

Discard Pile

Initiative

Character

Dynamic Pool: 4; Flow: 2

Brawn

Body, Life

Physical strength.

Points

Speed

Body, Life

Swift in movement and action.

Points

Dice

Colt Frontier

Capacity (6), Pistol, Range (1), Rotate

Very popular due to using the same cartridge as the Winchester 73 rifle.

Circa: 1873+; Calibre .44-40

Points

Dice
1d6+1

Pistol Bullet

Ammo

Points
5

Dice
1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice
1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Shotgun expertise

Skill, Rotate

Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

In Cover

Rotate, Stance, Static

Masterful use of cover. Use this card for extra protection when already gaining a situation bonus for cover.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

Grab & Throw

Opportunity, Static

Pick up a thrown object (e.g. dynamite) that lands adjacent to or in your square and throw it back or away.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Braced Weapon

Static, Stance, Rotate

No Movement while in pool

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

Problem Solving

Life, Mind

Analytical and adaptable.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Ride Horse

Skill

Skillful control of an equine.

Points

Dice

Throw

Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Discard Pile

Rifle/Carbine Bullet

Ammo

Dice
1d6+1

Points
5

Initiative

Pistol Bullet

Ammo

Dice
1d6+1

Points
5

Character

Dynamic Pool: 4; Flow: 2

Ride Horse

Skill

Dice

Skillful control of an equine.

Points

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

Shotgun Cartridge (BP)

Ammo

Dice
1d6+4

19th Century black powder (BP) style shotgun cartridge

Points
14

Colt Peacemaker

Capacity (6), Pistol, Range (1), Rotate

The iconic pistol of the wild west. First mass produced pistol to use integral percussion caps in its cartridges.
Circa: 1873 onwards; Caliber: .45

Points

Dice

Aimed Shot

Skill+

Dice

Drawing a bead on target

Points

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Rifle Expertise

Skill, Rotate

Expert with a rifle. Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

In Cover

Rotate, Stance, Static

Masterful use of cover. Use this card for extra protection when already gaining a situation bonus for cover.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

Grab & Throw

Opportunity, Static

Pick up a thrown object (e.g. dynamite) that lands adjacent to or in your square and throw it back or away.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Hit the Dirt

Stance, Static

Dive to the ground at the first sign of danger.

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Brawn
Body, Life

Physical strength.

Points

Dice

Speed
Body, Life

Swift in movement and action.

Points

Dice

Memory
Life, Mind

The ability to store and recall information.

Points

Dice

Throw
Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice
1d6+4

Shotgun Cartridge (BP)
Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Dice
1d6+1

Pistol Bullet
Ammo

Points
5

Dice
1d6+1

Rifle/Carbine Bullet
Ammo

Points
5

Dice
1d6+1

Pistol Bullet

Ammo

Points
5

Initiative

Character

Dynamic Pool: 4; Flow: 2

Dice

Colt Frontier

Capacity (6), Pistol, Range (1), Rotate

Very popular due to using the same cartridge as the Winchester 73 rifle.

Circa: 1873+; Calibre .44-40

Points

Dice
1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Dice

Hit the Dirt

Stance, Static

Dive to the ground at the first sign of danger.

Points

Discard Pile

Dice
1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Brawn

Body, Life

Physical strength.

Points

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

Speed

Body, Life

Swift in movement and action.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

Quick Wits

Life, Mind

Fast in thought and word.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Ride Horse

Skill

Skillful control of an equine.

Points

Dice

Throw

Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice

Shotgun expertise

Skill, Rotate

Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

In Cover

Rotate, Stance, Static

Masterful use of cover. Use this card for extra protection when already gaining a situation bonus for cover.

