SADDLE BUM

Cinematic Wild West Miniatures Rules

Saddle Bum is a miniatures game designed for fast and fun tournament play or small pick-up games (1-4 players). The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in the Wild West Era using smart tactics and no small bit of luck.

by David Bezio ©2015
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SADDLE BUM

General Rules

Note
The rules are kept concise and to the point. They coalesce, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, visit us at rrbminis.com.

Items Needed to Play
Besides these rules, you will need some 6-sided dice (d6), a ruler marked in inches, miniature figures, a 2'x2' or larger play area, and a bit of terrain.

Forming a Posse
In the standard game, each side has a posse of 5 models (4 "buckaroos" and 1 town folk). Whatever weapon the miniatures are sculpted with is what they have in the game (or an ace in the hole pistol if unarmed).

Reward
If you want to give each model a value (for victory points or to try to balance battles), add all die codes for all 4 attributes. For a second weapon +1, horse +2, specialist +3. Take the total x $100.

Measuring yer Grit

Each buckaroo is defined by 4 attributes: Speed, Shoot, Scrap, and Salt. These all typically start at 1d6 and can be increased up to a maximum of 3d6 with experience. The number before the "d" is the die code, and the "d6" means you use six-sided dice.

Die Code of the Old West:

Whenever a salty buckaroo wants to do something, they roll the attributes die code (1-3 dice). Read the result of the highest die rolled only. For example: If you roll 2d6 and get a 3 and 5, the result of the roll is 5.

Reload Dice: Each posse starts a shootout with 1d6 (minimum of 3) Reload Dice. These can be expended to reroll any die rolls until gone. You CAN reroll rerolls, but must accept the final result.

The Game Rounds/Turns

The game takes place over a series of rounds. During a round, each task force 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, Scrap, or take another action (picking up an item, using a special ability, etc.). A figure that picks 2 Do Nothing actions, may take an opportunity Shoot action later the same round on another figure's turn.

The Drop: At the beginning of a round, roll off (1d6) to see who (the highest roll) activates a model first, with sides alternating after that. A player with more figures activates the extras in succession at the end of the round.

Speed

Speed is the number of inches (roll your Speed die code) a figure can move up to in a turn. The randomness represents your cowboy dodging bullets, ducking for cover. or getting flummoxed.

Bullrush: If a buckaroo moves adjacent to an enemy, initiating a scrap, he gains a +1 to the scrap roll this round. A buckaroo can move out of a scrap, but NOT back in, the same round.

Horses/Wagons: A buckaroo on, or adjacent to, a hose/wagon can mount or dismount as an action. Mounted buckaroos move +6".

Easy/Rough Going: A figure can traverse ladders, cliffs, pigpens, rubble or any other rough ground or obstacle at a cost of double movement (count 2" for every 1" crossed). They can similarly travel with a heavy load such as a wounded friend or crate/barrel. Easy Going is the reverse; double speed (count 1" for every 2" traveled).

Jumping: A buckaroo can use an action to jump from one rooftop to another. Make a speed roll: this is the number of inches cleared. If not enough for the model's base to balance on the other rooftop, it falls taking 1 wound per story unless 9 salt roll (-1 per story) is made.

Doors: A figure can move freely through open doors. Figures adjacent to a locked door, can kick in the door as an action.

Moving Objects: A figure can pick up and/or put down adjacent objects (furniture, ladders, barrels) during movement, but costs an action.

Shoot (Short Range 4+; Long Range 5+, Extreme 6+)
Shooting is the chance of hitting with any ranged weapon. You **CAN'T** shoot into a scrap.

Line of Sight (LoS):
In order for a buckaroo to shoot another, the shooter must be able to see the target. If you can draw a straight line from any part of the shooting figure to any part of the target figure

without touching other figures or terrain, you have LoS.

Range: Each weapon has a short, long, and extreme range. You need to roll a 4+ to hit at short range, a 5+ to hit at long, and a 6+ to hit at extreme. After declaring a target, measure the distance to the miniature from the front of your base to any part of the target (NO pre-measuring allowed). If the target is in range, roll to hit; if not it's an automatic miss but a roll to hit must still be made only to test for out of ammo. A hit target must pass a salt roll or suffer 1 wound.

Out of Ammo: If you roll a "1" on the to hit roll, you are out of ammo. You must spend an action reloading that weapon before it can fire again. Models sculpted with more than one weapon may still shoot the other weapon.

