

# My Wild West Rules v4

## Basic outline

Each player will control a group of figures that will belong to a gang. Gangs will perform actions when their card is drawn, with each gang using up to as many action points as they have available. The gang's quota of points can be allocated to any number of figures in the gang up to a **maximum** of 12pts per figure. A group can hold back AP's to use as opportunity fire or to use as hand to hand if they are attacked. All held AP's are lost before the group allocates their points for the next turn. If a gang's held AP's are used for opportunity fire they can be used at any point during the targets move by any figure/s in the firing gang.

## Action points

A gang's total AP's are equal to 6 times the number of figures in the gang plus a random amount decided by the roll of dice which are allocated at the start of their turn. The random addition is rolled for at the start of every turn. All gangs start a game with 4 held AP's. 1 AP will be deducted for every wound sustained by the gang after allocation of the gangs starting points every turn. The **maximum** of 12pts per figure used each turn does not include opportunity fire or defending when attacked.

## Random die rolls

Figures	Dice
1 – 3	1 d3
4 – 5	1 average
6+	2 d3

## Example - A group of 3 figures with no wounds

The gang roll 3 using 1 d3, giving them a total of 21 AP's. Figure one aims and shoots once, costing 6 AP's, figure two moves 6" and shoots twice, costing 10 AP's then figure three moves 3" ending the gangs move. The group will not be able to do opportunity fire but can add up to 2 points to hand to hand if a figure is attacked during the remainder of the turn.

## Action Point Costs

Movement	
Walk	1 per inch
Crawl	2 per inch
Cross Low obstacle (10-15mm)	1
Cross High obstacle (16-30mm)	d3 + 1
Climb up/down	2 per inch
Mounted	1 per 2" moved
Wagon / Stage*	1 per inch
Mount/Dismount	3
Stand from prone	3
Shooting / Fighting	
Shoot	2
Aim + Shoot	7
Opportunity fire	4 Only if target moved or fired (Max of 1 shot per figure)
Throw something	4
Change weapon	1
Lasso (Use)	5 (only 1 attempt per turn)
Hand to Hand	1 – 3 (minimum 1pt) Cannot start a fight with 3 or more wounds
Actions	
Lasso (get free)	1 d6
Load 1 bullet	2
Pick up/put down object	2
Open/close door or window	1
Tip table/chair – Light dynamite	1
Tie up/un-tie a horse	2
Tie up/un-tie a figure	6

\*Any passengers must deduct **half** of the distance moved from their A.P allocation for the turn

## Spotting Targets

Roll 1 d10	0 – 2"	2" – 6"	6" – 12"	12"+
At window or doorway	Auto	5 - 10	8 - 10	10
In hard cover	Auto	4 – 10	7 - 10	9 - 10
In soft cover	Auto	5 - 10	8 - 10	10

Any figure that fires can be seen for opportunity fire and during the following turn.

## Chance of hit table

	Six Gun	Heavy Pistol	Repeating Rifle	Rifle	Shotgun	Derringer	Thrown weapon	Bow	Lasso
0" – 2"	65	60	30	20	70	45	To close	30	50
2" – 6"	50	50	40	30	60	30	40	50	20
6" – 12"	25	30	50	50	30	10	10	25	N/A
12" – 24"	10	20	35	40	10	N/A	N/A	15	N/A
24" – 36"	N/A	N/A	15	25	N/A	N/A	N/A	N/A	N/A

0,0 is always a hit unless N/A

## Shooting Modifiers

Shooting / Throwing Skill	+10%
Opportunity fire	-15%
Aim + Shoot	+10%
Per inch firer moved (on foot only)	-5%
Target moved 6" Plus	-20%
Target moved Under 6"	-10%
Firer moved	-10%
Target prone*	-10% (only if target is level and over 2" away or higher than firer)
Firing from moving horse	-20%
Firing from moving stage/wagon	-15%
Wounded	-5% per wound cannot Aim
Target in cover	50% of final figure (Round up)

\*Do not count prone if the target is in cover

## Firing while Moving

Figures can fire at any point during their movement, allowing them to run past gaps and fire at previously unseen enemy figures. The firing figure could move 8" (8 AP's) and Opportunity fire (4 AP's) = 12 AP's.

