Legends of the Old West

Automatic Fire(*Frontier p*) Determine number of shots & template from weapon. Roll that number of D6s. Hit on 4+. Put template over initial target. Opposing player chooses second target from figures partially/fully under template, shooter third etc. No figure may be hit twice unless all possible targets hit already.

Howitzer(*Alamo p*) Can be targetted at unseen points. If so, put target at aim point and scatter it. Otherwise use Cannon shooting table.

HOWITZER SCATTER	
1	Jam this and next turn.
2-3	Deviate 2D6"
5	Deviate D6"
6	Hit.

On deviation, Roll D6, 1-3 opponent chooses direction otherwise shooter chooses direction.

Cannon(*Alamo p*) Igores IN THE WAY tests. Put template on target (building, terrain feature or non-hero figure). Roll to hit.

CANNON SHOOTING	
1	Misfire.
2	2D6" short.
3	D6" short.
4	D6" long.
5	2D6" long.
6	Hit.

ARTILLERY MISFIRE	
1	Explosion. Weapon destroyed. Figures within 2" take S3 hit.
2-5	Jammed for D3 turns.
6	Hangfire, roll again on the shooting table, ignore more 1s.

Artillery(*Alamo p*)

Tommy Gun() D6 AUTOMATIC FIRE shots. Uses SHOTGUN TEMPLATE.

Gatling Gun(*Frontier p*) Moves 3" requiring 2 crew. Shooting requires 1 crew. Roll D6s 1 at a time. If get duplicate - jam for D3 turns. Add up dice when decide to stop. Proceed with AUTOMATIC FIRE.

Bath & Shave(*Alamo p81*) Once in next game, Yee Haw range ⇒ 6"

Blown Away(*LotOW p39*) Any figure who survives hit is knocked down.

Boilerplate (armour)(*LotOW p94*) Grit +1, move -1. Roll 2d for jump/climb tests, use lowest dice.

Bonus Attack Dice(*Showdown p5*) Get one extra attack dice roll. Discard lower of the two.

Bugle(*Frontier p9*) Once per game sound this; bearer may call yee-haw for mounted friends. Pluck +1 to all figures in posse until start of next move phase.

Concealed(*LotOW p38*) Figure counts as unarmed even with this.

Fanning(*LotOW p37*) Range becomes 6". Roll 6d6 any 6s are hits. Additional hits can be on figures within 3" of original target. Weapon becomes unloaded.

Fancy Duds(*LotOW p94*) Leaders only. Pluck; roll 3D6, use best 2 rolls. If taken out of action, lose these on D6=1.

Fine Whiskey(*LotOW p94*) Hero consumes before game. Gain D6 pluck, max 7. Also Grit +1, Shooting -1. Single use.

Flurry(*Showdown p5*) Rolls two attack dice. If they're both ones, gets entangled in weapon.

Forceful(*LotOW p40*) Reduce target roll for "in the way" by 1.

Guidon(*Frontier p7*) Military only. Re-reroll one dice in "to-win" if within 3"

Heavy Furs(*Frontier p59*) -1 modifier to opponents To-Wound dice in H2H

Improvised Hand Weapon(*LotOW p38*) Can be used in H2H with a -1 in 'to-win'

Longarm(*LotOW p38*) Improvised weapon in CC without bayonet.

Marked Cards(*LotOW p94*) Hero may earn $D6 extra. If have cardsharp, roll 2D6 pick best.

National Flag(*Frontier p60*) Military only. Re-reroll one dice in "to-win" if within 6"

Night on the Town(*LotOW p95*) Ignore first failed head-for-the-hills test.

Parry(*Showdown p5*) Rolls twice as many attack dice. Can't cause hits if win the fight.

Pistol Stock(*Frontier p60*) If firer doesn't move, add 6" to pistol range.

Quickdraw(*LotOW p35*) Heroic action, costs 1 fame. Hero shoots before other figures in firing phase. Allies within 6" may shoot as well.

Rifleman(*LotOW p91*) Re-roll misses while shooting.

Rifle Scope(*LotOW p94*) Range of longarm increased by 6" if figure does not move.

Scattergun(*LotOW p38*) Once per game, act like a sawnoff shotgun.

Slow Reload(*LotOW p25*) Must reload next turn instead of fire.

Spanish Armour(*Alamo p81*) Grit +1 in H2H.

Spread(*LotOW p40*) Use template. Hit figures partially/fully covered on 4+.

Swordsman(*LotOW p90*) May re-roll any 1s on to-win dice.

Support(*Showdown p5*) Can help fight neighbour's attacker. Must be unengaged. Can add a single 'to-win' dice to the fight.

Telescope(*Alamo p81*) Re-roll all failed spotting tests.

Time for a Whuppin'(*LotOW p36*) Heroic action, costs 1 fame. Hero's fight is resolved first in fight phase. If they kill opponent, hero and allies in same fight may move before rest of fight phase resolved.

Veteran(*LotOW p91*) May follow a hero's heroic action.

Yee-Haw!(*LotOW p35*) Heroic action, costs 1 fame. Hero moves ahead of other figures in move phase. Allies may move as well as long as their move begins and ends within 6" of hero.