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

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.

Scrap

A buckaroo adjacent to an enemy is scrapping (brawling in hand-to-hand). Both sides make a scrap roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.

Scrap Die Roll Modifiers: Bullrushing buckeroos get a +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 get +1; Figure mounted +1; Wounded -1/wound.

Salt (5+: 6+ # Already Wounded)

Salt is a buckaroos ability to withstand pain or stay upright with a bullet in his gizzard! When a model may take damage, throw a salt roll. If the roll is 5+ (or 6+ if already wounded) it's only a scratch: if less the model suffers a wound.

Wounds: A buckaroo has a number of wounds equal to his salt attribute die code. Once gone. a further wound kills or incapacitates the buckaroo. Example: Buck Silver has 2d6 in his salt attribute. He can toke 2 wounds of damage. After that any further damage and Buck is buzzard food and out of the game!

Town Folks

Townsfolk are buckaroos with a special ability.

Bandito: Never unloaded with all his bandoleers of bullets.

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

Gambler: When activated, roll 1d6: On a 1, all actions -1; on a 6 all actions +1.

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

Soiled Dove: Can only be targeted by men on a 4+ roll.

Going through the Mill

Alter a shootout is over (one side is killed or some other victory condition is accomplished), the winning side's survivors get tougher. Each surviving curly goat can add +1d6 to any one of his attributes. The maximum for any attribute is 3d6.

Optional Rules

Fanning-the-Hammer (for revolvers only)

Also called Fan-Firing or simply Fanning. This is when the shooter holds the trigger and rapidly slaps the hammer on the gun. This causes a much faster, but less accurate rate of fire, on one turn. The shooter specifies at the start, how many shots they will attempt (2-6). An exception is if a figure shoots once during their first action of a Turn, and then Fan-Fires during the second action: They can only attempt 2-5 shots while fanning. Fanning is at -1 to hit on the first 3 shots, and -2 on the next 3. On any roll of a "1", the gun is out of ammo as normal stopping the Fanning; plus the gun is automatically unloaded after a Fan-Firing action no matter how many shots were selected.

More Optional Rules can be found in the follow section, the "Davestown Gazette".

Savagerous Sidekickers

Two new side-kickers spotted in Davestown, just looking for a posse to join...

Dawg

The Dawg can't shoot, or do any actions that require a lot of intelligence or object manipulation (although they can fetch things in their mouth). They do, however, gain a +2 to Speed and starts the game with 2d6 in Scrap.

Gunslinger

These notorious shootists can be hired by whomever pays the most. The model MUST be armed with a pistol (or 2) and no rifles. When they hit on a natural roll of 6, AND cause a wound of damage, they can immediately take another (free) shoot action at +1 to hit. This can be at the same target, or a new one. All other shooting rules apply.
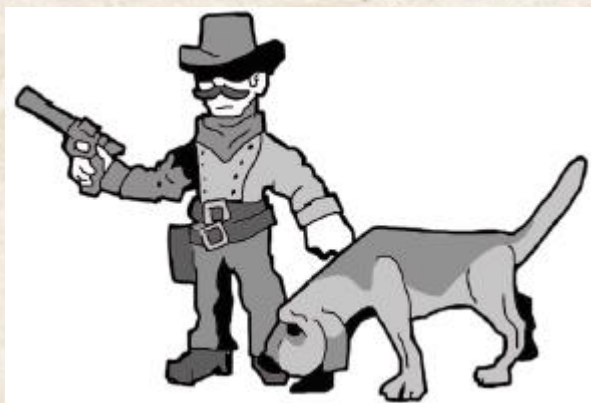
Play'n a Lone Hand

Sometimes you want to play a game of Saddle Bum… but, you don't have a friend (or enemy) handy. The following rules provide a simple AI, with an element of randomness, for the opposing posse. While this can't possibly simulate the devious plans of a four-flusher, it can give you an unpredictable shootout.

- Side-kickers always use any special abilities when they have the opportunity.
- Roll 1d6 on the table below. If there is a buckaroo that fits the criteria for that result that hasn't taken its turn, activate it. If not, simply move down the list to the next result until you determine which model to activate, then use it as indicated.

1d6	Activate a unit that can…
1-2	Shoot
3-4	Bullrush
5	Scrap
6	Move

Shoot: If any buckaroos that can shoot have a target that HONESTLY looks to be in range, then activate the model with the closest target and shoot at that target.

