

OUTLAWS:

ADVENTURES IN THE OLD WEST SOLITAIRE RULES

Characters not being played by the player are *auto characters*. *Action counters* for all characters are placed in the same *action cup*. When an *auto character's* *action counter* is drawn use the table below, or alternatively, roll the corresponding coloured dice:



Green for an *auto character* that **cannot see, or turn to see**, any opponents.



Yellow for an *auto character* that can see, or turn to see, an opponent from which they have **no cover***



Red for an *auto character* that can see, or turn to see, opponents, and from which they are in **cover from all of them***.

**Being prone does not count as cover.*

Undertake each instruction in sequence. The top instruction will identify a target enemy character to which the auto character will react.

1

Suspected
Advance
Shoot+
*Prone 1-2

Closest
Prone 1-4
Shoot+

Closest
Shoot+
Prone 1-2

2

Suspected
Advance
Shoot+
*Prone 1-2

Closest
Shoot+
Move
*Prone 1-2

Closest
Handgun
Shoot+
Prone 1-2

3

Suspected
Advance
Shoot+
*Prone 1-2

Closest
Move
Prone 1-3

Closest
Shoot
Move
*Prone 1-3

4

Suspected
Long Gun
Advance
*Prone 1-2

Closest
Prone 1-4
Shoot+

Cover –
Shoot+
Prone 1-2

5

Suspected
Handgun
Advance
*Prone 1-2

Cover –
Prone 1-5
Shoot+

Closest
Long gun
Shoot+
Prone 1-2

6

WAIT

Closest
Prone
Shoot
Crawl

Closest
Move
*Prone 1-2

Any instruction that cannot be followed, move on to the next instruction listed on the die.

If a situation occurs in play that is not covered in these rules then the *auto character* will ignore the instruction and *Wait*.

An *auto character* in a brawl rolls the auto *Brawl* die, or uses the table over.

Closest* closest opponent that can be seen, or turn to be seen, is target character.

Cover-* closest opponent in no cover or prone that can be seen, or turn to be seen is target character. If no valid target use *Closest*.

Closest Handgun/Long Gun*

closest opponent armed with a handgun, long gun (including bow), that can be seen, or turn to be seen is target enemy. If no valid target use *Closest*.

Suspected* closest conscious enemy in number of *Walk/Turnaround* actions needed to reach them is target enemy.

Suspected Handgun/Long Gun*

including **Bows**, closest opponent in number of *Walk/ Turnaround* actions, armed with a hand-gun/long gun (or bow) is target opponent. If no valid target use *Suspected*.

** Randomly determine target if more than one enemy qualifies. Groups of townsfolk/Tuwa are not valid target enemies (unless stated in Shootout text).*

Prone

• **Prone**, character *Hit the Dirt* or dismounts if mounted (*Saddle Up* at no action cost).

• **Prone #-#**, roll a second regular die. If the number rolled is in the range shown on the die, the character *Hit the Dirt* or dismount (*Saddle Up*).

• *****, only roll the second die if the character is in the *FOV* of an opponent. Ignore all *Prone* results if an enemy's square has been entered.

If already *Prone* ignore instruction.

Tuwa characters only dismount if a further regular die roll is *even*.

Snapshots

Auto characters attempt a *Snapshot* at player controlled characters that move into their *FOV*, or after they have been shot at. Attempt will be taken if the target character is within the following range.

Snapshot Range	
Handgun	4+ gun skill
Rifle/Bow	8+ gun skill
Shotgun	3+ gun skill

If *Snapshot* attempt successful then determine *Snapshot* action.

Snapshot action		
	Can see firer	Can't see firer
1-3	Shoot action*	None
4-6		Hit the Dirt

**if can't shoot—Hit the Dirt instead*

Shoot

• Take a *Move/Turn* action so target opponent is in *FOV* (if needed).

• If not holding a weapon take a *Draw* action choosing a weapon which could wound the target using a standard *Shoot* action. If current held weapon could not cause a wound, or is out of ammo, then *Stow* the weapon, and if actions available draw another that could cause a wound.

• If character has no weapon that could cause a wound, or cannot see target, then change *Shoot* to a *Move* instruction.

• An unarmed mounted character will *Draw* a loaded handgun, bow, or lance (randomly determine which). If none of the above are available then a rifle or shotgun will be drawn.

• Take a standard *Shoot* action at target character (if sufficient actions available).

• A rifle may take a *Poor Shot*, if only one action is available.

• If a character is using a double-barrelled shotgun roll a regular die and on a 1-2 they fire both barrels (if possible).

• A bow armed character will *Get up* to take a *shoot* action (if they can). A bow armed character who is permanently reduced to only a single action will *Drop* their bow and *Draw* another weapon.

Preference for weapon drawn is, in the following order: handgun, rifle, lance, tomahawk, knife.

• If shot is blocked by a friendly character then change *Shoot* to a *Move* instruction.

Shoot+

• As above but must spend the maximum number of actions available on shooting their weapon: *Shoot*, *Best Shot* or *Steady Aim*.

Out of Ammo

• *Auto characters* that are out of ammo does not roll the *auto dice*.

• They will *Walk/Turn* to the nearest square that is out of 360° *FOV* of all opponents and begin to *Reload* their quickest loading weapon. When loaded, roll the green die.

