

Gunfight

Contents

Contents	1
Types of Figure	2
Characters	2
Ability Descriptions	4
Troopers	5
Combat.....	5
Sequence	5
Action.....	5
Move.....	6
Shoot or Hit.....	6
Hold Up.....	7
Range	7
Cover	7
Ammunition.....	7
Routing	8
Rallying.....	8
Dynamite	8
Throwing Dynamite	8
Setting Up a Game	8

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Types of Figure

There are three types of figures:

Characters: fearsome, skilled and often famous. They have names, characteristics and special abilities.

Troopers: nameless soldiers or warriors. They have fixed characteristics.

Rabble: townspeople, cowboys and farmers.

Characters

Characters have the following characteristics.

BD = Body.

SK = Skill.

SP = Speed.

AG = Agility.

WP = Willpower.

Each is measured from 1-10.

To roll a character randomly roll 1D6+4 for each characteristic. Characters also have special abilities. A greenhorn has one, an old hand has two and a veteran has three.

Roll on the table appropriate to the characters type.

Roll D20	Lawman
1	Block and Parry
2	Cool
3	Dead Eye
4	Drunk as a Skunk
5	I've been hit worse
6	Impressive Whiskers or Amazing Outfit
7	Leader
8	Loyal Sidekick
9	Old Timer
10	Quick Draw
11	Relentless
12	Shootist
13	Something to Fight For
14	Terrifying
15	Tin Star
16	Tough as Old Boots
17	Trick Horse
18	True Grit
19	Unnerving Habit
20	White Hat

Roll D20	Outlaw or Mexican
1	Back from the Dead
2	Black Hat, Large Sombrero or Feathers.
3	Block and Parry
4	Brawler
5	Coyote Cunning
6	Dead Eye
7	Drunk as a Skunk
8	Ducking and Weaving

Roll D20	Outlaw or Mexican
9	Gimmick
10	Leader
11	Mad Dog
12	Quick Draw
13	Relentless
14	Savage
15	Shootist
16	Snake Strike
17	Sneaky Dog
18	Terrifying
19	Tough as Old Boots
20	Unnerving Habit

Roll D20	Outsider, Gambler, Gunfighter
1	Back from the Dead
2	Block and Parry
3	Cool
4	Coyote Cunning
5	Dead Eye
6	Doctor
7	Ducking and Weaving
8	Gimmick
9	Horseman
10	I've been hit worse
11	Quick Draw
12	Relentless
13	Shootist
14	Snake Strike
15	Terrifying
16	Trick Horse
17	True Grit
18	Unnerving Habit
19	White Hat
20	You killed my

Roll D20	Indian
1-2	Black Hat, Large Sombrero or Feathers.
3-4	Coyote Cunning
5	Ducking and Weaving
6-7	Horseman
8	Leader
9	Loyal Sidekick
10	Mad Dog
11	Nobility
12	Relentless
13-14	Savage
15	Snake Strike
16-17	Sneaky Dog
18-19	Terrifying
20	Trick Horse

Roll D20	Soldier
1-4	Leader
5-7	Horseman
8-9	True Grit
10	Relentless
11	I've been hit worse

12-13	Tough as Old Boots
14	Impressive Whiskers or Amazing Outfit
15	Dead Eye
16-18	Discipline
19-20	Tactician

