LotOW Fighting Combat

Katie Lauren Lucas, based on Legends of the Old West by Warhammer Historical

To-Win. Roll D6 for each attack available. If tied; highest Fightin' value wins. If tied, D6 of 1,2,3 means attacker wins. 4,5,6 means defender.

Push back. Loser is pushed 1" away.

To-Wound. Roll D6 for each winners attack value. Cross reference winner's Strength vs losers Grit. 1 wound per roll matching or beating.

	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

Armour	Price	Ref	Rules
Heavy Furs	$6	Frontier 58/59	-1 on to-wound roll. If char is "out of action" lose furs on D6=1.
Medicine Shield	$8 R9	Frontier 58/60	Native Americans only. +1 grit.
Boilerplate	$6 R7	LotOW 93/94	+1 Grit, -1" movement.
Spanish Armour	$12 R10	Alamo 80/81	+1 Grit in close combat.

Weapon	Price	To Win	To Wound	Ref	Rules
Hand Weapon	$2	0	0	LotOW 44	-
Two Handed Weapon	$3	-1	+1	LotOW 44	-
Improvised Weapon	$varies	-1	0	LotOW 44	-
Unarmed	$0	-1	-1	LotOW 44	-
Bayonet	$2 R6	0	0	Frontier 20/58	Must be fitted to a longarm.
Chinese Sword	$5 R8	-1 or 0	0	Showdown 5/24	If not Chinese user, improvised weapon. If chinese user, may roll extra "to win" D6.
Vigilante Sword	$2 R7	-1	0	Showdown 4/24	Can be used with "swordsman" to gain "to win"=1 re-rolls.
Cavalry Sabre	$3 R7	0	0	LotOW 44/90/93	With swordsman skill, may re-roll "to win" 1s.
Spanish Sabre	$5 R8	0	0	Alamo 39	In mass combat: with swordsman, may re-roll "to win" 1s and Fightin' +1. In LotOW: with swordsman, may re-roll "to win" 1s, automatically win draws.
Cavalry Lance	$7 R6	0	0	Alamo 39	If have cavalry skill & charged this turn, Fightin' +1 and may re-roll "to-wound" scores of 1.
Lance (foot)	$5	0	0	Frontier 20/58	May be thrown. Native Americans only.
Lance (mounted)	$5	0	0	Frontier 20/58	May be thrown. +1 strength if charging Native Americans only.
Bow Lance	$8 R8	0	0	Frontier 20/58	May not be thrown. Is also a bow. Native Americans only.
Chinese Staff	$5 R8	0	0	Showdown 5/24	Improvised wpn if not chinese user. May fight defensively; roll 2x dice in "to-win". May not strike blows. All staff users in combat must be defensive to be effective.
Chinese Nunchaku	$7 R10	0	0	Showdown 5/24	Improvised wpn if not chinese user. May make "flurry". Gain bonus attack for this fight. If roll 2 or more 1s in "to-hit", then figure may not score hits.
Chinese Polearm	$5 R9	0	0	Showdown 5/24	Improvised wpn if not chinese user. Can support contacted friend in combat – contribute 1 attack. May not support defensive staff user.