

## Combat Maneuvers

**Aim:** +2 Shooting/Throwing if character does not move.

**Area Effect Attacks:** Targets under template suffer damage, raises don't add to damage, treat cover as armor; missed attack rolls cause deviation: 1d6" if thrown, 1d10" if launched; Short range x1, Medium range x2, Long range x3; d12 for direction.

**Autofire:** -2 Shooting; number of die rolled x ROF equals number of bullets used.

**Breaking Things:** See Obstacle Toughness pg 66; Parry 2; No bonus damage or Aces.

**Called Shots** *Limb:* -2 attack; *Head/Vitals:* -4 attack; +4 damage;  
*Small target:* -4 attack; *Tiny target:* -6 attack.

**Cover** *Light:* -1 *Medium:* -2 *Heavy:* -4.

**Darkness** *Dim:* -1 attack; *Dark:* -2 attack; targets not visible beyond 10"  
*Pitch Darkness:* Targets must be detected to be attacked at -4.

**Defend:** +2 Parry; character may take no other actions.

**Disarm:** -2 attack; defender must make a Str roll vs. the damage or drop his weapon

**Double Tap/Three Round Burst:** +1 attack and damage/+2 attack and damage

**The Drop:** +4 attack and damage

**Fighting on mount:** Use lowest of Fighting or Riding skills for attack.

**Finishing Move:** Instant kill to helpless foe with lethal weapon

**Firing Into Melee:** See Innocent Bystanders

**Full Defense:** Fighting roll becomes Parry until next action; may not move at all.

**Gangling Up:** +1 Fighting per additional attacker; maximum of +4

**Grappling:** Fighting roll entangles; raise Shakens. Opposed Strength/Agility to cause damage (break free); Str damage/raise d6(consumes action; act normally with raise).

**Innocent Bystanders:** Missed Shooting or Throwing roll of 1(1 or 2 with shotguns or autofire) hits random adjacent target

**Nonlethal Damage:** Edged weapons -1. Incapacitated Extras knocked out for 1d6 hours; Wild Cards check Incapacitation Table.

**Obstacles:** If attack would hit without cover, then obstacle adds Armor to Toughness.

**Prone:** Medium cover at greater than 3"; defenders suffer -2 Fighting, -2 Parry in melee.

**Ranged Weapons in Close Combat:** Pistols only; Target Number is defender's Parry

**Suppressive Fire:** Shooting with normal Mods.; Success: targets in the Medium Burst Template make a Spirit roll + cover mod. or be Shaken; 1's are 1 hit for normal damage.

**Test of Wills:** *Intimidate* opposed by Spirit; *Taunt* opposed by Smarts; Success: attacker gains +2 to next action against this target; Raise: opponent is Shaken as well.

**Touch Attack:** +2 Fighting

**Trick:** Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, the foe is -2 Parry and Shaken

**Two Weapons:** -2 attack; additional -2 for off-hand if not Ambidextrous

**Unarmed Defender:** Armed attackers gain +2 Fighting

**Unstable Platform:** -2 Shooting from a moving vehicle or animal

**Wild Attack:** +2 Fighting; +2 damage; -2 Parry until next action. Multiple attacks are OK.

**Withdraw from Close Combat:** Adjacent foes get one free attack at retreating character

## Stealth Modifiers

Modifier	Situation
+2	Crawling
-2	Running
+1	Dim light
+2	Darkness
+4	Pitch darkness
+1	Light cover
+2	Medium cover
+4	Heavy cover

## Healing Modifiers

Modifier	Condition
-2	Rough traveling
-2	No medical attention
-2	Poor environmental conditions, such as intense cold, heat, or rain
-	Medical Attention (1940 or earlier)
+1	Medical Attention (1941 or better)
+2	Medical Attention (2010 and beyond)

## Tracking Modifiers

Situation	Modifier
+2	Tracking more than 5 individuals
+4	Recent snow
+2	Mud
+1	Dusty area
-4	Raining
-2	Tracking in poor light
-2	Tracks are more than one day old
-2	Target attempted to hide tracks

## Load Limits

A character's load limit is equal to 5 x Strength. Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

## Fear Table

1d20*	Effect
1-4	<b>Adrenaline Surge:</b> The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	<b>Shaken:</b> The character is Shaken.
9-12	<b>Panicked:</b> The character moves full pace in opposite direction then is Shaken.
13-16	<b>Minor Phobia:</b> The character gains a Minor Phobia Hindrance somehow associate with the trauma.
17-18	<b>Major Phobia:</b> The character gains a Major Phobia Hindrance.
19-20	<b>The Mark of Fear:</b> The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	<b>Heart Attack:</b> The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

\*Add the creature's Guts penalty as a positive number to this roll.