Bullrush: If a buckaroo can bullrush, choose the model that has the closest enemy and charge with it. Follow-up with a scrapping attack.

Scrap: If a buckaroo is already adjacent to an enemy, punch the lout!

Move: Any sad cowpuncher that can't shoot, bullrush, or scrap this turn should get a wiggle on! If more than one buckaroo fits the criteria, roll 1d6 for each model. Activate the model that rolls highest.

- Figures move to an area that grants LoS to the closest viable target and shoot. If none is available, they move directly toward the best position for shooting, preferably taking cover as well.

Scenario 1: Is there a Doctor in Town?!

This is a scenario for two players, one side is playing the "good" guys, while the other is playing the "bad" guys. Both have a similar end goal…to get the Doc out of town.

Set-up:
A table with LOTS of town terrain. Models shouldn't be able to see anywhere more than 12" in a straight line.

Place a model or token representing the town doctor, "Doc", in the open, at the center of the play area.
- Doc does not shoot, and miraculously dodges any bullets coming his way (he can't be killed).
- Before initiative is rolled at the beginning of each round, move the Doc 2" in a randomly determined direction. If this movement causes him to touch a building, put him inside in the center (no matter where he touches, or how many inches of movement he has). On subsequent turns, he moves out of the building in the same way (does not need to be a door or window, just count the building perimeter as the measuring point).

All Buckaroos:
Buckaroos take control of the Doc by moving a model adjacent to him and successfully testing their luck as an action. From that point on, the Doc moves with that model unless the buckaroo is killed, or chooses to leave the Doc, or hand him off to a fellow posse member who has also moved adjacent.

To Win:
- The bad guy's boss has been wounded while escaping from jail. He is up in the mountains dying. The bad guys want to get Doc, and get off the table by the same edge they entered from.
- The good guys want to get Doc to safety out of town, via the opposite table edge.

Scenario 2: Vs. Aliens (Supernatural Saddle Bum)

Tired of shooting other cowboys? Yer in luck! The aliens have landed and they want your women! One player is a regular posse, and the other is the aliens.

Set-up:
Buildings as part of town with a small flying saucer model in the center of the table along with the alien posse. The buckaroo player places 3 townfolk women models anywhere 9" away from the spaceship and deploys his posse members along any (or all) of the table edges. The womenfolk do not shoot, and miraculously dodge any shots coming their way (they can't be killed).

The Aliens:
The 4 aliens move and scrap exactly as regular posse members. When they shoot, they don't suffer a long range penalty. Laser weapons don't run out of ammo, but on a 1, roll 1d6 and on another 1, the gun explodes, killing the alien.
- **Alien Side-kicker:** The aliens have a flying probe-bot. The bot ignores all terrain for movement, hovering 6-12" off the table. It cannot scrap, but follows all the same shooting rules as the aliens.

To Win:
- The aliens need to get all 3 womenfolk on the spaceship, with at least 1 alien aboard. They take control of the womenfolk by moving a model adjacent to one and successfully testing their luck as an action. From that point on, the womenfolk moves with that model unless the alien is killed, or chooses to leave the womenfolk, or hand her off to a fellow alien who has also moved adjacent.
- The buckaroos need to kill all the aliens (which causes the flying saucer to self-destruct).
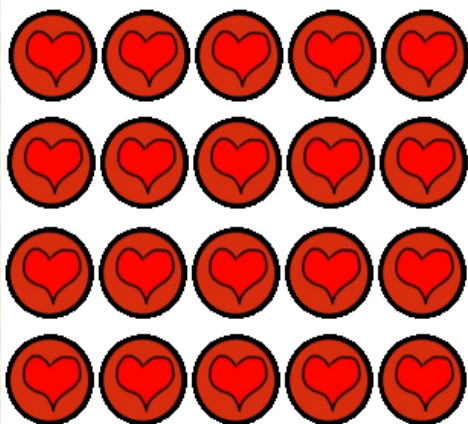
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Game Tokens

You can use any type of tokens or markers that you wish. These are provided for those that need them. Glue this sheet to some thin cardboard and cut the items out.

Activated Tokens

Wound Tokens

Unloaded Tokens

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:
[ ]	[ ]	[ ]	[ ]

Quick Reference Sheet

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"
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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.

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