

LEGENDS OF THE OLD WEST

QUICK REFERENCE

POST GAME SEQUENCE

(p85)

- INJURIES** (p85)
 - Roll for each fighter taken out (lost last wound & removed from play)
 - Heros & Legends:** Roll on Serious Injury Table (p86)
 - Henchmen & Hired Guns:** Roll D6, on 1-2: Dead, 3+: Alive
- EXPERIENCE** (p88)
 - Gain XP for surviving encounters and achieving objectives.
 - Once fighter reaches a colored box, roll on advance table
- EARNING LOOT** (p88)
 - Loot** = \$1D6 + \$2D6 per hero not out of action.
- TRADING** (p92)
 - New Recruit** (p92) Buy w/only items from posse list. May trade after 1 game
 - Heros** (p93) may use any item. If not out of action, may search for 1 Rare X. Finds rare item on 2D6 >= X.
 - Henchmen** (p47) may only ever use items in posse equipment list.
 - Hired Guns** (p96) May not trade or change equipment once bought
 - Legends** (p104) Choose legend to find, roll D6 per hero (not out of action or rare searching). Found on 6 (no Fame). No equipment changes/trading.
 - Selling Item** (p93) May sell for half price
- CALCULATE INFAMY RATING** (p84)
 - Infamy** = (# fighters including Hired Guns)x5 + total XP
 - Underdogs** (p88) Posse with lower infamy rating receive # of re-rolls based on difference: 0-50=None, 51-75=1, 76-100=2, 100+=3

POSSES

(p46)

- COWBOYS** (p48) Max:15 Skills: Brawlin', Shootin', Movin'
- LAWMEN** (p50) Max:12 Skills: Shootin', Movin', Savvy
- OUTLAWS** (p52) Max:15 Skills: Brawlin', Shootin', Savvy
- Life is Cheap:** May shoot even if they could hit own models.
- US CAVALRY** (f.p22) Max:12 Skills: Brawlin', Shootin', Movin'
- Cavalry. Horse Soldiers:** every model starts with horse
 - Quartermaster:** Posse items-common & cheaper. Others cost +\$D3
- BUFFALO SOLDIERS** (f.p24) Max:12 Skills: Brawlin', Shootin', Movin'
- Cavalry. Horse Soldiers. Quartermaster**
- US INFANTRY** (f.p25) Max:15 Skills: Brawlin', Shootin', Movin'
- Quartermaster. Foot soldiers:** No cavalry special rule.
- TEXAS RANGERS** (f.p26) Max:15 Skills: Brawlin', Shootin', Savvy
- Peace Officers:** Count as Lawmen for Hired Guns and Legends.
 - Resolve:** May re-roll Dive for Cover/Fearsome tests (not volunteer)
- NATIVE AMERICANS** (f.p28) Special Rules
- Heathen:** Unaffected by Preacher/Holy Bible.
 - Scalps:** Captured enemy may be scalped (killed) for 1 hero XP.
 - Life is Precious:** Head for the Hills test at 33% lost.
 - Counting Coup:** Take instead of Swordsman skill. Gain 1 XP for -Coup-sticks: If win fight, may forfeit all strikes for 1 XP.
 - Scalping:** If take out enemy in fight, may spend entire next turn (dismounted) to scalp. If hero scalped, full recovery=deep wound.
 - Raiding:** 1 XP per mount led off of the table edge.
 - Cardsharp:** Instead take Trick Rider or Hit and Run (Desert Tribe)
 - Trick Rider:** Start Movin' Phase, may hide behind horse, cannot be targeted. Horse's +1 Pluck.
 - Hit and Run:** May move within 1" of enemy and fight. If win, no push back but wound roll. If lose, stop in base contact. Only once per turn and may not shoot.
- PLAINS TRIBES** (f.p30) Max:16 Skills: Brawlin', Movin', Savvy
- Expert Riders:** Except Dog Soldiers, all have Born in the Saddle skill
 - Counting Coup:** By scalping or using coup-sticks
- NORTHERN TRIBES** (f.p33) Max:16 Skills: Brawlin', Movin', Savvy
- Counting Coup:** By scalping or using coup-sticks
 - Isolation:** Firearms jam on second roll of 1 or 2.
- DESERT TRIBES** (f.p35) Max:14 Skills: Brawlin', Shootin', Movin'
- Guerillas:** If deployed on board, may take free move at game start
 - Counting Coup:** Apache/Navajo-raid. Comanche-scalp/coup-strick
- MOUNTAIN MEN** (a.p74) Max:12 Skills: Brawlin', Shootin', Movin'
- Woodsmen:** Ignore difficult terrain
- COMANCHEROS** (a.p76) Max:15 Skills: Brawlin', Shootin', Savvy
- Life is Cheap:** May shoot even if they could hit own models.
- MEXICAN BANDIDOS** (a.p77) Max:15 Skills: Brawlin', Shootin', Savvy
- Life is Cheap:** May shoot even if they could hit own models.