## Reaction Table

2d6	Initial Reaction
2	<b>Hostile:</b> The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	<b>Unfriendly:</b> The NPC isn't willing to help unless there's a significant advantage to him.
5-9	<b>Neutral:</b> The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10-11	<b>Friendly:</b> The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	<b>Helpful:</b> The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

## Monstrous Edges

- Aquatic:** Native to water; can't drown. Pace in water typically equal to their Swimming skill.
- Armor:** Each point of Armor adds to the creature's Toughness.
- Burrowing:** The creature can burrow underground a distance equal to its Burrow ability. It can surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs. Notice.
- Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison; Wild Cards do not suffer wound penalties.
- Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison; Wild Cards do not suffer wound penalties.
- Ethereal:** The creature is immaterial and cannot be harmed by physical weapons.
- Fear:** Anyone who sees the monster must make a Guts check minus the creature's Fear modifier.
- Fearless:** The creature never makes Guts checks and cannot be Intimidated.
- Gargantuan:** Size 9+; +4 to be hit ; add size - opponents size to Str. Dmg.; heavy armor; heavy weapons.
- Hardy:** Second Shaken does not cause a Wound.
- Infection:** Failed Vigor roll after a Shaken or wound result results in an infection of some sort.
- Infra-vision:** The creature can see heat and halves penalties for bad lighting when attacking living targets.
- Immunity:** The creature is immune to damage from the listed attack form, such as heat, cold, etc.
- Invulnerability:** The horror suffers wounds only from a particular Weakness. It can be Shaken normally.
- Low Light Vision:** The creature ignores all penalties for bad lighting except in pitch darkness.
- Paralysis:** A target who is Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.
- Poison:** A target who is Shaken or wounded must make a Vigor roll or suffer the effects of the poison.
- Regeneration, Fast:** The creature makes a natural healing roll every round.
- Regeneration, Slow:** The creature makes a natural healing roll once per day.
- Size:** Adds to Toughness; Small: -2 to be hit; Large: +2 to be hit; Huge: +4 to be hit; Min. Toughness is 2.
- Stun:** If hit make Vigor roll or be Shaken, even if not damaged. Can't attempt to recover for 1d6 rounds.
- Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Undead Wild Cards never suffer from Wound Modifiers; Immune to disease and poison.
- Wall Walker:** The creature can walk on horizontal surfaces or even upside down at its normal Pace.
- Weakness:** The creature suffers additional effects from its Weakness; see the individual creature description.

## Toughness Modifiers

Mod	Size of a...
-2	Cat, fairy, pixie, large rat, dog
-1	Bobcat, half-folk, goblin,
0	Human
+1	Orc
+2	Bull, gorilla, bear, horse
+3	Ogre, kodiak
+4	Rhino, Great White
+5	Small elephant
+6	Drake, bull elephant
+7	T-Rex, orca
+8	Dragon
+9	Blue whale
+10	Kraken, leviathan



## Incapacitation Table

An Incapacitated Wild Card must make an immediate Vigor roll, applying wound modifiers as applicable.

**Raise:** The hero is only stunned. The hero still has three wounds, but is not Incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table. The effects are short term and go away when the combat is over.

**Success:** The hero is unconscious. He regains consciousness with a successful Healing roll, as noted above or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

**Failure:** Your hero is bleeding out. At the start of each combat round make a Vigor roll, with applicable penalties. A failure means he has to roll again next round. A result of 1 or less means that he dies. A success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury table as well. The injury is permanent and requires specialist healing.

**Non-lethal damage:** Treat this as a Success except hero is unconscious for 1d6 hours.

### Critical Failure:

The hero is dead. Nothing can bring him back.

