

SUMMARY CHART / REFERENCE SHEET for quick and easy rule handling during play.

Sequence of action	MOVEMENT - Foot			MOVEMENT - Mounted			
	Rate	Normal	Special	Rate	Horse	Mule	Transport
1. Record movement, etc.							
2. Nominate targets.	Walk	1½ yd.	1½ yd.	Walk	0- 2 yd.	0 - 1½ yd.	0 - 1½ yd.
3. Move all men.	Evade	2½	2½	Trot	2- 5 (4 evade)	1½- 3	1½- 3
4. Calculate firing.	Run	3	4	Lope	5- 8 (7 evade)	3 - 4	3 - 5
5. Calculate fighting.	Rush	4	4½	Gallop	8-10		5 - 7
6. Calculate observation.	Roll	1	1	Gallop			
7. Record reactions.	Limp/etc.	½	½	E.R.	8-12	Note: Terrain effects p16 Turning p12.	

ACTIONS - 1 PHASE		- 2 PHASES		- 3 PHASES		Miscellaneous
Turn 180°	Undo stud/button	Unslung S.A.	Lock door	Switch weapons		7ph: Mach. gun in firing pos.
Kneel/sit	Adopt firing pos.	Fix bayonet	Open door	Mount (PR)		10ph: Art. in FP.
Lie down	Hand item over	Draw (slow)	Open window	Lie horse down		All actions take as long in reverse.
Dive	Smash window	Mount (GR)	Fix handspike	Climb on wagon		P8 Fast Drawing
Draw (Fast/Med.)	Mount (ER)	Tie up horse		Climb on stage		
Swing down on side of Horse.		Step down from coach		Scalp		

WEAPON	Reloading	SR	MR	LR	I	WEAPON	Reloading	SR	MR	LR	I
Knife/most stingy guns	varies	2	4	7	NI	1-shot M/L carbine	15 phs.	22	72	200	NI
Spear	-	10	20	50	NI	1-shot M/L rifle	15	25	90	200	NI
Bow and Arrow	2 phs.	15	65	120	var	1-shot B/L carbine	6 perc.	24	80	200	NI
Smoothbore Pistol	15	10	18	48	NI	1-shot B/L rifle	3 met/cart	30	100	200	NI
Indian Trade Musket	18	20	65	150	NI	Magazine carbine	varies -	24	80	200	NI
Smoothbore Musket	18	22	72	200	NI	Magazine rifle	see p.34,	30	100	200	NI
Double-barrel Shotgun	15(Perc) 4(Mc)	10	40	110	var	Cap&Ball Revolver	7ph per shot.	10	20	50-60	
Sawed-off Shotgun	4 per barrel	5	10	20	var	Metal Cart. Revolver	8-11(p33).	10	20	60	NI

Target Nomination	FIRING TABLE										Target Additions	
1. Nearest potential danger. 2. Area covered. 3. Nearest enemy.	Target	Stood	Walk	Run	Rush	Gal-	Kneel	Crawl	Evade	COVER		+20 rider +20 large fixed point -20 small fixed point
	Range		Action	Trot	Lope	lop.		Lying		Soft	Hard	
	Short	80	75	60	50	40	50	30	35	20	15	
	Med.	70	65	55	45	35	30	10	30	5	0	
Long	50	45	40	30	20	10	0	25	-15	-20		

% VARIATIONS	Aiming	Snapfiring	Movement	Wounds
Ability	+10 each ph. aimed (max 30)	-15 10-20yds.	-5 walk/trot /action	-5 each light wound.
+10 each factor over 7	+ 5 each ph. aimed from a moving vehicle (max15)	-30 20-60yds.	-20 run/lope	-15 each serious wound.
-10 each factor under 7	+ 5 weapon rested - 5 bayonet fixed -15 targ. appears/disappears	-5 sh. arm -15 hand-to-hand -30 targ. disapp. -30 wronghand	-30 gallop -40 firing carbine one handed -40 firing riding 'Sioux-side'	Miscellaneous -15 aiming wronghand.

Miscellaneous: -10 2nd & subsequent shots with smoothbore. Other weapons see pages 26-34.

FIRING WOUND TABLE Actual Percentage Chance of hitting the Target and the result.																								
1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	99	Cat.	Men on foot	Riders	
1	-	-	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	A	Dead		Prim-ary tar.	
-1	3	5	7	8	10	12	14	15	17	19	21	22	24	26	28	29	31	33	35	B	Set Body wnd no act 10ph		hit -	
-	-	-	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	C	" Right arm "	" "	5ph
-	-	4	7	9	11	13	15	18	20	22	24	27	29	31	33	36	38	40	42	45	D	" Left arm "	" "	5ph
-2	5	8	11	13	16	19	22	24	27	30	33	35	38	41	44	46	49	52	55	E	" Leg wound "	" "	5ph	
-	-	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	F	Light Head wd "	" "	8ph
-3	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	G	" Body wnd "	" "	4ph	
-	-	-	13	17	21	25	29	34	38	42	46	51	55	59	63	68	72	76	80	85	H	" Right arm "	" "	2ph
-4	9	14	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90	I	" Left arm "	" "	2ph	
-5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	99	J	" Leg wound "	" "	2ph	

Highest poss. actual chance of hitting is 99%. Lowest poss. actual chance of hitting is 1%.

Firing at horse: A-G horse is dead. H-J horse nicked, throw to control.

Wounds & Experience: Pro/Vet. halves no-action wound time. Novice doubles no-action time.