Gunslinger in The West

v1.1, 2-Sided By Jimmy Chattin
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You are a Gunslinger (GS) with other Partners in your Posse and a Game Marshal (GM) in the near-mythical land of The West. While you are dangerous, a bullet will end you real quick. Act fast and roll with the consequences. Follow the rules until they need to be broken for the sake of everyone's enjoyment.

You need: 2 6-sided dice (2d6). Pen. Paper or notecards. These rules, a few Partner players, and a GM. ***Bold italics*** is a table title.

Be Competent	**Be Courageous**
Be Cooperative	**Be a Good Sport**

Make a Gunslinger

You have 6 toughness. You have space for 6 supplies in your pockets and 10 in saddlebags. You wear your hat, clothes, belt, and boots.

You may pick or roll for your GS:

Get your ***name*** and your ***horse***. Get your ***weapon***. Get 4 ***supplies*** for your pockets and 1 box of bullets or shells (use 1 box per reload) for your weapon. Get 2x your ***particulars***. Get your ***why***. Someone get a ***why*** to be shared by all Partners.

Is It Dangerous?

Whether the GS acts or is acted upon, the GS's player rolls 2d6 when the GM suggests so. You must roll at or above the act's threat.

If the 2d6 shows doubles, the roll immediately succeeds or fails if above or below the threat, respectively. Other effects happen:

	Acting	Acted Upon
Above	Immediately take an extra action	
Below	Complication	2x the effect

After doubles, if the GS is in a superior or otherwise advantageous position, or has a particular that applies to the roll, add 2 to the roll value or succeed the roll automatically.

If in a disadvantageous position, remove 2 from the roll value or fail the roll automatically.

Actions

Gunslingers act first in any order when there is a threat to the Posse. If unsure who acts first, roll d6 - the highest goes first but same rolls take and resolve actions at the same time.

Everything that will take an action declares what action will be taken before any action resolves. A single action may be taken by a character until all characters that can act have. The order of actions then repeats in turns until the threat is passed.

A single action includes, but is not limited to: Prepare a knot or aim, help another in their action (add 1 to that character's roll), move within a room (~5m) and attack or reload, move between rooms (~10m), get something from saddlebags, bar a door, mount your horse, say your part in a conversation.

You may move farther while on a horse.

Toughness

Everything has toughness. GS have 6. Harm removes from toughness.

At 0 toughness, roll d6 to know how many turns or tens-of-seconds the GS will live. The GS dies when the time is over unless another character helps them up.

At negative toughness, the GS dies. Any other character dies at 0 or fewer toughness.

A GS regains 1 toughness per day by taking a breather action. A meal and a night's sleep regains d6 toughness.

Game Marshal (GM)

You describe in detail fictional settings, the consequences of actions taken by GSs, what non-GS characters do and how, and moderate player actions and complications (e.g. reload required, stuck knife, bucked off, loud creak, etc.). You decide if a player gets what they want without a roll, a roll, or not at all because what is wanted is impossible as described. You cooperate with players to allow rolling dice for possible wants. You determine if a GS particular seems appropriate to help or hurt what the player wants to happen. You mediate disputes fairly but your decision is final.

You never roll dice unless you want to randomize what happens next.

Roll d66 unless specified, where the first die is group, the second is the entry in that group.

Place (then roll What Lives There)

Blasted Desert	Burned Outpost	City
Boiling Geysers	Burned Town	Canyon
Burned Campsite	Burned Wagons	Dark Hole
Burned Church	Campsite	Fort
Burned Forest	Cave	Freshwater Pond
Burned Fort	Church	Grassy Plain
Grounded Ship	Plain of Bones	Shadowed Glade
Lake	Putrid Swamp	Simple Outpost
Lone Hut	Redwood Forest	Stone Fortress
Misty Grove	Rocky Crag	Thatched Den
Old Battlefield	Salt Flat	Town
Pine Forest	Sandy Dunes	Wagons

What Lives There (threat)

No one and nothing	d6 Bandits (2) d6 Family (1) d6 Goons (1) d6 Law (3) d6 Snakes (1) d6 Wolves (2)	2d6 Bison (3) 2d6 Deer (0) 2d6 Gang (1) 2d6 Horses (2) 2d6 Lepers (0) 2d6 Pilgrims (1)
2d6 Privateer (2)	Gnawed Bones	Merchants
2d6 Refugees (1)	Grizzly (4)	Monks
2d6 Traders (2)	Gunslinger (6)	Secretive Folk
2d6 Wolves (2)	Hermit (4)	Simple Folk
Brown Bear (3)	Lion (3)	Snatcher (4)
Elk (3)	Madman (3)	Wretch (0)

