

Legends of the Old West Playsheet

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

	Rng	Str	Move	Cost	Rarity	Rules
3-6lber	8-48	7	special			Crewed, Military Only, Cannon
8-9lber	8-48	8	special			Crewed, Military Only, Cannon
12-18lber	8-48	10	special			Crewed, Military Only, Cannon
Buffalo Gun	30	4	all	25	8	Blown Away, 2 H.Wpn, Slow Reload
Carbine	20	4	1/2	16	7	Longarm, Slow Reload
Caplock Ball Rifle	20	4	all	14	Com	Longarm, Slow Reload
Clubbed Rifle	24	3	all	15	7	Longarm, Slow Reload, 2 H.Wpn
Heavy Pistol	12	4	1/2	12	6	Improvised Hand Weapon
Flintlock Carbine	16	3	1/2	11	7	Longarm, Slow Reload
Flintlock Musket	18	3	all	6	Com	Longarm, Slow Reload
Flintlock Pistol	8	3	1/2	4	6	
Flintlock Rifle	24	3	all	12	7	Longarm, Slow Reload
Gatling Gun	24/45°	4	2crew/3"	50	11	Templ, Terrify, Forceful, Mil.Only
Thompson Gun	templ	3	1/2	?	?	Templ, machine-gun
Howitzer	12-48	4,D3 wnds	2crew/3"	70	11	Terrifying, Howitzer
Le Mat Pistol	12	3	1/2	18	11	Scattergun barrel
Lever Act. Shotgun	12	3/4	1/2	14	10	Improv.H.Wpn, STR 4@6", Forceful
Longbow	18	2	1/2	5	Com	
Musket	18	3	all	6	Com	Longarm, Slow Reload
Repeating Rifle	18	4	1/2	18	7	
Rifle	24	4	all	16	Com	Longarm, Slow Reload
Sat. Night Special	6	3	-	5	7	Concealed, Slow Reload
Sawn Off Shotgun	templ	3	1/2	15	Com	Spread
Shotgun	12	3/5	1/2	12	Com	STR 5@6", Forceful
Sixgun	10	3	-	6	Com	Fanning
Scope	+6	-	-	15	9	Rifle, Rpt.Rifle only
Improv.Scope	+6	-	-	20	9	Any longarm
Thrown Weapon	user x2	user	-	-	-	Improvised
Tomahawk	user x2	user	special	3	7	Fire on Move, Hand Weapon
Whip	3	3	-	5	7	+1 to jump/climb tests

	To Win	To Wound	Cost	Rarity	Rules
Unarmed	-1	-1	-	-	-
2 Handed Weapon	-1	+1	-	-	Requires 2 Hands
Bayonet	-	-	2	6	Must be attached to longarm
Hand Weapon	-	-	-	-	-
Improvised Weapon	-1	-	-	-	-
Bow Lance			8	8	Indian Posses Only, Longbow
Pistol Bayonet	-	-	8	8	Must be attached to pistol
Sabre			5	8	Swordsman; re-rolls 1s to-win.
Spanish Sabre			8	8	Swordsman; win drawn combat
Vigilante Sword	-1	-	2	7	Improvised, Swordsman
Chinese Polearm			5	9	Support →+1 attack
Chinese Sword			5	8	Tong→COM, Bonus attack dice
Chinese staff			5	8	Tong→COM, may parry
Nunchaku			7	10	May choose flurry attack
Indian Lance	-	{ - for foot/mounted }	5	Com	Thrown Weapon, Indian Posses Only
Spanish Lance	-	{ +1 for mnt charge }	7	6	Military Only

Item	Cost	Rarity	Rules
Bath & Shave	11	Com	
Bible	20	8	Not for Natives/Chinese/'Life is Cheap' posses
Boilerplate	6	7	
Bugle	18	7	Military Only
Elixir	4D6	7	
Fancy Duds	24	7	Leaders only
Fine Whiskey	18/10	6	Heros only, First purchase @18, then cheaper.
Guidon	16	7	-1 on opponent to-wound in H2H.
Heavy Furs	6	Com	
Laudenum	20/12	5	Addiction
Marked Cards	10	6	
Medicine Pipe	10	7	
Medicine Shield	8	9	Native Americans Only
National Flag	25	11	Military Only
Night in the Den	20	6	Addiction
Pistol Stock	8	6	
Spanish Armour	12	10	Grit +1 in H2H
Telescope	14	7	
Totemic Staff	20	10	Native Americans Only
Trademark Item	10	7	
War Bonnet	18	8	Native Americans Only
Mule	12	Com	move 6
Horse	18	Com	move 10
Appaloosa	22	9	move 12, Com for Natv. Amer.

To Wound	Pluck
	pluck+2D6>=10
Strength	Spotting
2 3 4 5 6 7	roll D6>3 to see, unless figure is within 6" and fired last turn.
Grit	Climb/Jump
2 3 4 5 6 7	D6=1, stumble. No move. D6=2-5, clear obstacle. D6=6, clear obstacle, may complete move.
	Fightin'
	Both figs roll AttacksD6. Best score wins. If equal, D6>3, current player wins.
Status	Dice Terrain
Running 6"	3+ Picket fence, hedge, cactus, tree, post, barbed wire.
Crawling 2"	4+ Solid fence, low wall, rocks, wagon, doorway, window, crates/barrels.
Difficult Halved.	
Ground	5+ Fortified wall, rock outcrops.