Shootist - EHMGC House Rules

Turn Sequence:
Roll Draw die, highest roller goes first. A shootist may opt to roll a lesser die.

Actions:
Move 6, Shoot, Reload, Move 3 & Shoot, Move 3 & Reload, Move 3 & Pick-up, Move 3 & Brawl.

Modifiers:
All modifiers change die type, never actual die throw. No die can ever be less than D4. No die can ever be more than D12. Exception: if the shooting die is less than D4, no shooting is possible.

Movement:
- Maximum movement = 6, unless combined with other action => maximum movement = 3.
- Move & shoot: shootist can shoot at any point during movement. He can be shot at by any shootist who could see him at the time he took his shot.
- Turning or popping out of cover counts as moving.
- A moving shootist shoots at -1; a moving target dodges at +1.

Shooting:
Shooter rolls shoot die, target rolls dodge die. If shoot > dodge, then this is a hit.

<table>
<tr><th>Weapon</th><th>No. Shots</th><th>Reload Value</th><th colspan="7">Range & Special rules</th></tr>
<tr><td rowspan="2">Colt Revolver
(.44 ammo)</td><td rowspan="2">6</td><td rowspan="2">6 / turn</td><td>0-1</td><td>1-3</td><td>3-12</td><td>12-18</td><td>18-24</td><td>24-30</td><td>30-36</td></tr>
<tr><td>+2</td><td>+1</td><td>0</td><td>-1</td><td>-2</td><td>-3</td><td>-4</td></tr>
<tr><td rowspan="2">Dragoon Revolver
(.493 ammo)</td><td rowspan="2">5</td><td rowspan="2">1 / turn</td><td>0-1</td><td>1-3</td><td>3-12</td><td>12-18</td><td>18-24</td><td>24-30</td><td>30-36</td></tr>
<tr><td>+2</td><td>+1</td><td>0</td><td>-1</td><td>-2</td><td>-3</td><td>-4</td></tr>
<tr><td colspan="10">Double damage on hit location. No reload if wounded in either arm or while moving.</td></tr>
<tr><td rowspan="2">Winchester Rifle
(.44 ammo)</td><td rowspan="2">12</td><td rowspan="2">6 / turn</td><td>0-6</td><td>6-24</td><td>24-36</td><td>36-48</td><td>48-60</td><td>60-72</td><td></td></tr>
<tr><td>-1</td><td>0</td><td>-1</td><td>-2</td><td>-3</td><td>-4</td><td></td></tr>
<tr><td colspan="10">Rifleman may not shoot while moving. Only shoot once per round. Extra one die penalty if shooting from a horse (two if horse is moving).</td></tr>
<tr><td rowspan="2">Shotgun
(cartridge ammo)</td><td rowspan="2">2</td><td rowspan="2">2 / turn</td><td>0-6</td><td>6-12</td><td>12-18</td><td></td><td></td><td></td><td></td></tr>
<tr><td>0</td><td>-1</td><td>-2</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="10">Each shot is tried twice (roll shoot & dodge twice). Resolve hit location twice if necessary. Both barrels may be shot (roll 4 times). If reloading while moving, no bullets are lost.</td></tr>
<tr><td rowspan="2">Knife</td><td rowspan="2">-</td><td rowspan="2">-</td><td>0-6</td><td>6-12</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>0</td><td>-1</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="10">Target can pick up the knife and throw it back. Use knife skill. +1 when brawling.</td></tr>
</table>

- If a shootist shoots with a different weapon as he did last turn, he does so at a -1. This only applies when shooting in 2 consecutive turns. It does not apply to switching between 1 and 2 pistols, to knives, brawling etc...
- A shootist may shoot with two pistols. Both have -1 to shoot. Fanning is not possible while shooting with two guns.
- Fanning: up to three shots may be fired if the shootist is fanning. Number of shots must be declared before the shootist takes his first shot. Shooting is at -1. All shots may be fired at different targets, but second and third target are at a two dice penalty. Movement is not possible. Second and third shots are after the all other shootists have taken their turn, again in Draw order. Only pistols may be fanned, and not if an arm is wounded. A shootist shooting with two pistols may not fan.
- -1 to shoot for target in soft or partial cover.
- A shootist in cover can shoot without penalty. If he shoots, he can be shot at until the next draw phase.
- Targets shot from behind have -1 to dodge.
- Crossfire: If the shot misses, AND there is another potential target (even friendly, a horse, whatever) within 1 of the straight shooting line, but more than 6 away from the shooter, then roll shoot vs dodge against this second target. The shooting die is at -1, but can never be less than D4 (exception to the normal shooting rules). If there is more than one possible target, the one with lowest dodge die roll is shot at.