Ability Descriptions

Ambidextrous	No off-hand.
Back from the Dead	Opposing characters on one chosen side loose D3 WP on first sight.
Black Hat, Large Sombrero or Feathers.	Advantage if attacking from out of target's LOS.
Block and Parry	Opponent at disadvantage on hits.
Brawler	Advantage on hits.
Cool	If fighting indoors ignore opponent's cover.
Coyote Cunning	On the first turn before anyone acts can make up to 2 moves to reach the nearest cover or to shift to a different position.
Dead Eye	No penalty for long range.
Discipline	Can rally self if routed (2 actions gain 1D/2 WP).
Doctor	Can use 2 full turns to bandage a hurt or a wound. This succeeds on 1D under SK. If successful a hurt is removed and a wound turned into a hurt.
Drunk as a Skunk	Reduce all injuries by 1 level. -2 SK.
Ducking and Weaving	If moving penalty to be hit with shooting.
Gimmick	Ignore one attack in the game. Choose to ignore it before the attack is rolled.
Horseman	Can jump obstacles on horseback and never falls off or is trapped under a horse. Penalty to be shot on horseback if moving.
I've been hit worse	When wounded or mortally wounded for the first time in the combat the injury is reduced to a hurt on the character's next turn.
Impressive Whiskers or Amazing Outfit	Each opponent at penalty on first attack on character.
Leader	Can rally.
Loyal Sidekick	Has a loyal follower with abilities like a trooper but never routs until the character routs.
Mad Dog	Half all WP and BD loss. No benefit from cover.
Nobility	+6 WP.
Old Timer	-2 AG, -2 SK, -2 SP, +4 WP and all attacks against character at a disadvantage.
Quick Draw	No action required to draw or put away a weapon. Can reload a pistol in 1 action.
Relentless	If WP or BD reduced to 0 add 1 to each next turn. BD of 0 does not kill the character.
Savage	Advantage on hits and causes double WP loss on hits.
Shootist	Roll 2D when shooting and take the highest.
Snake Strike	Roll 2D for SPD rolls.
Sneaky Dog	No enemy can attack character if in cover unless the character has attacked that target first. No enemy can turn to face the character if character is out of LOS unless the character attacks first.
Something to Fight For	Advantage if hurt or wounded.
Tactician	Each turn after the first can choose when to go in the turn. If there are two tacticians on different sides the faster can choose to preempt the slower when s/he chooses to act.
Terrifying	Double any WP loss caused by character.
Tin Star	If attacked by more than one enemy in a turn each after the first is at a penalty.

Tough as Old Boots	Half all BD loss.
Trick Horse	Character's horse can be moved without the character being on it. It can make hits with an SK of 6. It ignores frights and hurts.
True Grit	Half all WP loss.
Unnerving Habit	1 extra action and +2 to hit on the first turn.
White Hat	No bonus for surprise. Can't attack an opponent who is knocked down. Must cover target and offer chance to surrender before first attack unless shot at first. Must protect innocent bystanders. +2 to each STAT.
You killed my	At any point in the game use an action to say 'You killed my' To an enemy with 8". All attacks against the target gain an advantage for the rest of the game.

Troopers

Troopers (often U.S. cavalry, Indian braves or Mexican army) have 6 AG and 4 in each other characteristic. They have no special abilities.

Combat

Sequence

Characters take their turns in order of SP +1D10 highest first, on a tie use WP, then SK, then AG then 1D10. Rabble move after all characters in order of their leaders WP then 1D10. In a turn each character or trooper has 2 actions and each rabble one. Then turn sequence only begins when the first character sights the first opponent.

Action

One action can be used to:

- Move.
- Shoot or Hit.
- Draw a weapon.
- Put away a weapon.
- Pick up a weapon.
- Stand up.
- Drop to ground.
- Open or close a door.
- Reload a bow, carbine, one barrel of a shotgun or Sharps rifle.
- Dive
- Hold up a target.
- Light a fuse.
- Throw an object.
- Mount or dismount.

Two actions can be used to:

- Reload a revolver.
- Take an aimed shot.
- Rally (leaders only) routed friends within 6".

Four actions (2 turns) can be used to:

- Reload a Winchester rifle.

Move

A character can move forward 1" per AG. Rabble can move 5". A turn to face any direction takes 2". Crawling is at ¼ speed. A horse can move 12". A move can finish with a dive to the ground.

Shoot or Hit

A figure can shoot at any target s/he can see in a 90 degree arc centred straight ahead if a LOS can be traced to it. A character, or rabble can hit any target that meets the same criteria and is within 1". Roll 1D10 and add SK. Rabble have no SK.

A shot or hit starts as average and improves one level if:

- Hit versus a prone target.
- Shotgun or pistol at point blank.
- Target is rabble.
- Shotgun using both barrels.
- Making an aimed shot with a Sharps rifle.
- Making an aimed shot except with a shotgun.
- Target surprised.

A shot or hit gets one level worse if:

- Hit without a close combat weapon (i.e. a rifle, carbine or shotgun used for bashing or a sword, knife or machete).
- Shot with a bow or thrown knife.
- Long range.
- Target in cover.
- Firing 2 pistols.
- Shooting with off hand.
- Hitting an opponent with a higher BD.
- Rabble using a Sharps rifle or carbine.

A shot gets 2 levels worse if

- Target behind hard cover.

