

Shootout!

Shootout Skirmish Warfare in the American West.

Game Sequence

1. Roll Command Points.
2. Move Troops
3. Ranged Combat
4. Close Combat

1. Command Points

Each group rolls 1D6 and modifies it according to Leadership.

These command points may be used as follows:

	<u>Cost</u>
To move a figure	1
To move a figure outside command radius of 6"	2
To snapfire at a new target during movement phase	1
To reload a heavy weapon	1

The 'command radius' is measured from the group's leader. If all ranking figures have been killed (or there were none to begin with) nominate a figure and mark it in some way.

Other costs may be agreed for special actions.

2. Move Troops

Each figure that can, may move up to 6" + its Speed factor.

Once a figure is within 12" of visible enemy this becomes 1D6" + Speed factor, for remainder of game.

Where important, initiative goes to the group with the greater Speed characteristic (or roll 1D6 each).

Dense undergrowth, rocky hillsides, rivers etc all half a figure's speed (rounded up).

3. Ranged Combat

Weapons:	Combat Dice	Short Range	Max Range	Notes	Ammo before Reload
Derringer Pistol	1	n/a	6"		
Colt Revolver	2	Up to 3"	18"		6
Rifled Musket	2	Up to 6"	24"		1
Repeater Rifle	2	Up to 6"	24"		12
Shotgun	3	Up to 3"	12"	<i>Can split dice between targets</i>	2
Gatling Gun	4	Up to 6"	24"	<i>Can split dice between targets</i>	60
Cannon, 6 pdr	8	n/a	36"	<i>Can split dice between targets</i>	1
Bow & Arrows	2	Up to 6"	18"		n/a
Thrown Knife	1	n/a	9"		n/a
Spear	2	n/a	12"		n/a

Roll number of combat dice for weapon, add any ranged combat skill and situational modifiers.

Each score of six or more is a hit. All natural rolls of 1 are misses.

Situational Modifiers:	Target stationary	+1
	Target in open	+1
	Target at short range	+1
	Snapfiring	-2 <i>Firing at target not visible at start of turn</i>
	Firer pinned down	-1

Targets roll a saving throw on 1D6 for each hit, adding situational modifiers.

Each score of 6 or above is a save. All natural rolls of 1 are fails.

Situational Modifiers:	Target moved >3" this turn	+1
	Target in hard cover	+1
	Low visibility	+1

Figures must be able to trace a direct line-of-sight to their target.

Shootout!

Draw!

When two figures with holstered revolvers decide to duel roll 1D6 for each and add their speed factors. The fastest gets to roll his combat dice first, and if he kills his opponent receives no fire in return.

4. Close Combat

Weapons:	Combat	Dice
Fists/Improvised Weapons	1	
Rifle Butt	2	
Bullwhip	1	<i>Can hit from 12' away.</i>
Bowie Knife/Bayonet/Fighting Knife	2	
Tomahawk	2	
Spear	3	
Sabre	3	

Roll number of dice for weapon and add close combat skill factor.

Each score of six or more is a hit. All natural rolls of 1 are misses.

Targets roll a saving throw on 1D6 for each hit adding any situational modifiers.

Each score of six or above is a save. All natural rolls of 1 are fails.

Figures must be within 2" to engage in close combat.

Courage

Men on foot can only move to engage mounted men in the open, in close combat if they first pass a courage test.

Roll 1D6, adding their courage factor and score 6 or more to pass. Otherwise the figure must remain at a firing distance.

Men on foot who are engaged in close combat by mounted men, who survive the round, must also test their courage to remain. Test as above, failure means the figure must move away next turn.

Men who take 2 or more hits from ranged fire in a single round (and survive of course) are pinned down.

To move next go they must pass a courage test. They may test each turn until they pass.

Pinned figures may only return fire, they may not snapfire.

Shootout!

Troop Listings.

What follows are tables that will help you choose your troops. The factors given are purely advisory and you should feel free to change them.

Points Costs

The points cost given at the end of the factors is based on the following, simplistic formula:

Sum of all factors below + No. of ranged and close combat dice

Only basic weapons are taken into account, so if you have a Gunslinger the points cost here is for one armed with a revolver. If you've given him a rifle and a Bowie knife then you will need to add these to his basic cost.

Organisation.

All men are organised into groups of 4-8 figures.

