

Wild West Shootouts

The aim of the game is to be the last man standing.

Character Build

Each character has the following cards.

Mechanics (Pink)

- Character
- Initiative
- Discard Pile

Life (Green)

- Brawn
- Speed
- Manual Dexterity

Plus one Mind card (Problem Solving, Will Power, Memory, Quick Wits, Linguistics, Rhythm)

Ability (Blue)

- Ride Horse
- Throw
- Pistol Expertise
- Dirty Fighting
- Aimed Shot (x2)

Plus either Shotgun Expertise or Rifle Expertise

Plus an Opportunity card (Grab & Throw, Retreat, Snap Shot)

Plus two Stance cards (Braced Weapon, In Cover, Hit the Dirt)

Equipment (White)

Either a Colt Frontier or a Colt Peacemaker

Pistol Bullet x 6

Points, Dice and Character Enhancement

All the Life (green) and Ability (blue) cards are worth 4 character points giving them a dice value of $1d6+0$.

Each character has three ability (blue) cards that can be increase to 5 points / $1d6+1$.

Set-up

Characters start with their pools set-up however the player wants. This will normally mean, one of their Stance cards and their Opportunity card in their static pool.

Initiative cards are shuffled and as each character is drawn, they pick their starting location.

The Initiative cards are reshuffled and then drawn one at time with each player placing a mystery weapon token on the board. The weapon cannot be placed within 6 squares of the character.

Rounds

At the start of each round, the Initiative cards are shuffled. Characters can take their turn when their card is drawn.

When their card is drawn, a character can decide to Delay. Their Initiative card is then placed face-up at the bottom of the initiative deck. A character cannot delay twice in one round.

During their initiative turn a character has 2 Flow that can be used to move, place cards in their pools, or loot bodies.

In their initiative turn, characters can play any cards in their pool in any combination the GM thinks appropriate. As long as they have suitable cards, they can keep acting.

Characters can act and use Flow in any order during their round.

A character can decide to 'Do Nothing' in their initiative turn. They may not make any action, use Flow for movement, load a weapon, loot a body or anything else that requires thought or action. However, they do gain an extra Flow (giving them 3 in this turn) which they can use to place cards into their pools. Placing weapons or equipment in their pool (including ammunition) is OK but they cannot place ammo into the actual gun.

Opportunity cards can be used during other characters Initiative turn but only between or after actions.

E.g. Player A has a Snap Shot card in their static pool. It is Player B's initiative turn and they move into sight of Player A. At the end of B's move action, Player A can take an action with the Snap Shot card plus any other cards as appropriate. Once this action is completed, Player B's initiative turn continues.

Actions

An action is one or more cards played to achieve a stated goal, e.g. shoot a target. The person being shot at makes a resistance action selecting any cards from their pool appropriate to defend themselves.

Once both players have declared their actions, they roll the dice indicated on the cards. The difference between the two is the damage done (if the attacker wins). If the defender has no cards they can play, they have a resistance of 1.

Common sense should be used to determine which cards can be played in either attack or defense.

A character with a gun ready to fire in their pool can defend by shooting back at their attacker. This works exactly like any other resistance action and cannot harm the attacker even if the resistance score beats the attacker. The act of shooting back is assumed to have forced the attacker to duck and thus miss their attack.

Situation bonuses (normally 1d6) can be awarded to attacker or defender based on circumstances. Cover normally grants 1d6 to the defender as does an attacker using a rifle whilst adjacent to the target (because it is unwieldy).

Range is measured in squares. The first square (i.e. adjacent to the attacker) is free. The next range step (e.g. Range (3) would be three squares) has no penalty. However each range step after grants a 1d6 situation bonus to the defender.

Thus a Range (1) weapon can fire 2 squares with no penalty but each square further away, the target gains 1d6 in defense.

Character Pools

Each character has a Dynamic pool representing what they are currently thinking about / doing and a Static pool for background or passive activities. The Dynamic pool cannot exceed 4 cards. The Static pool is unlimited but only cards with the Static keyword can be placed in that pool. All other cards must go in the Dynamic pool.

When a character acts, they play cards from one or both of their pool. Most cards, when played, return to the characters deck.