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Snap Shot

Opportunity, Static

Fire on an opponent who has just moved.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Discard Pile

Initiative

Character

Dynamic Pool: 4; Flow: 2

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Colt Frontier

Capacity (6), Pistol, Range (1), Rotate

Very popular due to using the same cartridge as the Winchester 73 rifle.
Circa: 1873+; Calibre .44-40

Pistol Bullet

Ammo

Dice
1d6+1

Points
5

Rifle/Carbine Bullet

Ammo

Dice
1d6+1

Points
5

Ride Horse

Skill

Skillful control of an equine.

Points

Shotgun Cartridge (BP)

Ammo

Dice
1d6+4

19th Century black powder (BP) style shotgun cartridge

Points
14

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

Shotgun expertise

Skill, Rotate

Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Hit the Dirt

Stance, Static

Dive to the ground at the first sign of danger.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Braced Weapon

Static, Stance, Rotate

No Movement while in pool

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

Retreat

Movement, Opportunity, Static

Move after a creature moves towards you but the move must increase the range between the creature and the character.

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Speed
Body, Life

Swift in movement and action.

Points

Dice

Rhythm
Life, Mind

Timing and synchronisation.

Points

Dice

Throw
Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice
1d6+1

Rifle/Carbine Bullet
Ammo

Points
5

Dice

Brawn
Body, Life

Physical strength.

Points

Dice
1d6+1

Pistol Bullet
Ammo

Points
5

Dice
1d6+4

Shotgun Cartridge (BP)
Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Discard Pile

Initiative

Character

Dynamic Pool: 4; Flow: 2

Dice

Colt Peacemaker

Capacity (6), Pistol, Range (1), Rotate

The iconic pistol of the wild west. First mass produced pistol to use integral percussion caps in its cartridges.
Circa: 1873 onwards; Caliber: .45

Points

Dice
1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice
1d6+1

Pistol Bullet

Ammo

Points
5

Dice

Ride Horse

Skill

Skillful control of an equine.

Points

Dice
1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Dice

Throw

Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice
1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

Rifle Expertise

Skill, Rotate

Expert with a rifle. Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Hit the Dirt

Stance, Static

Dive to the ground at the first sign of danger.

Points

Dice

Braced Weapon

Static, Stance, Rotate

No Movement while in pool

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Snap Shot

Opportunity, Static

Fire on an opponent who has just moved.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice

1d6+1

Pistol Bullet

Ammo

Points
5

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Brawn
Body, Life

Physical strength.

Points

Dice

Speed
Body, Life

Swift in movement and action.

Points

Dice

Manual Dexterity
Body, Life

Hand to eye coordination and nimbleness.

Points

Dice
1d6+1

Pistol Bullet
Ammo

Points
5

Dice

Linguistics
Life, Mind

Adroit at words and languages.

Points

Dice
1d6+4

Shotgun Cartridge (BP)
Ammo

19th Century black powder (BP) style shotgun cartridge

Points
14

Dice
1d6+1

Rifle/Carbine Bullet
Ammo

Points
5

Discard Pile

Rifle/Carbine Bullet

Ammo

Dice
1d6+1

Points
5

Initiative

Pistol Bullet

Ammo

Dice
1d6+1

Points
5

Character

Dynamic Pool: 4; Flow: 2

Ride Horse

Skill

Dice

Skillful control of an equine.

Points

Will Power

Life, Mind

Dice

Focus and determination

Points

Shotgun Cartridge (BP)

Ammo

Dice
1d6+4

19th Century black powder (BP) style shotgun cartridge

Points
14

Colt Peacemaker

Capacity (6), Pistol, Range (1), Rotate

The iconic pistol of the wild west. First mass produced pistol to use integral percussion caps in its cartridges.
Circa: 1873 onwards; Caliber: .45

Points

Aimed Shot

Skill+

Dice

Drawing a bead on target

Points

Dice

Dirty Fighting

Close Quarters, Skill

Street fighting skills. Ad-hoc weapons used with this skill count as 1d6+0 rather than the usual 0d6+2.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice

Rifle Expertise

Skill, Rotate

Expert with a rifle. Expert with a shotgun. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Pistol Expertise

Skill, Rotate

Expert with a pistol. When this card is the pool, cards can flow directly into a gun stack.

