

LotOW Fire Combat

Based on Legends of the Old West (C) Games Workshop. Adaption by Katie Lucas

Roll D6 greater or equal to shoot skill to hit.

Cross-ref weapon strength vs grit,
get target number for wounding.
Roll equal or higher to wound. 6s
are critical damage.

	G2	G3	G4	G5	G6
S3	4	4	5	5	6
S4	3	4	4	5	5
S5	3	3	4	4	5
S6	3	3	3	4	4

Hit	Wound	Last Wound	Blown Away	Outcome
no	no	N/A	N/A	Nothing.
yes	no	N/A	no	Figure must pass pluck or 'Dive for Cover'.
yes	yes	no	no	
yes	no	N/A	yes	Figure is knocked to the ground & misses this shooting phase if they've not fired.
yes	yes	no	yes	
yes	yes	critical	N/A	If a second D6=6, figure takes D3 wounds.
yes	yes	yes	N/A	Figure is 'Out of Action'. Figures within 3" must pass pluck or 'Dive for Cover'.

Weapon	Context	Price	Range	Str	Move	Ref	Rules
Sixgun Fanned Sixgun	Revolvers around .32, Smith & Wesson, Colt, etc	\$6	10" 6"	3	none	LotOW p37/42	- Slow Reload. Roll 6D6, Each 6 is a hit. Successive hits can be 'walked' 3" to a new target. No critical hits.
Flintlock Pistol	1800-1830s	\$4 R6	8"	3	half	Alamo p38/39	Slow Reload
Heavy Pistol	Colt Dragoon, Colt .45 Remington .44	\$12 R6	12"	4	half	LotOW p38/42	-
Flintlock Carbine	1800-1830s	\$11 R7	16"	3	half	Alamo 38/39	Longarm, Slow Reload
Carbine	Sharps .50 (until 1870), Springfield	\$16 R7	20"	4	half	Frontier p17/19	Longarm, Slow Reload
Rifle	One-shot breechloader; Springfield, Remington.	\$16	24"	4	full	LotOW p38/42	Longarm, Slow Reload
Repeating Rifle	Winchester 1873, 1892, 1855 Colt Sporting Revolving Rifle	\$18 R7	18"	4	half	LotOW p39/42	Longarm
Musket	'Out of production by end of ACW'	\$6	18"	3	full	LotOW p39/42	Longarm, Slow Reload
Flintlock Rifle	1800-1830s	\$12	24"	3	full	Alamo p38/39	Longarm, Slow Reload
Clubbed Rifle	Old-style flintlock sturdy enough to be used in hand-to-hand.	\$15 R7	24"	3	full	Alamo p38/39/56,	Longarm, Slow Reload, Two-Handed Weapon
Caplock Rifle	New from 1830s	\$14	20"	4	full	Alamo p38/39	Longarm, Slow Reload
Buffalo Gun	Sharps .50, Springfield .70	\$14	30"	4	full	LotOW p39/42	Longarm, Slow Reload, Two-Handed Weapon, Blown Away. Always wounds on 4+ unless Grit is 2 or less.
12-gauge Shotgun	-	\$12	12"	3 (5 at 6")	half	LotOW p	Longarm, forceful, improvised weapon, 2 barrels, Slow Reload, blown away at 6"
Sawn-off Shotgun	-	\$15	sawed-off templ	3	half	LotOW p	Longarm, forceful, improvised weapon, 2 barrels. Hits figures under template on 4+, Slow Reload
Lever Action Shotgun	Winchester 1887	\$14 R10	12"	3 (4 at 6")	half	Showdown p4	Longarm, forceful, improvised weapon
Sub-Machine Gun	Thompson 1920+	? ?	sawed off templ	3	half	Showdown p31	machine gun, Hits figures under template on Shoot skill.
Rotary Machine Gun	Gatling 1860s+	\$50 R11	templ/24"/45°	4	3" (w/2 crew)	Frontier p18/19	machine gun, military, forceful, military posses only.