

LEGENDS OF THE OLD WEST **QUICK START SHEET**

Turn Sequence: 1. The Drop
2. Movin'
3. Shootin'
4. Fightin'

Measurin'.

Players may measure distances at any time they wish eg. before deciding where to move a figure or which opponent to shoot at.

1.The Drop.

Roll dice or cut cards. Highest scoring player goes first in each phase of the turn. In the event of a draw, the drop changes over from the previous turn.

2. Movin'.

Each player moves their figures up to the maximum distance of 6" for a man, taking into account any modifiers for weapons they wish to fire in the shootin' phase or the type of terrain conditions they may encounter.

Moving and the Control Zone: Figures cannot "move through" other figures, friend or foe. There has to be space big enough for the figure's base to pass through i.e. a 1" gap – so **no leapfrogs or flying**, figures must move how they would in real life. If a figure attempts to pass an enemy, be aware that your figure cannot pass within the 1" control zone of the enemy. In real life, if you get this close to your foes, they're gonna git ya! In effect, your opponents movement can be blocked by placing figures so that their control zones do not allow that all important 1" gap. A figure engaged in fightin' has no control zone – he's too busy...well, fightin'!

Difficult Terrain: Models on foot move at ½ speed.

Barriers: Up to ½" no effect to movement.

½" to 2" can be jumped. Roll on the jump table. -1 from result if distanced jumped is more than 1".

Over 2" can be climbed if classed as climbable. Roll on climb table.

Gaps: Up to ½" no effect to movement.

½" to 2" can be jumped. Roll on the jump table. -1 from result if distanced jumped is more than 1".

Over 2" cannot be jumped – find another route.

Jump Table.

Barrier **1** = Stumbles, does not cross and cannot move further this turn.

Gap **1** = Fails the jump and falls down the gap. If falling more than 2", 1 S3 hit is suffered for each full inch of fall.

2-5 Success. Crosses, stopping on the other side.

6 Effortlessly bounds across and continues any remaining movement.

Climbing: If a piece of terrain is climbable, movement is at ½ speed. Roll on the climb table each movement phase whilst climbing. There is no need for a climb test if negotiating a ladder or rope – just move at ½ speed

Climb Table.

1 = slips and falls to the ground. If falling more than 2", 1 S3 hit is suffered for each full inch of fall.

2-5 = continues to climb. If the top or bottom is reached, cannot move further this turn.

6 = continues to climb. If top or bottom reached can complete any remaining movement.

Falling: A figure can jump, climb or fall down a drop of up to 2" without penalty. The vertical distance does not count towards the total distanced moved. If more than 2", 1 S3 hit is suffered for each full inch of fall.

Charges: To charge any enemy, you must first be able to see the intended target with your figure. All figures have 360° vision. Move so that base-to-base contact is achieved. A figure behind an obstacle such as a fence or wall can be charged as long as he can be seen and as long as the two engaged figures control zones overlap. i.e. if the obstacle is wider than 1" a charge cannot be initiated. The charging figure must stop once contact with the obstacle is achieved and the combat takes place across this. At the end of the movin' phase figures in base contact are paired into combats by the player with the drop. Multiple combats are possible but must always have one figure on one side and multiples on the other – never multiples on both sides.

On The Ground: If you wish to lay a figure on the ground this costs ½ movement. To rise from the ground, this also costs ½ movement. A figure can crawl at a rate of 2". If lying behind cover, the figure can see as though he were standing. While on the ground, a figure has no control zone and cannot charge.

Spottin' Rolls: If one of the enemy is lying down and partially obscured by scenery, you must first make a spotting roll to see if your figure notices his hidden foe. Rolling a 4, 5 or 6 means the enemy has been spotted. A hidden figure who fires in the shootin' phase gives his position away to all models within 6" in that turn and the next.

3. Shootin'. To hit a target you must equal or better the Shootin' (S) value on the figure's profile. If a hit is scored, roll to wound. An enemy can be shot at if visible and in range. To fire some weapons you must sacrifice part or all movement. A figure can shoot from behind friends so long as their bases are touching. A figure may not shoot into a combat unless stated otherwise on their profile. If a shot into combat hits, roll to see which side it strikes; 1,2, 3 = your side; 4, 5 or 6 your intended target.

Jamming: Rolling a 1 to hit means a jamming check must be made. A further roll of 2+ means all is well, the shot just misses. On a further roll of 1, the weapon jams and may not be fired this turn or next.