Wounds:
Roll D10 for location (D8 if legs are hidden e.g. window).

Roll	Location	Effect
1	Head	Instant death (or knock-out if brawling).
2-6	Chest	-1 to dodge. Roll D6. If value < total number of wounds received, then the shootist is dead.
7	Spare Arm	-1 to brawl. Cannot Fan. Reload at half rate. Cannot use this arm to shoot. If both arms are hit, shootist is unable to shoot or brawl.
8	Shoot Arm	-1 to draw, shoot and brawl. Cannot Fan. If both arms are hit, shootist is unable to shoot or brawl.
9-10	Leg	-1 to brawl. Movement halved to 3. If both legs are hit, shootist cannot move.

Reload:
- Reload an empty gun. If moving, D6 bullets lost. Maximum reload = 'reload value' of weapon.

Pick-up:
- 6 bullets can be picked up from the belt of dead shootists, or 3 from their gun.
- A single weapon can be picked up from a dead shootist in one turn.

Hand-to-hand:
- Roll brawl vs brawl. Highest wins, loser gets a wound. Equal = no wounds.
- Roll hit location as normal. Head = knockout.
- Knife, Tomahawk and Spear give +1.
- A shootist who is attacked in hand to hand may not shoot anymore that turn, but he may fight hand to hand, and may move upto 3.
- A shootist involved in a brawl, which draws first, can break-off from brawl without penalty.

Buildings, doors and windows:
- Entering or leaving a building through a door costs 3; entering or leaving a building through a window costs 6. Shootist can take cover on the 'inner' side.
- Moving 'through' a building from door/window to door/window takes a full move, if the shootist already is at the 'inner' side of the door or window.
- Hollywood rules: If a shootist is behind window or within 1 distance of edge of roof when hit, roll dodge again. If dodge < original shoot roll, shootist falls through window or from the roof. If he falls more than one floor, he gets an additional wound.
- Buildings can be set on fire. Building has dodge of D4. If hit, then roll D4 for number of turns before building collapses.

Horses:
- Maximum movement on horse = 18.
- Mounting or dismounting takes a full move. Shootist may not shoot while mounting or dismounting.
- Mounted shootist shoots without penalty when stationary; -1 if horse moves upto 6; no shooting if horse moves faster than 6.
- If mounted shootist or horse is wounded, roll Ride die. If roll <= number of wounds of shootist and horse, he falls off the horse.
- A dismounted horse will stay where it is, unless shot at. A horse being shot at, more than 1 away from its driver, runs D12 away from shooter.
- Horses can be shot at. D4 to dodge; 6 wounds. A wounded horse moves at half speed.

Indians:

Weapon	No. Shots	Reload Value	Range & Special rules				
Bow (arrow)	10	10	0-12	12-18	18-24	24-30	30-36
			0	-1	-2	-3	-4
-1 if either arm is wounded. Cannot be fired if both arms are wounded. Flaming arrows can set buildings on fire.							
Spear	5	1	0-6	6-12			
				-1			
Use knife skill. In brawl, cannot be wounded by opponent unless also opponent is also fighting with spear. +1 when brawling.							
Tomahawk			0-6	6-12			
			+1	0			
Treat as knife. +1 to brawl skill when brawling.							
Shield	+1 to dodge against hand to hand and spears, knives and tomahawks. Offers no protection against firearms.						

- Hollywood rules: Indians move silently, and will not be noticed if moving within cover or more than 18 away. Once noticed, they are visible for the rest of the game. Also, due to sixth sense, they shoot at enemy in cover without penalty.

Special Abilities:

Sharp Shooter	Can shoot whilst moving without penalty.
Thick Skin	Resistant to wounds. Ignore first hit.
Tough Guy	Resistant to pain. Skills (shoot, draw, brawl, dodge) are not affected by wounds.
Eagle Eye	Shoots just as well at any range (upto maximum range of weapon).
Super Fast	May go first in a turn, but shooting is at a one die penalty.
Fan Specialist	No penalty while fanning.
Variable	Can apply one die bonus to any one skill once each turn. This counts for all die rolls for that skill.
Lucky	Rolls dodge twice, takes the highest number.
Lawman	On a hit in the chest, roll a D6. If 1, the bullet bounces off the sherrif's star.

Shoot and Dodge summary:

Shoot die	Dodge die
• drop one die when moving • drop one die when fanning • drop one die when using two pistols • drop one die if target is in cover • drop one die if changing weapons this turn • drop one die for crossfire • range modifiers • wound modifiers	• add one die if shootist has moved already this turn • drop one die if shot from behind • wound modifiers