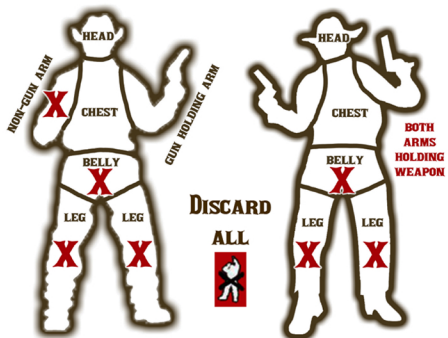


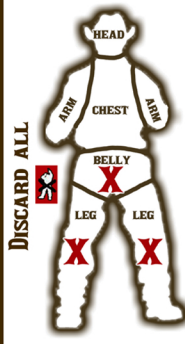
COVER: CORNERS, WINDOWS & DOORS

ONE HANDGUN

LONG GUN & BOW



COVER: LOW OBJECTS



COVER: PRONE

DISCARD ALL



Objects closer to prone blocks FOV



corner cover FOV

BLOW RECOVERY
each turn with no enemy present in square:

remove 1

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



+ 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

Shoot
Steady Aim
Best Shot

Shoot
Steady Aim

Shoot

ACTION SUMMARY

0

1

2

3

4

ALL

VAR

HANDGUN

1

SHOOT - shoot handgun

2

STEADY AIM - shoot handgun include SA result

3

DOUBLE SHOT - shoot handgun from each hand

3

BEST SHOT - shoot handgun include SA & BS result

RIFLE/BOW

1

POOR SHOT - ½ gun die (round down) max 1 wound draw

2

SHOOT - shoot rifle/bow

3

STEADY AIM - shoot rifle/bow include SA result

4

BEST SHOT - shoot rifle include SA & BS result

ALL

BEST ARROW - shoot bow include SA & ½ BS result

SHOTGUN

1

POOR SHOT - shooting disadvantage - max 1 wound draw

3

SHOOT - shoot shotgun

ALL

BEST SHOT - shoot shotgun include SA result

KNIFE TOMAHAWK LANCE

1

THROW KNIFE - does not have to be held

THROW TOMAHAWK/LANCE - must be held

0

HIT THE DIRT - go prone, no change of facing

0

LEAVE COVER - leave a Take Cover position

0

CLOSE DOOR - move counter away from door

0

WALK / TURN - move a square. Turn before or after move

1

OPEN DOOR - move counter to touch door to show open

1

TAKE COVER - use a corner or lean around door or window

1

GET UP - stand up, may change facing

1

CLAMBER OVER OBJECT - move over low object or enter town clutter

2

WALK & TAKE COVER - combined action, no Snapshot

2

BACK OFF - move backwards

2

CRAWL* - move & turn 1 square, may roll sideways

ALL

CLIMB THROUGH WINDOW - must be standing

ALL

RUN - move 2 squares & turn for each action used

OTHER ACTIONS

0

DITCH ITEM - drop any held objects

1

1 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS*

- sequence: map - held - carried - held - map

2

2 HANDED OBJECT: DRAW, HOLSTER PICKUP, STOW OR PASS*

VAR

RELOAD GUN - Cost on reverse of gun counter

1

RIDE - move 3 squares per action, turn with each ride action

SADDLE UP* - mount or dismount horse

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