Shooting modifiers would be: Shooting skill +?, firer moved -10, Opportunity fire -15.

## Shooting at Horses/Mounted figures

If a shot fired at a mounted figure misses, re-roll using the same factors, if successful the horse has been hit instead of the rider. If you would rather shoot the horse roll for a hit on the horse first and then if missed re-roll to see if the rider gets hit.

When a rider is hit roll to see if they fall off the horse – 10% times total wounds the figure has.

When a rider falls (he has been shot or his horse has been killed) roll to see if he receives wounds during the fall.

Horses can take 5 wounds before being killed. On each turn the horse is hit roll to see if it rears up and throws the rider.

## Horse or Rider wounded (Rears up)

Roll less than:

10% times total number of wounds the horse and the rider has.

If a horse rears up roll to see if the rider falls from the horse – 10% times total wounds the rider has.

## Wounds Table

	% chance	Wound
Six Gun	1 – 50	1
	51 – 80	2
	81 - 99	3
Heavy Pistol	1 – 40	1
	41 – 80	2
	81 – 99	3
Rifle	1 – 60	1
	61 – 90	2
	91 – 99	3
Shotgun	1 – 50	1
	51 – 90	2
	91 – 99	3
Derringer	1 – 50	1
	51 – 90	2
	91 – 99	3
Knife	1 – 50	1
	51 – 90	2
	91 – 99	3
Arrow	1 – 50	1
	51 – 90	2
	91 – 99	3
Fall off Horse	1 – 50	OK
	51 – 90	1
	91 – 99	2
Hand to Hand	Loser	See table

## 0 – 0 is always a kill

If a figure is standing when hit it must fall to the ground.

## Shot figures

If a figure is standing when hit it must fall to the ground. A figure that receives 3 or more wounds on one turn cannot do anything other than attempt to get to cover on the turn after receiving the hits. The figure can continue normally on the turn after that.

## Hand to hand

A fight will occur when two or more figures get into base contact and the aggressor has at least 1 AP to conduct Hand to Hand. If a figure is contacted and his group have held AP's he can add up to 3 points to the defence. When two or more figures attack one figure roll for each attack separately in the order the attacker chooses. **Note:** each attacker must use at least 1 AP to be able to fight. Once a figure has reached 3 or more wounds and still in a hand to hand he will be knocked out. A lone figure cannot withdraw from hand to hand. If two or more figures versus one then spare figures can withdraw from the fight.

Roll 1 d6 and apply modifiers

### Hand to Hand Modifiers

H to H A.P	+1, +2, +3
Fighting skill	+2
Attacking from the rear	+2
Higher level	+1
Defending from behind obstacle	+2
Mounted v's Foot	+3
Multiple attack	+1
Prone	-1
Per wound	-1
Weapon	see table

Weapons	H to H Pts	Wounds
No weapon	0	1
Hand gun	+1	1
Rifle/Shoot gun	+2	2
Knife	+1	2
Axe	+2	3
Club	+2	1
Sword	+3	3
Spear	+4	3

When a figure has 3 wounds or more he is knocked out. If the result is not a kill or KO the fight will continue in the next players turn. Figures already on 3 or more wounds cannot start a fight but can defend themselves.

### Figure facing

Figures can only shoot at a target that is in the forward arc to its facing. There is no cost to change facing but the model should always be turned to face the target. Opportunity fire cannot be taken against targets not in arc.

### Lasso's

If a successful hit is made with a lasso the figure that has been caught can do nothing while the lasso is being held. If the lasso is no longer being held the figure can roll 1 d6 for the number of AP's it will take to get free.

### Tying up figures

You must be in base contact with figures to be able to tie them up which will cost 6 AP's. A figure that has been tied cannot get free without assistance from another figure.