Cards with the Rotate keyword do not go back to the deck. They are rotate 90 degrees and are unusable until they are rotated back. This happens automatically at the start of the character's next initiative turn. Or during their turn, the character can use 1 Flow to rotate the card back.

Equipment

Mystery weapons are picked up and placed in the character's deck automatically when a move action ends in their square. If relevant, the weapon is fully loaded.

A dead body can be looted for weapons and ammunition. It costs one flow and all equipment is placed in the character's deck.

A character mounts a horse by placing the Horse card into their static pool.

Moonshine is used by playing the card and rolling the indicated dice (1d6+3). This is how many points are recovered from the Discard pile but cards cannot be partially removed. E.g. if they score 7, only one card (worth 4 points) can be removed from the Discard Pile. A score of 8 or higher is needed to be able to remove more than one card.

The dice value for dynamite (1d6) is used in the throwing action to determine if it goes where the character wants it to. It does not explode until the end of the character's turn. Then the Blast value is used (4d6) to attack anyone nearby. The blast reduces by 1d6 per square from the dynamite.

Movement

Characters use Flow to move for 1d6 of movement. They can combine it with cards from their pool (Speed is the only logical one in this build) to move faster.

If the character wishes to use both their Flow for movement, they roll 1d6 and move before rolling the second d6. This is to allow people with Opportunity cards to react to the first move.

Characters can choose to mosey (walk) for movement. This still uses Flow but automatically scores 3 on the roll. Moseying cannot be combined with other cards.

Movement on horse in buildings costs 2 movement per square.

Movement through normal windows costs 2 movement points.

Movement through squares partially filled with furniture costs 1 point but if the furniture extends completely across the square blocking against the character's direction of movement it costs 2 points.

Fences cost 2 movement points to cross.

All doors and gates are considered open and provide no hindrance to movement or cover.

Misses & Fumbles

Normally, when a character misses (i.e. their attack is less than the defender's resistance) there are no consequences. However, there are two exceptions.

If an attack fails and the attacker only rolled 1's and or 2's on their dice, it is a fumble. The GM decides on the consequences but normally it involves dropping your weapon or something similar that will require 1 Flow to rectify.

You cannot fumble a resistance action or a movement action.

With dynamite, it is important to know where the miss goes. There are five cards: Left, Right, Long, Short and Wild. The attacker picks one card at random and the dynamite goes in the that direction. Measured from the original target, it goes X squares in the selected direction. Where X is the difference between the original attack and the resistance. e.g. If the throw score 8 but the resistance scored 10, it misses by two squares. If the Wild card is picked, the distance is doubled and they pick another card to determine the direction.

If the thrower of Dynamite fumbles, the same process is followed except the dynamites landing square is measured from the Attacker's square, not the square they targeted.

Mystery Weapons

Roll 3d6 to determine which weapon is found. If it has already been used, re-roll.

All weapons are loaded when picked up.

- 3) Rifle Ammunition - 4 rifle / carbine bullets
- 4) Shotgun Ammunition - 4 shotgun cartridges
- 5) Pistol Ammunition - 6 pistol bullets
- 6) Moonshine - Numb the pain and recover some health
- 7) Sharps Carbine - Single shot, moderate range rifle + 4 rounds
- 8) Coach Gun - Short barreled shotgun + 4 rounds
- 9) Buffalo Rifle - Long range, single shot rifle + 4 rounds
- 10) Shotgun - Long barreled shotgun + 4 rounds
- 11) Dynamite - Dangerous to use but powerful + Match
- 12) Horse - Fast and dangerous, a cowboy's best friend
- 13) Pick Axe - When up close and personal, nothing is better
- 14) Moonshine - Numb the pain and recover some health
- 15) Dynamite - Dangerous to use but powerful + Match
- 16) Horse - Fast and dangerous, a cowboy's best friend
- 17) Throwing Knife - Its better than nothing, just about
- 18) Winchester - Medium range but large capacity rifle + 13 rounds

Variants

Never Ending Game

Player respawns on death.

At the start of their next initiative turn, the character can respawn anywhere on the board. They start with basic equipment and both pools empty.

Players score 2 points per kill, lose 1 point for each respawn and lose 2 points if they blow themselves up.

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