**Non-lethal damage:** Treat this as a Success except hero is unconscious for 2d6 hours.

## Injury Table

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6	Wound						
2	<b>Unmentionables:</b> The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.						
3-4	<b>Arm:</b> The character catches one in the left or right arm (determined randomly). The arm is rendered useless.						
5-9	<b>Guts:</b> Your hero catches one somewhere between the crotch and the chin. Roll 1d6 on the sub-table below: <table border="1"> <tbody> <tr> <td>1-2</td> <td><b>Broken:</b> His Agility is reduced by a die type (min d4).</td> </tr> <tr> <td>3-4</td> <td><b>Battered:</b> His Vigor is reduced by a die type (min d4).</td> </tr> <tr> <td>5-6</td> <td><b>Busted:</b> His Strength is reduced by a die type (min d4).</td> </tr> </tbody> </table>	1-2	<b>Broken:</b> His Agility is reduced by a die type (min d4).	3-4	<b>Battered:</b> His Vigor is reduced by a die type (min d4).	5-6	<b>Busted:</b> His Strength is reduced by a die type (min d4).
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5-6	<b>Busted:</b> His Strength is reduced by a die type (min d4).						
10	<b>Leg:</b> The character's left or right leg (determined randomly) is crushed, broken, or mangled. His Pace is reduced by 1.						
11-12	<b>Head:</b> Your hero has suffered a grievous injury to his head. Roll 1d6 on the sub-table below: <table border="1"> <tbody> <tr> <td>1-2</td> <td><b>Hideous Scar:</b> Your hero now has the Ugly Hindrance.</td> </tr> <tr> <td>3-4</td> <td><b>Blinded:</b> One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.</td> </tr> <tr> <td>5-6</td> <td><b>Brain Damage:</b> Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).</td> </tr> </tbody> </table>	1-2	<b>Hideous Scar:</b> Your hero now has the Ugly Hindrance.	3-4	<b>Blinded:</b> One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.	5-6	<b>Brain Damage:</b> Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).
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## The Disputed Territories

<i>d20</i>	<i>Encounter</i>
1-4	2d6 Partisan Raiders (Soldier profile)
5-9	2d6 Outlaws
10	2d4 Veteran Outlaws
11	2d4 Walkin' Dead
12	Glom
13	Mourning Mist
14-15	Jackalope
16-20	Prairie Ticks

## The Great Basin

<i>d20</i>	<i>Encounter</i>
1-2	1d4 Guardian Angels (10% chance of Lost Angel Cultist)
3-5	2d6 Soldiers (d6: 1-3 = Union; 4-6 = Confederate)
6-10	2d6 Outlaws
11-12	2d4 Veteran Outlaws
13-14	2d4 Indian Braves
15	2d4 Veteran Indian Braves
16	Mojave Rattler
17-18	1d6 Tumblebleeds
19-20	1d4 Dust Devils

## The Great Maze (Land)

<i>d20</i>	<i>Encounter</i>
1-6	2d4 Guardian Angels (50% chance of Lost Angel Cultist)
7-10	1d6 Iron Dragon Martial Artists
11-14	2d4 Soldiers (d10: 1-4 = Union; 5-8 = Confederate; 9-10 = Mexican)
15-16	1d4 Dusters
17	Gaki
18	1d6 Wall Crawlers
19-20	1d4 prospectors (use townsfolk)

## The Great Maze (Sea)

<i>d20</i>	<i>Encounter</i>
1-4	1d10+10 Devil Rays
5-6	Maze Dragon
7	Giant Octopus
8	Giant Saltwater Crocodile
9	Giant Shark
10-11	2d8 Wave Shadows
12	1d4 Weresharks
13-20	Ship (roll 1d10 = 1 Union ironclad; 2 = Union raider; 3 = Confederate ironclad; 4 = Confederate raider; 5-6 = Pirate; 7-8 = Chinese pirate (use martial artists for crew); 9-10 = Mexican)

## The Great Northwest

<i>d20</i>	<i>Encounter</i>
1-2	Catamount
3-4	Chinook
5	Sasquatch
6	Wendigo
7-8	Wolflings
9-14	2d6 Settlers
15	2d20 Settlers
16-19	2d6 Braves
20	Prospector

## The High Plains

<i>d20</i>	<i>Encounter</i>
1-2	Adult Rattler
3-6	Devil Bats
7-8	Dread Wolves
9-10	2d6 Indian Braves
11-12	2d4 Outlaws
13-14	Pit Wasp
15-18	Prairie Ticks
19-20	2d6 Young Rattlers

