

Legends of the Old West – Reference Sheet

Turn Sequence 1. The Drop 2. The Movin' Phase 3. The Shootin' Phase 4. The Fightin' Phase	1. The Drop Roll off or cut cards to decide who will move / shoot / fight first. If a draw then change from previous turn.	2. The Movin' Phase Man/Woman = 6" Horse = 10" Mule = 8"	Difficult Terrain Models on foot / Mules move at 1/2 speed. Horses move at 1/4 speed.								
Barriers / Gaps Up to ½" – no effect on movement ½" – 2" can be jumped by models on foot / horses. Impassable to mules. Over 2" can be climbed by models on foot. Horses can jump gaps up to 4" wide.		Mounted Fighters Fighters must pass a jump test to mount a horse, and may dismount at any time without a test.	Horse Jump Table 1 : Refuses. Model will not cross & move ends. 2-6: Bounds across – leap obstacle & complete move.								
Jump Table 1 : Stumbles – does not cross and cannot move further. 2-5 : Success – crosses barrier, but cannot move further. 6 : Effortlessly bounds across – may complete move.		Climb Table 1 : Fall – slip and fall to ground 2-5 : Continue to climb. If at top/bottom cannot go any further. 6 : Continue to climb. If at top bottom can complete move.									
Thrown Rider Table 1 : Knocked Flying – Rider suffers ST2 hit. Placed face down by mount. If fighting, fights on back. 2-5 : Rises from dust – Rider cannot do anything further. If fighting cannot strike blows if he wins. 6 : Leaps into action – Replace figure with model on foot. No further penalty.											
3. The Shootin' Phase Roll 1d6. If beat S score then hits. Check for things that are "in the way". Roll on chart to determine outcome.		In The Way Chart 3+ : Picket fence, hedge, cactus, washing line, narrow posts, barbed wire, etc. 4+ : Solid wooden fence, low wall, rocks, wagon/cart, door/window of wooden building, barrels and crates, etc 5+ : Fortified wall, large rocky outcrops and boulders or similar.									
Missile Weapon Summary											
Weapon	Range	Strength	Move Penalty	Special Rules							
Sixgun	10"	3	None	Fanning							
Heavy Pistol	12"	4	Half	Improvised Weapon							
Saturday night special	6"	3	None	Concealed ; slow reload							
Le Mat Pistol	12"	3	Half	Scattergun Setting							
Rifle	24"	4	Full	Slow reload							
Repeating Rifle	18"	4	Half	-							
Musket	18"	3	Full	Slow reload							
Buffalo gun	30"	4	Full	Blown away; Slow reload ; two handed weapon							
Shotgun	12"	3/5	Half	Shotgun; variable strength; forceful							
Sawed off shotgun	Template	3	Half	Spread							
Indian Longbow	18"	2	Half	-							
Thrown weapon	ST x 2"	As user	None	Improvised weapon							
Tomahawk	ST x 2"	As user	None	Fire on the move; hand weapon							
Dynamite	ST x 2"	6	Half	Blast area							
Nitro	-	10	-	Blast area							
4. The Fightin' Phase Roll 1d6 per attack. Highest wins. If draw then highest F wins. Loser backs off 1". Refer to wounds chart for effect.		Wounds Chart Grit									
Strength		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
	Thrower equal to or higher to wound target.										