How They Feel About Y'all (2d6)

2, less	3 to 5	6 to 8	9 to 11	12, more
DIE!!	Leave...	What??	Let be.	Howdy!
💀	😐	😑	😶	😃

Pockets

1x to 4x ***Supplies***	2d6 Bags of Coin	Necklace of Toes
	Animal Bones	Rusty Key
	Bloody Letter	Signet Ring
	Dynamite Stick	Silver Locket
	Feathers	Sword
	Medicine Bag	Wanted Poster

Name

Alex	Dani	Harper
Ash	Darcy	Jackie
Bobbie	Doe	Jaime
Carson	Emerson	Jericho
Casey	Frankie	Jesse
Charlie	Gail	Jordan
June	Quin	Taylor
Kit	Ryan	"The Kid"
Mallory	Sam	"The Will"
Max	Sawyer	"Tiny"
Morgan	Sue	Vash
Parker	"Survivor"	...

Horse

Admiral	Bucephalus	Dinner
Agro	Caballo	Herd
Bags	Centaur	Hisan
Beans	Chess	Hi Silver
Biscuit	Conqueror	Horse
Blueskin	Darlin'	Jefe
Loshad	Rimshot	Smarty
Lover	Roach	Stampede
Lucky	Rocinante	That One
Marengo	Runner	Traveler
Mystery	Secretary	Trigger
Reckless	Shadowfax	Uma

Supplies

Arrows	Box of Bullets	Box of Shells
Axe (small)	Box of Bullets	Box of Shells
Bacon Ration	Box of Bullets	Box of Shells
Bag of Coin	Box of Bullets	Chain (~5m)
Bean Ration	Box of Bullets	Cigar
Bow 'n' Quiver	Box of Bullets	Gold
Hardtack Ration	Nothin'	Shotgun
Huntin' Knife	Rifle	Skull (animal)
Jerky Ration	Repeater	Skull (human)
Liquor	Revolver	Tinderbox
Livestock Feed	Rope (~10m)	Water Ration
Lock and Key	Shackles	Wool Blanket

Weapon (d6, already loaded)

Revolver	Revolver	Rifle
Revolver	Revolver	Shotgun

Particulars

1-handed Melee	Cannons	Eagle Eyes
2-handed Melee	Cards	Explosives
Akimbo Action	Carousin'	Fast Draw
Barterin'	Climbin'	Fist Fightin'
Bow 'n' Arrow	Dogs	Good Manners
Bullseyes	Disarmin'	Horses
Hustlin'	Revolvers	Sneakin'
Insults	Rifles	Throwin'
Knives	Rope	Trackin'
Knots	Scroungin'	Trappin'
Livestock	Shotguns	Wagons
Reputation	Showdowns	Wild Animals

Why

Be Best GS	Escape Debt	Find Cure
Bring Order	Escape Family	Find Dead Friend
Build Dark Tower	Escape Gang	Find Evidence
Collect Bounty	Escape Law	Find Fame
Delve Deeply	Escape Injustice	Find Family
Do One Last Job	Escape Society	Find Fortune
Kill Beast	Own All Guns	Raise Army
Kill Man	Own Land	Retire
Lead Gang	Penance	Revenge Murder
Military Desertion	Pride	Secret Treasure
Name Town	Prospect	Visit Biggest City
Own Business	Prove Courage	Visit Wilderness

Threat & Weapon Guides

Threat	Harm	E.g.
5+	1	Inepts, drunks. Dogs, snakes.
7+	2	Mildly competent. Wolves, cougars.
9+	3	Professionals, well armed. Lions, elk.
11+	4	Bosses. Grizzlies, worse.
13+	6	Gunslingers. Dire beasts.
15+	10	Divine promises, devil's hellfire.

Fists 0, brawl, does 1 harm on immediate success
Knife 1, brawl
Revolver 1, room away (~10m)
Rifle 2, horizon (~1km), needs aim before shot
Repeater 2, street away (~100m), 2 attacks, 2x reload
Shotgun 3, room away (~10m), hits d3 in range
Cannon 4, horizon (~1km), reload and aim before shot
Dynamite Stick 4, room (~10m), hits all in range
Powder Barrel 6, room (~10m), hits all in range