HERO / HIRED GUN ADVANCE TABLE

- 2-4 New Preferred Skill
- 5-6 +1 Shootin'
- 7 +1 Strength or +1 Fightin'
- 8 +1 Grit
- 9 +1 Wound or +1 Attack
- 10 +1 Pluck
- 11 Roll: 1-3: +1 Fame, 4-6: +1 Fortune
- 12 New Skill (Any)

MOVIN' SKILLS

- Born in the Saddle:** +1 Jump/Thrown Rider while mounted
- Nimble:** may re-roll Jump, Climb, Saddle Up tests while on foot
- Stealthy:** if targeted while on foot & within 1" of barrier in the way, attacker must make a Spotting Roll
- Lightning Jack:** may move D6" instead of shooting. Not engaged. No Charge
- Dodge:** if wounded by shooting while on foot, roll D6. On 6, ignore wound.
- Scout:** Ignore difficult terrain penalty

BRAWLIN' SKILLS

- Pugilist:** Unarmed = Hand Weapon
- Strongman:** Use 2-hand weapon with no penalty
- Dirty Fighter:** On 6 to wound, makes extra strike against any model
- Swordsman:** With Sabre, may re-roll 1's to determine who wins fight
- Fury:** +1 attack when charges, unless charged himself
- Sidewinder:** 4+ to wound

HENCHMEN ADVANCE TABLE

- 1 +1 Strength or +1 Grit
- 2 +1 Attack or +1 Wound
- 3-4 +1 Shootin' or +1 Fightin'
- 5 +1 Pluck
- 6 Henchman becomes a Hero

SHOOTIN' SKILLS

- Fast Draw:** with sixgun may himself fire 1st without spending Fame
- Trick Shooter:** ignore In the Way rolls with 1 of: sixgun, heavy pistol, or rifle
- Pistolier:** w/2 sixguns: may fire 2x.
- Trigger-happy:** if unengaged with ready sidearm, may shoot model charging him when 1" away.
- Rifleman:** may re-roll misses with all rifles & Flintlock Carbine
- Deadeye Shot:** +1 to wound on shooting or throwing

SAVVY SKILLS

- True Grit:** re-roll 1st failed Pluck test
- Seasoned Vet.:** If a hero <= 6" calls heroic action, may do same w/o Fame
- Trader:** +2 on rolls to find rare equip.
- Repartee:** models in fight must pass Pluck test to strike (wound)
- Card Sharp:** roll \$D6 extra loot if not searching for rare/taken out of action
- Fearsome Reputation:** fighter trying to charge/shoot must pass Pluck test

ITEMS

- Appaloosa** (\$22,R9,C for Native American) As horse, except Move: 12"
- Bath & Shave** (\$11,C) Once next game, Posse leader ability Rg +6" for 1 phase.
- Boilerplate** (\$6,R7) Grit +1, Move -1", On Jump, Climb, Saddle tests: lowest of 2 dice.
- Bugle** (\$18,R7) One per game at move phase: call Yee Haw! for mounted models. Pluck +1 until player's next move phase. US Cav/Inf,Buffalo only
- Colt Shoulderstock** (\$8,R6) Heavy Pistol or LeMat revolver: +6 Rg if stationary.
- Elixir of Life** (\$4D6,R7) Roll D6 for hero: 1=Miss next game, 2-3=No Effect, 4-5=Full recovery if taken out next game, 6=As 4-5 & Cure 1 Injury
- Fancy Duds** (\$24, R7) Highest 2 of 3D6 on Pluck tests. If taken out, lose item on D6=1.
- Fine Whiskey** (\$18/\$10,R6) Single use before game. Pluck:+D6, Grit in fight: +1, Shootin':-1. \$=1st/After First
- Guidons** (\$16,R7) (frontier p7) fighters <=3" can re-roll 1 dice in combat for win. Player w/drop decides who re-rolls first. If killed, mark board and may pick up. If not controlling at game end, roll D6. (-1 if enemy controlled) 1=Lose Item, enemy gains extra \$D3, 2-3=Lose Item, 4-5=Recovered, 6=Recovered & Bearer makes full recovery. US Cav/Inf,Buffalo only
- Heavy Furs** (\$6,C) -1 on dice to wound wearer. If taken out, lose item on D6=1.
- Holy Bible** (\$20,R8) During move, roll dice on enemy <= 8". On 6: Pluck -1 for game. No Native Americans, Chinese, or 'Life is Cheap' Posses.
- Horse** (\$18,C) S:0, F:0, St:3, G:4, A:0, W:1, P:3, Move: 10" (¼ difficult)