Points

Dice

Braced Weapon

Static, Stance, Rotate

No Movement while in pool

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

In Cover

Rotate, Stance, Static

Masterful use of cover. Use this card for extra protection when already gaining a situation bonus for cover.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Retreat

Movement, Opportunity, Static

Move after a creature moves towards you but the move must increase the range between the creature and the character.

Points

Dice

Aimed Shot

Skill+

Drawing a bead on target

Points

Dice

Brawn

Body, Life

Physical strength.

Points

Dice

1d6+4

Shotgun Cartridge (BP)

Ammo

19th Century black powder (BP) style shotgun cartridge

Points

14

Dice

Speed

Body, Life

Swift in movement and action.

Points

Dice

1d6+1

Pistol Bullet

Ammo

Points

5

Dice

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

Throw

Range (2), Rotate, Skill

Accuracy with thrown objects and weapons.

Points

Dice

1d6+1

Rifle/Carbine Bullet

Ammo

Points

5

Dice
1d6+3

Moonshine

Discard

Drink this and feel no pain. Recover 1d6+3 points from your Discard Pile

Points
10

Dice
0d6+0

Sharps Carbine

Range (5), Rifle

A single shot, breach loading rifle with a shortened barrel designed for cavalry use.
Circa 1866; Calibre: .50-70 Government

Points

Dice
1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice

Match

Bryant & May patented lucifer matches.

Points

Dice
1d6+1

Pistol Bullet

Ammo

Points
5

Dice

Winchester 73

Capacity (13), Range (3), Rifle, Rotate

Distinctive lever-action rifle called 'The gun That Won The West'. It uses the same ammunition as the Colt Frontier.
Circa: 1873+; CalibreL .44-40

Points

Dice
1d6+3

Horse

Movement, Rotate, Static, Skill+

The Ride skill must be used to play this card. However a character can still move when mounted using Flow for 1d6 of movement.

Points

Dice

Double Barrel Shotgun

Multi-Shot, Persistent, Shotgun, Range(3)

Two barrels in a Side by Side format that can be fired independently or together.
Circa: 1860 onwards; Calibre: Various

Points

Dice
1d6+0

Dynamite

Blast (4d6), Grenade, Range (1), Match+

A 0.5lb stick of high explosive suitable for demolition or throwing.

Points

Dice
1d6+3

Moonshine

Discard

Drink this and feel no pain. Recover 1d6+3 points from your Discard Pile

Points
10

Dice
1d6+0

Dynamite

Blast (4d6), Grenade, Range (1), Match+

A 0.5lb stick of high explosive suitable for demolition or throwing.

Points

Dice
1d6+1

Rifle/Carbine Bullet

Ammo

Points
5

Dice

Sharps Buffalo Rifle

Range (10), Rifle

Highly accurate and powerful, this single shot rifle was used by countless hunters.
Circa: 1875-1881; Calibre: .50-90

Points

Dice
1d6+1

Pistol Bullet

Ammo

Points
5

Dice

Coach Gun

Multi-Shot, Persistent, Shotgun, Range (2)

The classic short barreled weapon used by coach guards 'riding shotgun'.

Points

Dice
1d6+3

Horse

Movement, Rotate, Static, Skill+

The Ride skill must be used to play this card. However a character can still move when mounted using Flow for 1d6 of movement.

Points

Dice
1d6+1

Pick axe

Open Melee, Rotate

Points

Dice

Match

Bryant & May patented lucifer matches.

Points

Dice
1d6+0

Throwing Knife

Range (1)

Knife weighted for throwing.

Points

Short

Pistol Bullet

Ammo

Dice
1d6+1

Points
5

Long

Rifle/Carbine Bullet

Ammo

Dice
1d6+1

Points
5

Wild

Double the distance of the miss and draw again.

Left

Right