

Quick Reference Sheet

SADDLE BUM

The Game Rounds/Turns: During a round, each posse member gets a turn. On a turn, a figure may take 2 of the following actions (including the same thing twice): Do Nothing, Move, Aim, Mount/Dismount, Shoot (if Loaded), Reload, Melee, or take another action (picking up an item, using a special ability, etc.).

Movement: Roll your Die Code. Mount/dismount cost 1 action.

Speed Modifiers: Mounted figures move +6". Crossing Rough Going (rough ground or obstacles) cost double; Easy Going cost half.

Shooting:

Weapon Range Table	Short (4+)	Long (5+)	Extreme (6+)
Knife	1"	2"	+2" to 4"
Spear, Pistol	1"	3"	+3" to 10"
Shotgun*	2"	5"	+5" to 10"
Smoothbore Musket*	5"	10"	+10"
Bow, Rifled Musket, Rifle	10"	20"	+20"

*Does 2 wounds at short range on a roll of 6.

Shooting Die Roll Modifiers: Shooter Aimed +1, Target and/or shooter is mounted -1, Target obscured behind cover -1.

Scrap: A figure adjacent to an enemy is in melee. Both sides make a Melee Roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.

Melee Die Roll Modifiers: Bullrushing buckeroos +1 on the first turn only; One or more friendly figures are also engaged with the same enemy, AND your side outnumbers the other +1; Figures with melee weapons like knives or whips +1; Figure mounted +1; Wounded -1/wound.

Salt (5+; 6+ if Already Wounded): If 5+ (or 6+ if already wounded) it's only a scratch. If less, suffer a wound.

Wounds: A figure has a number of wounds equal to his salt attribute Battleworth. Once gone, a further wound kills or incapacitates the figure.

Town Folk

Townfolk are buckaroos with a special ability.

Doc: Heals 1 wound of an adjacent model on a 1d6 roll of 4+ as an action.

Gambler: On activate, roll 1d6: "1", all actions -1; "6" all actions +1.

Gunslinger: Pistol long range is also 4+ like short range is.

Kid: +1 to posse drop rolls; +1" for the kid's speed roll.

Marksman: Deadeye at long distances. +2" to all ranges.

Preacher: When he takes a fatal wound, roll 1d6: On a 6 the bullet embeds in his bible instead.

Scout: Is hidden. Place anywhere in cover when activated.

Sheriff/Boss: Can spend an action to grant a fellow posse member within 6" a +1 to any roll their next turn.

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WANTED DEAD OR ALIVE

Posse Name: _____ # Reload Dice: _____

Buckaroo #1 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #2 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #3 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #4 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Town Folk: _____ Mounted []

Special Ability: _____
Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

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WANTED DEAD OR ALIVE

Posse Name: _____ # Reload Dice: _____

Buckaroo #1 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #2 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #3 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Buckaroo #4 Name: _____ Mounted []

Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

Town Folk: _____ Mounted []

Special Ability: _____
Reward: \$ _____ Weapon #1: _____
Wounds: _____ Weapon #2: _____

Speed:	Shoot:	Melee:	Salt:
[_____]	[_____]	[_____]	[_____]

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