## Republic of Deseret

<i>d20</i>	<i>Encounter</i>
1	1d4 Wall Crawlers
2-8	2d10 Nauvoo Legion (Deseret) Soldiers
9-12	Catamount
13-14	Salt Rattler
15-16	Automaton Patrol (1d4)
17-18	Walkin' Fossil
19-20	Tunnel Critter

## Sioux Nations

<i>d20</i>	<i>Encounter</i>
1	Poison Woman
2	Pox Walker
3	Uktena
4-9	2d6 Indian Braves
10-12	2d4 Veteran Indian Braves
13-14	1 Prospector
15-16	1d4 Prospectors
17-18	2d6 Raiders (Outlaws)
19-20	2d4 Iron Dragon Miners(Martial Artists)

## The Coyote Confederation

<i>d20</i>	<i>Encounter</i>
1	Night Raven
2	Pox Walker
3	Skin Shifter
4	Uktena
5-10	2d6 Veteran Indian Braves
11-20	2d8 Indian Braves

## The Wild Southwest

<i>d20</i>	<i>Encounter</i>
1-2	Bloodwire
3-4	Carcajou
5	Chupakabra
6	Desert Thing
7	Hangin' Judge
8	Mexican Dragon
9	Mojave Rattler
10	Terrantulas (d6: 1-3 = swarm; 4-5=large; 6=gargantuan)
11-15	2d6 Indian Braves
16-17	2d6 Confederate Soldiers
18-20	2d4 Outlaws



Weapon	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
<b>Automatics</b>								
Gatling Gun (.45)	24/48/96	2d8	3	\$1500	40	100	–	AP 2; may not move
<b>Carbines</b>								
Sharps '55 (.57)	20/40/80	2d8	1	\$18	8	1	–	AP 2; Reload 2
Spencer (.56)	20/40/80	2d8	1	\$15	8	7	–	AP 2
LeMat Carbine (.42)	20/40/80	2d8	1	\$35	9	9	–	AP 1; see notes
& Shotgun (16-ga)	12/24/48	1–3d6	1	–	–	1	–	–
<b>Derringers &amp; Pepperboxes</b>								
Derringer (.41)	5/10/20	2d6	1	\$8	.5	2	–	AP 1
English 1840 Model (.36)	5/10/20	2d6	1	\$5	1	8	–	AP 1; reload 2
Rupertus Pepperbox (.22)	5/10/20	2d6	1	\$6	1	8	–	–
Wesson Dagger- Pistol (.41)	5/10/20	2d6	1	\$6	1	2	–	AP 1; see notes
<b>Revolvers, Single-Action</b>								
Colt Army (.44)	12/24/48	2d6+1	1	\$12	2	6	–	AP 1
Colt Buntline Special (.45)	15/30/60	2d6+1	1	\$500	3	6	–	AP 1; see notes
Colt Dragoon (.44)	12/24/48	2d6+1	1	\$11	4	6	–	AP 1
Colt Navy (.36)	12/24/48	2d6	1	\$10	3	6	–	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	–	AP 1
Lemat Grapeshot Pistol (.40)	12/24/48	2d6	1	\$25	4	9	–	AP 1; see notes
& Shotgun (16-ga)	5/10/20	1–3d6	1	–	–	1	–	–
<b>Revolvers, Double-Action</b>								
Colt Frontier (.32–20)	12/24/48	2d6	1	\$8	2	6	–	AP 1
Colt Lightning (.38)	12/24/48	2d6	1	\$13	2	6	–	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	–	AP 1
Colt Thunderer (.41)	12/24/48	2d6	1	\$14	2	6	–	AP 1
Starr Revolver (.44)	12/24/48	2d6+1	1	\$9	2	6	–	AP 1; reload 2
<b>Rifles</b>								
Ballard '72 (.56)	24/48/96	2d8	1	\$24	11	1	–	AP 2; Reload 2
Bullard Express (.50)	24/48/96	2d10	1	\$30	11	11	d8	AP 2
Colt-Paterson Model '36 (.69)	24/48/96	2d10	1	\$25	12	7	d8	AP 2; Reload 2
Colt Revolving Rifle (.56)	24/48/96	2d8	1	\$24	11	5	d6	AP 2; Reload 2
Enfield Musket (.58)	12/24/48	2d8	1	\$25	9	1	–	AP 2; reload 2
EvansOld Model Sporter (.44)	24/48/96	2d8	1	\$30	12	34	–	AP 2
Sharp's Big 50 (.50)	24/48/96	2d10	1	\$20	10	1	d8	AP 2
Springfield (.58)	24/48/96	2d10	1	\$8	9	1	d6	AP 2; reload 2
Winchester '73 (.44–40)	24/48/96	2d8	1	\$25	7	15	d6	AP 2
Winchester '76 (.45)	24/48/96	2d8	1	\$40	7	15	–	AP 2
<b>Shotguns (all 12-gauges)</b>								
Colt Revolving Shotgun	12/24/48	1–3d6	1	\$45	10	5	d6	+2 Shooting rolls
Double Barrel	12/24/48	1–3d6	1–2	\$35	8	2	–	+2 Shooting rolls
Scattergun	6/12/24	1–3d6	1–2	\$35	5	2	–	+2 Shooting rolls; SBT
Single Barrel	12/24/48	1–3d6	1	\$25	6	1	–	+2 Shooting rolls
Winchester Lever- Action	12/24/48	1–3d6	1	\$35	8	4	d6	+2 Shooting rolls
<b>Other Ranged Weapons</b>								
Bolas	4/8/16	Str+1	1	\$3	.5	1	–	see notes
Bow	12/24/48	2d6	1	\$3	2	1	–	–
Dynamite	4/8/16	2d6/stick	1	\$3	.5	1	–	MBT; +1" radius;+1 inch damage per additional stick
Nitro (8 oz. bottle)	4/8/16	3d6	1	\$1.25	.5	1	–	LBT; see notes
<b>Gatling Guns</b>								
Gatling Pistol (.45)	12/24/48	2d6+1	2	\$800	5	12	–	AP 1
Gatling Rifle (.45)	24/48/96	2d8	2	\$1200	13	12	d6	AP 2
Gatling Shotgun	12/24/48	1–3d6	2	\$1500	15	12	d8	–