- Marked Cards** (\$16, R9) extra \$D6 loot. w/Card Sharp Skill, highest of 2 dice.
- Marked Cards (Alamo)** (\$10,R6) Used with Card Sharp, extra \$D6+3.
- Medicine Pipe** (\$10,R7) Before scenario may roll D6. On 1st failed Head for Hills test: 1=No Effect, 2=re-roll, 3-5=ignore, 6=ignore & Pluck+1
- Medicine Shield** (\$8,R9) Grit +1. Native American only
- Mule** (\$12,C) S:0, F:0, St:3, G:5, A:0, W:1, P:3, Move: 8" (½ difficult), no jump.
- Night on the Town** (\$20,C) Next game, ignore 1st failed Head for the Hills test.
- Rifle Scope** (\$15,R9) Rifle: +6" Rg. Repeating Rifle: +6" Rg if stationary.
- Spanish Armor** (\$12,R10) Grit +1 in fight
- Spring-loaded Contraption** (\$14,R9) Gambling-+\$D6 w/Card Sharp or Marked Cards. Sat. Night Special-call Quickdraw once per game w/o Fame.
- Telescope** (\$14,R7) re-roll all failed Spotting checks.
- Totems** (\$20,R10) (frontier p8) models <= 3": Pluck=7. Same as Guidon at game end. Native American only
- Trademark Item** (\$10,R7) Posse leader ability take highest 2 of 3D6. If taken out, take Head for Hills next turn.
- US Flag** (\$25,R11) As guidon, but Rg 6". Capture standard roll=1, gain \$D6. US Cav/Inf,Buffalo only
- Visit to the Doc** (\$4D6,C) Attempt to cure serious injury (not amputated limbs). Roll D6: 1=Roll on Serious Injury Chart (ignore Captured, Bitter Enmity, Robbed), 2=No Effect, 3-5=Cure 1 Injury, 6=Cure All.
- War Bonnet** (\$18,R8) Posse leader ability Rg 12". Yee Haw! range +D6" each time used. Native American only.

THE DROP

(P10)

Players roll off to decide who will move/shoot/fight first during the turn. If they draw, the drop changes over from the previous turn.

THE MOVIN' PHASE

(P11)

Each player moves models up to: (Man=6", Horse=10", Mule=8")

Control Zone (p11) Cannot move within 1" of enemy unless charging. Models already touching do not have control zone.

Charge (p12) Move model to base of enemy, requires LOS at start

Fights (p13) At end of Movin' phase, fights are split by player w/drop.

Difficult Terrain (p13) 1/2 movement rate on foot/on mule. 1/4 on horse

Barriers and Gaps (p15) Barriers <= 1/2" high do not affect movement.

Barriers 1/2" - 2" can be **jumped** by models on foot/horse, impassable to mules. Barriers > 2" can be **climbed** by models on foot if there are enough hand and foot holds, impassable to mounts. These distances also apply to gaps, but a horse may attempt to jump gap up to 4" wide.

Mounted Fighters (p19) Fighters must pass a **jump** test to mount a horse, and may dismount at any time without a test.

Loose Mounts (p21) Each move phase must pass pluck test or player with drop moves horse.

Falling (p17) For falls of more than 2", suffer 1 S3 hit for each full 1" of fall and placed lying down.

Models on Ground (p17) Lay down/stand up for 1/2 movement. On ground, movement rate is 2", cannot charge, and no control zone. Can only be seen on a Spottin' Roll of 4+. Enemies within 6" can see model on ground that shot this turn or last without Spottin' Roll.