• A character with no reloads will *Walk/Turn* to the nearest square that is out of 360° *FOV* of all opponents and *Wait*. Repeat action if at any time an opponent is in their 360° *FOV*.

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Brawling

See rules in Optional rulebook

Advance (Walk/Run/Ride)

Roll die: 1-5 Walk 6 Run

Walk

- *Prone* characters will *Get Up*. If this makes them visible to an opponent then no further movement is taken. (if unable to *stand* then skip this instruction).

- *Walk/Turn* and *Take Cover* to the square or cover position nearest to the target opponent which they can reach, and which offers some cover from the enemy (doors, windows, corners etc.). Target opponent must be visible at the end of the move. If more than one square is possible then randomly determine which square to move to.

- Character can stay in original square if a *Take Cover* will allow them to see target enemy.

- If insufficient movement to reach a square where they can see the target opponent then *Walk/Turn* as close to the target enemy as possible.

Run

- If character is prone then change instruction to *Walk*.

- Character runs towards the target opponent by the shortest possible route. The running character stops in the last square they cannot see, or be seen by, the target enemy.

- If running character is unable to *run* at least one square then change instruction to *Walk*.

Mounted: Non-Tuwa Characters

- *Ride*, determine a reachable square nearest to the opponent that will offer some cover to a dismounted character. The *auto character* must be able to see the target character from the chosen square. If more than one square is available randomly determine which square to use.

If sufficient actions remain, dismount (*Saddle Up action*) and then *Take Cover*.

- If character has insufficient actions to *Ride* to where they can see the target opponent then *Ride* them as close to the target opponent as possible.

Mounter: Tuwa Characters

- *Ride* the character to the nearest square that is five squares away from the target enemy. If a choice of squares, choose one with some cover benefits.

- If the character has insufficient actions to reach the above square then *Ride* them as close to the target enemy as possible.

Move instructions

Roll a regular die to determine if movement is towards or away from target opponent:

1-4 - towards

5-6 - away

Move - Towards

Walk

- *Prone* characters will *stand up* (if unable to stand use a *crawl* instruction).

in FOV of target opponent

- *Walk/Turn* to a square:

- 2 squares away from the target opponent;
- can be reach in a single turn;
- provides cover from target opponent: doors, windows, corners etc.
- target opponent must be visible at the end of the move.
- If more than one square is possible then randomly determine which square to move to.

- If above is not possible then take a *Shoot* action instead.

- If a *Shoot* action is not possible (i.e. due to range, blocked by friendly character, etc.) then the character *Walks/Turn* towards the target opponent by the shortest possible route until weapon range is close enough that it could cause a possible wound with a *Shoot* action, then they *Hit the Dirt*.

in FOV of target opponent with no held loaded weapon

- If can *Walk/Turn* into target opponent's square this turn, do so and begin a *Brawl*.

- If can't reach opponent follow instructions for *in FOV of target opponent* above.

not in FOV of target enemy.

- *Walk/Turnaround* toward opponent by shortest route in *Walk/Turn* actions. If enemy square entered start a *Brawl*.

Crawl

- Character *Hits the Dirt*, if not already. Then *Crawl* towards the target opponent by the most direct route. If there is a choice of routes roll a die to determine which is used. If there is no route to the target opponent, i.e. all routes blocked by doors or windows, then take a wait action.

Ride: Non-Tuwa Characters

- *Ride*, determine a reachable square nearest to the opponent that will offer some cover to a dismounted character. The *auto character* must be able to see the target character from the chosen

square. If more than one square is available randomly determine which square to use.

If sufficient actions remain, dismount (*Saddle Up action*) and then *Take Cover*.

- If above not possible then the character takes a *Shoot* action instead. If a *Shoot* action is not possible (i.e. due to range, blocked by friendly character, etc.) then the character *Rides* towards the target enemy by the shortest possible route, in *Ride* actions, until weapon range is close enough that it could cause a possible wound.

Ride: Tuwa Characters

- **If target opponent not in cover, or prone**, *Ride* towards target opponent by shortest route, in *Ride* actions, stop when within three squares of target opponent. If within three squares A *Throw Lance* action may be taken if sufficient actions and lance is available.

- **If target opponent in cover**, determine if the Tuwa can *Ride* to a square that is three squares away from the target which will provide no cover to their opponent (i.e. to their side or behind them). *Ride* to square if possible. A *Throw Lance* action may be taken if sufficient actions and lance available.

- If no squares met the **target opponent in cover** criteria above, then character will take a *Shoot+* action. If *Shoot* action is not possible (i.e. due to range etc.) then the character *Rides* towards the target enemy by the shortest possible route until weapon range is close enough to cause a possible wound and then stops.

Move - Away

Walk, Crawl or Ride

- *Walks/Turn*, *Crawls* or *Rides* to the furthest square from the target opponent that they can reach using all available actions.

- Character will not leave the board and stops when they can travel no further (exc. If the *shootout* rewards a team for leaving the game board then they may do so, if they are at the appropriate board edge).

Wait

- The character passes and does nothing.

Riding Notes

- Once an *auto character* has dismounted they will not remount.
- Characters that dismount will leave their horse behind, they will not lead them (unless the *Shootout* states otherwise).