Gatling weapons cannot fire single shots and must fire at their full Rate of Fire.

Weapon	Damage	Weight	Price	Notes
Brass Knuckles	Str+d4	1	\$1	–
Club	Str+d4	1	–	–
Club, War	Str+d6	3	\$3	–
Club, War (Bladed)	Str+d8	6	\$8	AP 2; Parry –1; Requires 2 hands
Knife	Str+d4	1	\$2	–
Knife, Bowie	Str+d4	2	\$4	AP 1
	+1			
Lariat	–	3	\$4	Parry –1; Reach +2; see notes
Rapier	Str+d4	3	\$10	Parry +1
Saber	Str+d6	4	\$15	–
Spear	Str+d6	5	\$3	Parry +1; Reach 1; requires 2 hands
Tomahawk	Str+d6	4	\$3	–
Whip	Special	2	\$10	Parry –1; Reach +2; see notes

### Fear Level 0

This is happy land, folks. The natives are friendly, the sky is blue, and you can walk the streets at night. Perhaps you won't be surprised to hear that only a few of these places are left in the Weird West, and they ain't easy to find.

### Fear Level 1

Here, some folks believe monsters exist, they just haven't seen any. The sky is still blue, but if you must go out at night, bring a buddy.

### Fear Level 2

No one goes near the creepy old shack on top of the hill. The land looks about the same, but the shadows are a little bit longer. It's not really safe to go out alone at night, but it's not a death sentence, either. This is the general Fear Level in most places these days.

### Fear Level 3

Things are starting to get a little weird. There's an occasional disappearance, and probably more than a few weird creatures live close by (though folks don't really talk about it). Don't go out at night without a weapon or a friend.

### Fear Level 4

There are mysterious disappearances, and when the bodies are found, it's piece by piece. The land itself starts to change: the shadows on the cliffs start to look like leering faces, or cornrows always seem to rustle as if something's hiding within. The winds of the High Plains might whisper your name.

### Fear Level 5

There's no doubt something's amiss. Folks have seen monsters, and almost everyone's terrified. Most flowers die, but weeds have no problem thriving. Don't go out at night without an armed posse.

### Fear Level 6 (Deadland)

This is as bad as it gets, Marshal: a full blown nightmare landscape. Monsters run rampant, rocks look like skulls, and not only do the winds of the High Plains whisper your name, they do so in your dead friend's voice. Anyone out at night is dead meat. If the Reckoners have their way, the whole planet is destined to one day become such a place.