT AT NO ACTION COST

* May not take if prone.

** If holding handgun,

will. discharge on a roll of a miss

*** May not take if prone

unless using a Tomahawk.

No SKILL



+ RIDE SKILL

+ GUN & RIDE SKILL

+ RIDE SKILL

SNAPSHOT

A Snapshot can be attempted in the following situations:

- When an enemy character enters their FOV. The Snapshot may be taken any at any point during opponent's turn;
- After being shot at, regardless of whether it hit or not;
- Before being shot at if the enemy is using a long gun or bow and target character is armed with a handgun.

DIE ROLL REQUIRED

HANDGUN OR DROP PRONE	RIFLE/ SHOTGUN/ BOW
= <	<
available actions	available actions

SHOOTING DISADVANTAGE

Roll D6 and subtract from gun die

- Poor Shot
- Non-favored hand
- From horseback

OUTLAWS: ADVENTURES IN THE OLD WEST 3.0

WEAPON SKILL



ACTION SUMMARY



HANDGUN	1	SHOOT - shoot handgun
	2	STEADY AIM - shoot handgun include SA result
	3	DOUBLE SHOT - shoot handgun from each hand
RIFLE/BOW	1	BEST SHOT - shoot handgun include SA & BS result
	2	POOR SHOT - 1/2 gun die (round down) max 1 wound draw
	3	SHOOT - shoot rifle/bow
SHOTGUN	1	STEADY AIM - shoot rifle/bow include SA result
	2	BEST SHOT - shoot rifle include SA & BS result
	3	BEST SHOT - shoot rifle include SA & BS result
KNIFE	1	BEST ARROW - shoot bow include SA & 1/2 BS result
	2	SHOOT RIFLE - ONE HANDED - shooting disadvantage
	3	SHOOT RIFLE - ONE HANDED - shooting disadvantage
TOMAHAWK/LANCE	1	POOR SHOT - shooting disadvantage - max 1 wound draw
	2	SHOOT - shoot shotgun
	3	SHOOT - shoot shotgun
MOVEMENT	1	BEST SHOT - shoot shotgun include SA result
	2	SHOOT SHOTGUN - ONE HANDED - 1/2 or 1/4 gun die
	3	SHOOT SHOTGUN - ONE HANDED - 1/2 or 1/4 gun die
OTHER ACTIONS	1	THROW KNIFE - does not have to be held
	2	THROW TOMAHAWK/LANCE - must be held
	3	THROW TOMAHAWK/LANCE - must be held
MOVEMENT	1	HIT THE DIRT - go prone, no change of facing
	2	LEAVE COVER - leave a Take Cover position
	3	CLOSE DOOR - move counter away from door
MOVEMENT	1	WALK / TURN - move a square. Turn before or after move
	2	OPEN DOOR - move counter to touch door to show open
	3	TAKE COVER - use a corner or lean around door or window
MOVEMENT	1	GET UP - stand up, may change facing
	2	CLAMBER OVER OBJECT - move over low object or enter town clutter
	3	WALK & TAKE COVER - combined action, no Snapshot
MOVEMENT	1	BACK OFF - move backwards
	2	CRAWL* - move & turn 1 square, may roll sideways
	3	CLIMB THROUGH WINDOW - must be standing
MOVEMENT	1	RUN - move 2 squares & turn for each action used
	2	DITCH ITEM - drop any held objects
	3	1 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS*
MOVEMENT	1	2 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS*
	2	RELOAD GUN - Cost on reverse of gun counter
	3	RIDE - move 3 squares per action, turn with each ride action
MOVEMENT	1	SADDLE UP* - mount or dismount horse
	2	
	3	

* If insufficient actions may still take at the cost of all actions