THE SHOOTIN' PHASE

(P22)

To hit target, roll >= shootin' value. Each hit, roll on wound chart.

Shooting from behind friends (p24) If in base contact with model in front, it is not in the way.

Targets in Combat (p25) Only if special rule allows, can shoot into combat. 1-3: Hit friendly, 4-6: Hit enemy

Mounted Fighters (p25) Mount/Rider treated as 4+ in the way.

Jamming and Reloading (p25) On 1 to hit, roll again. On 1 again, weapon jams. Must take a future entire Shootin' Phase to clear.

Critical Damage (p26) With firearm or explosive, on 6 to wound, roll again. On 6, does D3 wounds.

THE FIGHTIN' PHASE

(P27)

Models in close combat roll off to see who wins the fight. If they draw, the model with the highest Fightin' value wins. The loser must back off 1" and the winner strikes him. Each strike, roll on wound chart.

Trapped (p29) Fighters unable to back off take double strike rolls.

Models on the Ground (p29) Victorious: Stand up but do not wound. Defeated: Count as trapped.

Fighting Over Obstacles (p30) Winner must roll 4+ on each strike to avoid hitting obstacle.

Mounted Fighters (p31) Can allocate strikes to horse or rider. Killed mount, rider rolls on Thrown Rider table.

Cavalry (frontier p10) Win on charge: knock enemies to ground. On charge: +1 Atk if 2+ Cavalry <= 1". No bonus- difficult terrain/barrier

PLUCK

(P32)

Pluck test passed if Pluck+2D6 >= 10.

Head for the Hills (p32) At start of Movin' Phase, if half or more of fighters are taken out. Leader (if dead highest leadership model) tests, on fail posse flees. May do voluntarily.

Fearsome Reputation (p32) Must test to charge or shoot opponent w/ Fearsome Reputation. On fail, model can do nothing for rest of phase.

Dive for Cover (p32) If hit my missile fire but not killed or if friendly model with 3" dies, test. On fail move to closest piece of terrain. If already behind cover, lay on ground. Cannot shoot.

HEROES

(P34)

Fame (p34) Spend for +1/-1 to dice roll. Spend for Heroic Action:

- **Yee Haw!** Move 1st along w/models within 6" before & after move
 - **Quickdraw** Shoot 1st along w/models within 6"
 - **Time for Whuppin'** Fight 1st along w/models in combat, then move.
- Fortune** (p36) May spend when wounded to save on 4+.

EXPLOSIVES

(P43)

Throw (p43) Roll to hit, on 1 detonate on thrower. On Nitro miss, mark target spot. Model <= 1" of mark, roll D6, on 1 detonate. Owner may retrieve by touching.

Plant (p43) Instead of moving may plant if not engaged entire phase. Roll D6, on 1 detonate, otherwise success. Attempt to detonate instead of shooting. Roll D6, on 2+ detonate.

Detonate (p43) Models under template each take D6 auto hits.

Unstable (p43) Models w/Nitro move at half speed & may not ride

JUMP TABLE

1	Stumbles- does not cross, and cannot move further
2-5	Success- The model is placed on the other side of the obstacle in base contact, but cannot move further.
6	Effortlessly Bounds Across- the model leaps over the obstacle and can complete its move if any remaining

HORSE JUMP TABLE

1	Refuses- does not cross, and cannot move further
2-6	Effortlessly Bounds Across- the model leaps over the obstacle and can complete its move if any remaining

WOUND CHART

S/G	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

CLIMB TABLE

1	Fall- model slips & falls to the ground
2-5	Continue to climb- if the top/bottom is reached, place the model at the edge. The model cannot move further.
6	Continue to climb- if the top/bottom is reached the model can complete any remaining move.

THROWN RIDER TABLE

1	Knocked Flying- The rider suffers a single S2 hit. If he survives, lay down beside mount. If he is already engaged in a fight he fights lying down.
2-5	Rises from the Dust- The rider can do nothing else for that turn- if already in a fight, he cannot strike blows if wins.
6	Leaps into Action- The mounted fighter is replaced by a model on foot and suffers no further penalty.