Wound Chart
Grit

	1	2	3	4	5	6	7	8	9	10	
<u>Strength</u>	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

Reloading: To reload a weapon, miss the next turn.

"In The Way": If there is scenery such as a fence, wall, barrels, horse trough etc. between the shooter and a visible target, then this is considered to be "in the way". Roll to hit as before. If a hit is scored, roll equal or greater than the objects' in the way value to avoid it.

In The Way Chart.

- 3+ picket fence, hedge, cactus, posts, barbed wire etc.
- 4+ door or window, solid fence, low wall, rocks, cart, barrels etc.
- 5+ fortified wall, rocky outcrop, boulders etc.

Common Shootin' Weapons Summary.

<u>Weapon</u>	<u>Range</u>	<u>S</u>	<u>Move penalty</u>	<u>Special rules</u>
Six Gun	10"	3	none	fanning
Heavy Pistol	12"	4	half	improvised weapon
Le Mat Pistol	12"	3	half	scattergun
Rifle	24"	4	full	slow reload
Repeating Rifle	18"	4	half	-
Shotgun	12"	3/5	half	shotgun, variable S, forceful
Sawed-Off	Template	3	half	shotgun, spread

4. Fightin'.

To resolve combats, roll dice equal to the number of attacks on the figures profile. In a multiple combat, roll a dice for each fighter i.e. 1 lawman rolls 1 dice against 3 outlaws who roll 3 dice. Highest score wins the fight.

Fightin' Weapons Dice Modifiers.

<u>Weapon</u>	<u>Winnin' the Fight</u>	<u>To Wound</u>
Hand Weapon (knife)	-	-
Two-handed weapon	-1	-1
Unarmed (fists)	-1	-1
Improvised weapon	-1	-

If the roll is a draw, the figure with the highest fightin' (F) value wins. If the values are the same, roll dice again; 1,2,3 one side wins; 4,5,6 the

other side wins. The loser backs off 1" and the fight winner rolls dice equal to his attacks (A) on the wound chart. Casualties are removed.

Trapped Fighters: If defeated in combat and the figure cannot back off 1" it is trapped. This could be because it is surrounded by 3 equidistant enemies or blocked behind by scenery such as a wall. In this case, the trapped fighter takes double strikes i.e. a figure with 1 attack now rolls 2 dice on the wound chart.

On The Ground: A figure charged on the ground stays on the ground until the winner of the fight is determined. If the figure on the ground wins he does not strike but stands instead. If he loses, he stays down and is considered trapped.

Pluck. Take the sum of two dice and add the figure's Pluck (P) value to it. If the total = 10 or more the test is passed.

Test for Pluck in these situations:

Head For The Hills. Once the Posse is at 1/2 strength a Pluck test must be taken every turn at the start of the Movin' phase using the leaders Pluck value. If failed, the entire Posse flees.

Dive For Cover. When a figure is hit by missile fire but not killed or friend within 3" is shot and killed. If the Pluck test is failed, the figure must head for cover towards the nearest piece of terrain. If the model was behind terrain, it does not move but lays on the ground starting his next turn from this position. A figure who dives for cover may not fire weapons in his Shootin' phase.

Fame. This represents a Hero's ability to perform heroic feats. Dice scores can be adjusted by +1/-1 by expending Fame points. Once all Fame points have been spent the Hero can no longer adjust dice rolls. Fame can affect pluck, jump and climbing tests, rolls to hit, to win a fight, to wound enemies and adjust Fortune rolls.

Heroic Actions. At the start of any phase, a Hero may spend a point of Fame to call a "Heroic Action" to act outside the usual sequence of play. The player must declare at the start of a phase which Hero is making a "Heroic Action".

Movin' Phase; Yee Haw! The Hero shouts "Yee Haw!" to move before any other figures. Friends within 6" move with him but must finish movement still within 6" of the Hero.

Shootin' Phase; Quickdraw. The Hero shoots before other figures that turn. Friends within 6" may shoot at the same time at any targets they wish.

Fightin' Phase; Time For A Whuppin'. If a Hero declares "Time for a Whuppin'", this combat is decided before all others. If all enemies are killed, the Hero and any friends in the same combat may move again, even to join other combats.

Fortune. This represents a Hero's ability to avoid danger. When a Hero is wounded he may spend a Fortune point to resist it. On 4+ the wound is not lost.