

Attributes

Every character has two Attributes—**Athletics** and **Gunplay**. These attributes both range from 1-6, and can be decided by dividing 7 points between them. Both Athletics and Gunplay have three skills under them. Athletics has **Running**, **Grappling**, and **Endurance**; Gunplay has **Handgun**, **Shotgun**, and **Rifle**. After assigning characters both an Athletics and a Gunplay value, you divide the amount that you assigned to the larger Attribute among its skills.

For example, a character that has 4 Athletics and 3 Gunplay has 4 points to divide among Running, Grappling, and Endurance. They have 3 points to divide between Handgun, Rifle, and Shotgun.

Combat System

On a combatant's turn, they have 3 actions. These actions can be used to do the following things:

- **Shoot**, explained under "Shooting"
- **Move**. For every action spent moving, a combatant moves their Running skill + 1 squares.
- Attempt to **Grapple**, explained under "Melee Combat"
- **Drop to Prone/Get up From Prone**. When a combatant is prone, they cannot shoot from behind cover, must use all their actions to move to gain the benefit of a singular move action, and gain 2 additional cover dice if behind cover.
- **Aim**. For every action spent aiming, a combatant gains one additional dice on their next weapon attack, to a maximum of three additional dice.
- **Reload**. This costs an entire turn, regardless of how many actions the combatant has

Shooting

When a character shoots their weapon, they roll a pool of ten-sided dice equal to their gunplay attribute and their skill with the specific weapon they are shooting. They then find the number of dice in the pool that rolled a number equal to or higher than the weapon's **Difficulty**. This is the number of **Successes** that that character rolled, and determines how much damage the weapon does.

Called Shots

By calling a shot, a combatant is attempting to incapacitate their foes. This shot subtracts 5 dice from the combatant's dice pool, and only deals 1 damage on a hit. However, if the shot hits, it incapacitates a combatant, meaning that they must spend all their actions on moving to move.

Ranges

When shooting, a character can shoot from Close-Quarters, Close, Medium, far, and Extremely Far ranges. Shooting from Far range negates one success. Only certain weapons have access to Extremely Far ranges.

Cover

At the beginning of their turn, if a combatant is behind cover, they gain 3 **Cover Dice**. These dice subtract from the dice pools of combatants that are trying to shoot the combatant behind cover. However, for every action that the combatant behind cover takes on their turn that requires leaving the safety of their cover (aiming, shooting, moving away from the cover), they lose one of their cover dice. Cover dice reset at the beginning of a turn.

Melee Combat

When a combatant is adjacent to another combatant on their turn, they can attempt to grapple using 1 action. Both parties then roll a dice pool equal to their grappling skill + 1.

- If the attacker rolls a higher number of successes, the defender is disarmed, and the two combatants begin to grapple.
- If the defender rolls a higher number, they are not disarmed
- If both combatants roll the same number of successes, the two combatants are currently grappling, but the defender is not disarmed. On their next turn, they have to win a grapple check in order to gain control of their weapon.

Injury

A character's health is equal to their endurance skill + 3. If a character's health drops below 3, the number of actions that this combatant has on each of their turns decreases, being equal to a character's current health below 3.

Weapon Tables

Weapon Type	Damage per Number of Successes					Difficulty	Magazine
	1	2	3	4	5+		
Single-Action Revolver	1			2	3	8	6
Double-Barrel Shotgun	1	2		3		6	2
Bolt-Action Rifle	1		2		3	7	4

Weapon Type	Special Properties
Single-Action Revolver	One-Handed; Holding one in each hand increases the magazine capacity to 12, but increases the difficulty to 9.
Double-Barrel Shotgun	Two-Handed; At medium range one success is removed; the weapon is completely ineffective at long range.
Bolt-Action Rifle	Two-Handed; long range induces no penalty; extremely long range induces a penalty of one dice.