- 3-8 Ranch-hands may be led by a Trail Boss. 2 or more such groups must also have a Cattle Baron present. A Cattle Baron may field one Hired Gun for each group.
- Townsfolk tend to gather in groups of 3-8 men led by either a Deputy or the Sheriff. A town may field one hired gun for every 2 groups of Townsfolk. They may also field one Gambler for each Saloon.
- Each group of 3-8 Miners must be led by a Mine Boss. He may have one Hired Gun for every two groups of Miners.
- Texas Rangers come in groups of 3-5 Rangers and one Captain. No more than one group of Texas Rangers may be fielded in a game, and the game must be set in Texas or New Mexico.
- 4-6 Troopers led by a Sergeant make up a US Army group. If two or more groups are fielded then a Lieutenant is also necessary. A Lieutenant may also have an Indian Scout.
- Apache fight on foot in groups of 6-12 Warriors and one War Party Leader. If three or more groups are fielded then a Chief will also be present.
- Plains Indians fight on Horseback in groups of 4-8 Warriors and one War Party Leader. If three or more groups are fielded then a Chief will also be present.
- A bandit gang consists of 3-8 Gang Members, a Gang Boss and up to two Hired Guns.
- In New or Old Mexico replace townsfolk with Mexican Peasants. These mob together in groups of 4-12. Peasants may field one Hired Gun per 'mob'. If more than 3 Hired Guns are present these may form their own group, and will be led by a 'Chris' who has an extra +1 to his Leadership....
- Comancheros come in groups of 6-12, led by a Boss.
- Hired Guns may operate outside the command radius for a cost of only one command point.
- Indians on foot are not slowed by difficult terrain.

<u>Troop Types</u>	<u>Close</u>	<u>Ranged</u>	<u>Speed</u>	<u>Courage</u>	<u>Leader</u>	<u>HTK</u>	<u>Main Weapon</u>	<u>Points</u>
Ranch-hands								
Cowboy		+1				1	Rifle/Pistol	6
Trail Boss		+1		+1	+1	2	Rifle/Pistol	9
Cattle Baron		+1		+1	+2	2	Pistol	9
Hired Gun	+1	+3	+2	+1		2	Pistol	12
Townsfolk								
Townsmen						1	Shotgun/Pistol	5
Deputy		+1		+1		1	Pistol	6
Sheriff		+2	+1	+1	+1	2	Pistol	10
Hired Gun	+1	+3	+2	+1		2	Pistol	12
Gambler		+2	+1	+1		1	Pistol	8
Miners								
Miner	+1					1	Improvised	3
Mine Boss	+1			+1	+1	2	Pistol	7
Hired Gun	+1	+3	+2	+1		2	Pistol	12
Texas Rangers								
Ranger	+1	+1		+1		1	Rifle/Pistol	8
Ranger Captain	+1	+1	+1	+1	+2	2	Rifle/Pistol	12

Shootout!

Troop Types	Close	Ranged	Speed	Courage	Leader	HTK	Weapon	Points
US Army								
Trooper		+1		+1		1	Rifle/Sabre	8
Sergeant	+1	+1		+1	+1	2	Rifle/Sabre	11
Lieutenant		+1	+1	+1	+2	2	Pistol/Sabre	12
Indian Scout	+1			+1		1	Rifle/Knife	7
Apache								
Warrior	+1		+1			1	Bow/Knife	7
War Party Leader	+2		+1	+1	+1	2	Bow/Knife	11
Chief	+1		+1	+1	+2	2	Bow/Knife	11
Plains Indians								
Warrior		+1	+1			1	Bow/Spear	8
War Party Leader	+1	+1	+1	+1	+1	2	Bow/Spear	12
Chief		+1	+1	+1	+2	2	Bow/Spear	12
Bandits								
Gang Member	+1	+1		+1		1	Pistol	7
Gang Leader	+2	+2	+1	+1	+1	2	Pistol	12
Hired Gun	+1	+3	+2	+1		2	Pistol	12
Mexicans								
Peasant						1	Improvised	2
Hired Gun	+1	+3	+2	+1		2	Pistol	12
Comanchero		+1				1	Rifle/Pistol	6
Comanchero Boss	+1	+1	+1	+1	+1	2	Pistol	10

Famous Names.

There's nothing to stop you recreating some of the famous names from the Wild West, and including them in your games. Here are some ideas for you....

Famous Name	Close	Ranged	Speed	Courage	Leader	HTK	Weapon	Points
Wyatt Earp	+1	+3	+1	+2	+2	3	Pistol	15
Morgan & Virgil	+1	+2		+1	+1	2	Pistol/Shotgun	12
Doc Holliday		+3	+3	+2		2	Pistol	13
Curly Brocius	+1	+1	+1	+2	+1	2	Pistol	11
Johnny Rico	+1	+3	+3	+2		3	Pistol	15
Billy the Kid		+3	+4	+2		2	Pistol	14
Chris (Mag'7)	+1	+2	+1	+2	+3	2	Pistol	14
Butch Cassidy		+1	+1	+1	+2	2	Pistol	10
Sundance Kid	+1	+2	+2	+2		2	Pistol	12
Wild Bill Hickock	+2	+1	+1	+3		3	Rifle/Pistol	15
Crazy Horse	+2	+1	+1	+3	+2	2	Bow/Knife	15
Geronimo	+2	+1	+1	+3	+2	2	Rifle/Knife	15