IN THE WAY CHART

3+	Picket fence, hedge, cactus, washing line, narrow posts, barbed wire, etc.
	Solid wooden fence, low wall, rocks,
4+	wagon/cart, door or window of wooden building, barrels, crates, etc.
5+	Fortified wall, large rocky outcroppings and boulders or similar

MISSILE WEAPON SUMMARY CHART

Weapon	Rg	Str	Move	\$	C/R	Special Rules
Sixgun	10"	3	none	6	C	Fanning
Heavy Pistol	12"	4	half	12	R6	Improvised Weapon
Sat. Night Special	6"	3	none	5	R7	Concealed, Slow Reload
Le Mat Pistol	12"	3	half	18	R11	Scattergun Setting, Improvised Weapon
Flintlock Pistol	8"	3	half	4	R6	Improvised Weapon, Slow Reload
Rifle	24"	4	full	16	C	Longarm, Slow Reload
Repeating Rifle	18"	4	half	18	R7	Longarm
Musket	18"	3	full	6	C	Longarm, Slow Reload
Buffalo Gun	30"	4	full	25	R8	Longarm, Slow Reload, Blown Away, 2 Hand Weapon
Cavalry Carbine	20"	4	half	16	R7	Longarm, Slow Reload
Flintlock Rifle	24"	3	full	12	C	Longarm, Slow Reload, No Scope
Flintlock Carbine	16"	3	half	11	R7	Longarm, Slow Reload, No Scope or Bayonet
Caplock Rifle	20"	4	full	14	C	Longarm, Slow Reload, No Scope
Shotgun	12"	3/5	half	12	C	Shotgun, Variable Strength, Forceful
Sawed-off	T	3	half	15	C	Shotgun, Spread
Indian Longbow	18"	2	half	5	C	Primitive
Thrown Weapon	Sx2	S	none	2	C	Primitive, Improvised Weapon
Lasso	6"	-	none	10	C	Lasso
Tomahawk	Sx2	S	none*	3	R7	Primitive, Fire on the Move, Hand Weapon
Gatling Gun	24"	4	special	50	R11	US Cav/Inf, Buffalo only (Alamo p18)
Dynamite	Sx2	6	half	20/12	R9	Explosives, Blast Area, \$=1st/After 1st
Nitro	Sx2	10	full	35/18	R11	Explosives, Blast Area, Unstable, \$=1st/After 1st

Blown Away: Knocked down/thrown rider if hit. Wound on 4+ or better.

Concealed: May be used in unarmed scenarios

Fanning: Rg 6", roll 6D6. 6's hit, extra hits may to models <= 3" of target. Must reload.

Fire on the Move: May fire when at 1" on charge. If target killed may keep moving.

Forceful: Reduce in the way by 1, except models

Lasso: Used during move. Model hit: no actions that turn & F=1. May drag 3" towards, on D6 of 4+ (3+ mounted thrower).

Longarm: Two-handed, Improvised Weapon

Primitive: No jam checks.

Scattergun: Once per game fire as single-barrel sawed-off shotgun

Shotgun: 2 Barrels (shoot both: re-roll wound), Slow Reload (after both barrels), Improvised W.

Slow Reload: Must spend a Shootin' Phase reloading to fire again.

Spread: Hit on 4+ under template. Ignore Terrain

Variable Strength: <=6": S5, knocked down/ thrown rider. >6": S3

FIGHTIN' WEAPON SUMMARY

Weapon	Win	Wnd	\$	C/R	Notes
Hand Weapon	-	-	2	C	-
2 Hand Weapon	-1	+1	3	C	2 Hands
Unarmed	-1	-1	-	-	-
Improvised Weap	-1	-	-	-	-
Bayonet	-	-	2	R6	Rifles, Muskets, Carbines
Pistol Bayonet	-	-	2	R7	On Flintlock Pistol
Indian Lance	-	-	5	C	Thrown Weapon. Native Am only
(mounted)	-	-	-	-	+1S on charge
Bow-Lance	-	-	8	R8	Lance+Longbow. Native Am only
Lance (cavalry)	-	-	7	R6	Charge: +1F, re-roll 1's to wound
Cavalry Sabre	-	-	3	R7	
Spanish Sabre	-	-	5	R8	Win draws with Swordsman Skill

SCENERY CHART

Scenery	G	W
Stone/brick wall	8	4
Wooden building	6	4
Fence/cart/wagon	4	2
Tree or hedge	4	3
Rocky outcrop/cliff	10	5

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