Roll	Sitting Duck	Good	Average	Bad	Terrible	Awful
1-5	Miss	Miss	Miss	Miss	Miss	Miss
6-7	Fright	Miss	Miss	Miss	Miss	Miss
8-9	Hurt	Fright	Fright	Miss	Miss	Miss
10-11	Wound	Hurt	Hurt	Fright	Miss	Miss
12-13	Wound	Wound	Hurt	Hurt	Fright	Miss
14-15	Mortal	Wound	Wound	Hurt	Hurt	Hurt
16-17	Mortal	Mortal	Wound	Wound	Hurt	Hurt
18-19	Mortal	Mortal	Mortal	Wound	Wound	Wound
20	Mortal	Mortal	Mortal	Mortal	Mortal	Wound

For Characters:

A fright reduces WP by 1.

A hurt reduces WP by 2 and all other STATs by 1. The character must miss 1 action.

A wound reduces WP by 3 and all other STATs by 2. The character also falls down and must miss 2 actions.

A mortal reduces WP by 4 and all other STATs by 3. The character falls down and must roll 1D under WP each turn to start acting again. If the roll comes up 9 or 10 the character dies.

A character with two mortals or a BD of 0 is dead.

A character with a WP of 0 is routed.

For Rabble or Trooper:

Anything except a miss is routed.

A wound is incapacitated.

A mortal is dead.

If target is mounted roll 1D10. On 1-5 the horse is affected by a shot (not a hit).

A fright causes the horse to move 2D10" in a random direction diverting by the minimum necessary to avoid obstacles it cannot jump. The rider must roll 1D10 under AG or fall off (on a roll of 10 s/he falls off and is dragged which results in a 2D roll on the Average table).

Any other result causes the horse to fall incapacitated. The rider must roll 1D10 under AG or be trapped under the horse taking a 2D roll on the average table and needing a 1D10 roll under BD to escape each turn.

Hold Up

To cover name a target or targets in LOS. As long as they remain in LOS the character covering them can break into their turn to make a shot. The character stops covering if s/he takes a shot or moves so the target is out of LOS or the character is successfully shot or hit. If a character being covered decided to try to shoot or hit a target before the coverer can fire s/he roll 1D and adds SP. The coverer rolls 2D and adds SP and the winner shoots first (the coverer wins ties).

In the complex situation where character A is covering character B and character C then chooses to cover character A then if character A tries to shoot B then A and C each roll 1D + SPD to resolve who shoots first with C winning a tie.

Range

Weapon	Point Blank	Normal	Long
Thrown Knife		3"	6"
Bow		6"	12"
Pistol	2"	6"	14"
Shotgun	4"	6"	14"
Carbine		10"	36"
Rifle		12"	48"

Cover

A character is in cover if firing around a corner, lying down behind a rock or boardwalk or in a building regardless of if the shooter is in a building. A character is in hard cover if behind a stone wall or in a trench.

Ammunition

A pistol must be reloaded after 6 shots.

A shotgun must be reloaded after 2 shots (or one with both barrels).

A carbine or Sharps rifle must be reloaded after 1 shot.

A Winchester rifle must be reloaded after 15 shots.

Rabblе don't keep track of ammo. Their low chance of hitting and one action represents not firing much and spending a lot of time ducking and reloading.

Routing

A routed character or rabblе must surrender dropping any weapons if covered, flee for the table edge as long as s/he can trace a route without crossing the LOS of a known enemy or hide in the nearest cover available otherwise.

Rallying

A leader within 6" can rally a routed character or rabblе. The leader rolls WP-1D10 and adds that to the WP of the routed characters. If the result is positive characters and unhurt rabblе are rallied.

Dynamite

A character with dynamite must spend an action lighting the fuse. He can light the fuse of from 1 to 10 sticks at once. A roll of SK or less is required for it to light successfully. The character must nominate a number of turns before it goes off from 0 (at the end of the character's turn) up to 10 turns. At the end of each of the character's turns roll 1D and add the nominated number of turns and subtract the number of turns that have passed. On a roll of 5 or less the dynamite explodes. Anyone within $\frac{1}{2} + \frac{1}{2}$ per stick inches of the dynamite takes a 10 SK Average attack. Any wooden structure within the area is destroyed and a stone structure is destroyed if within 1" on a roll of the number of sticks or less.

Throwing Dynamite

Thrown dynamite can be targeted 2 x BD inches away -1 per stick after the first. Throw 2D. It scatters the difference in inches in the direction from the higher to the lower dice.

Setting Up a Game

The set up will depend on the scenario but in general:

- Unless the scenario is an ambush no character should start in cover though a character could start inside a building (but not looking out).
- Each side must have at least one figure in normal range of an opposing figure.
- Unless the scenario is an ambush all figures start with weapons holstered, slung or not at the ready. The SPD roll on turn 1 represents everyone going for their guns (or bows and arrows etc.).