### Jumping from height

Chance of injury

Upto 1"	OK	
1" – 2"	1% - 10%	1 wound
2" – 3"	1% - 30%	2 wounds
3" – 4"	1% - 60%	2 wounds

### Jumping Gaps

Figures can jump gaps upto 2" at the same height, upto 3" to a lower level or upto 1" to a higher level. The distance jumped counts as walking for AP cost. If the figure jumps from stationary roll 1 d6 needing more than the distance jumped to succeed. If the figure moves more than 1" and then jumps add 1 to the dice roll. Add 1 if jumping from a higher level and deduct 1 if jumping from a lower level. When jumping to a higher level and the difference between levels is greater than 1" the jump is not possible. When jumping to a lower level the difference is greater than 2" there will be a chance of injury. Roll 1 d6 – 1 and 2 = no injury, 3 and 4 = 1 wound, 5 and 6 = 2 wounds.

### Jumping horses

Horses can jump over fences/walls etc with a 25% chance of failing. Figures with riding skills fail on 15%. The horse must move at least 1" to attempt a jump.

### Mounted failed to jump table

100%	The rider falls and is killed
1% – 5%	The rider falls from the horse and receives 1 d3 wounds
6% - 25%	The horse refuses and stops before the jump is made.

### Un-tethered horses

If a shot is fired within 10" of an un-tethered horse it will run off directly away from the shot at 12" per turn until it is stopped or leaves the table. You can stop a horse running by moving a figure into the path of the horse then roll % die.

### Stop Bolting horse table

0, 0	Horse tramples you – Roll d3 for wounds
1% - 20%	Horse runs past you
21% - 99%	You stop the horse

### Robbing banks

On the turn that the request for handing over the money is made roll 1 d3, this will be the number of turns that it will be before the bank staff will hand over the money. Roll 3 d6 times 100 for the amount of money handed over. If you want

the safe to be opened roll 2 d3 which will give you the number of turns before the safe will be opened. Roll 3 d6 times 1000 for the amount of money in the safe.

You can halve the time to get your money by shooting one of the staff. This will alienate the locals when discovered and locals will be added to the opposing gangs.

On each turn that the robbers are in the bank roll less than the chance of alarm modifiers using % dice.

When the civilian move card is drawn roll to see if there is a heroic civilian in the bank. If you roll 10% or less a civilian makes an attempt to grab a gun and you shoot him.

#### Alarm modifiers

Per turn	+5%
Per shot heard	+10%
Per horse within 6" of bank door	+5%
Per gang member within 12" of a lawman	+5%

Any figure that fires can be seen for opportunity fire and during the following turn.

#### Reaction tests

When two opposing figures meet unexpectedly and both are able to shoot roll to see who fires first.

Roll 1 d6 and apply modifiers	
Moving figure	+1
Back to target	-1
Per wound	-1

When a figure busts into a room and there is an enemy and friendly figure in the room roll to see who you will shoot at.

#### Reaction Target Selection

Roll 1 d10 and Apply modifiers to the die roll

1 – 5 shoot at enemy figure

6 – 10 shoot at friendly figure

Enemy figures in room	-1 Per enemy figure
Friendly figures in room	+1 Per friendly figure
No. of friendly figures from your gang	-1
Civilian in the room*	-1 Per Civilian

\* If the first result is to shoot the enemy, re-roll with no modifiers

1 – 5 shoot the enemy figure

6 – 10 shoot the civilian

#### Using Explosives

If dynamite is thrown near a figure that has saved action points, the figure can use some points to move away.

#### Starting fires

?

#### Civilians

Civilians in the game will be moved around at random by the players. If they are used to protect figures under the control of a player that moves them the rest of the neutral civilians may become aggressive towards the gang the figures belong to. If this occurs a number of figures will be allocated to the opposition as new members of their gang. When civilians become active (they are allocated to gangs) they will only get 5 AP's per figure and **do not** get a roll for additional AP's. The five points for the civilians can only be used for the civilians.

# My Wild West tables v4

## Chance of hit table Shooting

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24" – 36"	N/A	N/A	15	25	N/A	N/A	N/A	N/A	N/A

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Axe	+2	3
Club	+2	1
Sword	+3	3
Spear	+4	3

## Action Point Costs v4

<b>Movement</b>	
Walk	1 per inch
Crawl	2 per inch
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Cross High obstacle (16-30mm)	d3 + 1
Climb up/down	2 per inch
Mounted	1 per 2" moved
Wagon / Stage*	1 per inch
Mount/Dismount	3
Stand from prone	3
<b>Shooting / Fighting</b>	
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