

•GUNFIGHTER•

The Gunfighter is just as the name suggests a Gunslinger, a Sharp Shooter and a Drifter.

With technology on the slow uprise throughout the Old World, Gunfighters, although still rare have become more frequent. They are slim with piercing eyes, and an iron will. Their power is within the two pistols at their sides, which they use with deadly accuracy.

•STATISTICS•

Wounds	1D6+7
Move	4
Weapon Skill	2
Ballistic Skill	3+
Strength	3
Toughness	3
Armour	-
Initiative	6
Attacks	1
Damage	1D6
Willpower	6
Luck	1
Pinning	4+

The Gunfighter may use any items that Barbarians and Elves can use, including 'Barbarian Only' but not 'Elf Only' items.

The Gunfighter starts with the following equipment.

Equipment: Rope.
 Weapons: 1 Snap Pistols (1D6 + special damage)
 1 Gun belt of Snap pistol Ammo (last 1D3 adventures)
 Armour: None.
 Special Rule: Dodge 6+

Marksman

The Gunfighter is an expert marksman with his pistols, and whenever firing them at a target, must go through the following procedure.

First – Designate the target.
 Roll to hit using Ballistic Skill.
 If successful, roll 2D6 on the “Area Hit” chart below, and roll appropriate damage.

2D6	Area Hit	Damage
2	Leg	1D6
3-4	Arm	1D6
5-6	Stomach	1D6+3
7-10	Chest	1D6+4
11	Head	1D6+6
12*	Eye (no armour modifier)	1D6+8

*When hitting a humanoid target (nothing larger than an Ogre) in the eye roll another 1D6. On 5-6 they are killed outright, as the bullet pierces the brain.

When shooting at monsters without one or any of the parts in the “Area Hit” chart, still use it, as it refers to the equivalent part on that monster.

In place of a death blow, if he kills a Monster with one shot he may fire at another Monster in a forward arc as

long as he has enough bullets. This is referred to as 'Fanning'.

Once the six bullets in a gun have been fired it must be reloaded, costing one attack. It will cost two attacks if the Gunfighter is pinned by an enemy actually attacking him, and only sacrificing 1 attack in this situation will load 3 bullets.

The Gunfighter is only allowed 1 attack for his whole career. All attack bonuses on the Battle Level chart refer to the amount of ballistic attacks he can make a turn.

•SETTLEMENTS•

The Gunfighter may enter any Human settlement without problem. Gun Slingers have been around for sometime now and many older one have retired and started up “Gunsmith Shops.” These keep various old and new pistols and in some cases rifles. To see if there is a Gunsmith in the particular settlement the Gunfighter is in roll 2D6. On a 5 or higher, (+1 for City or Seaports) there is, and he may visit it.

Uneventful days for the Gunfighter are rare, so when one is rolled, roll 2D6 on the following table:

- 2 The Gunfighter spends his day cleaning his pistol(s), and checking ammo.
- 3 The Gunfighter runs into an old enemy Gunslinger in town. A stand off takes place where the

fastest draw is the winner. Roll 1D6. On a 3-6 the Gunfighter has won, and takes his Gun belt of Snap pistol ammo, good for 1 more Adventure. On a 2, Roll again as both people missed. On a 1 the rival gunfighter has shot the Gunfighter Dead, and robs his body of valuables.

- 4 The Day Passes without incident.
- 5 The Gunfighter is approached by another Gunfighter. He strikes up the idea of a shooting contest, with the winner winning 250 Gold from the other. He also says he will supply the ammo if he accepts. If he does accept then both of them walk just outside of town where the Gunslinger sets up 1D6 bottles on an old fence. The Gunfighter must then roll 1D6 to see how many he shoots down. Now the same amount of bottles are placed up on the fence for the rival Gunslinger, who must also roll 1D6 to see how many he shoots down. The shooter who shot the most down wins. If it is a draw then repeat the procedure. They then part ways and return to the settlement.
- 6 The Gunfighter comes across two drunken men molesting a young lady. If he wishes to intervene roll 1D6:

- 1 Moving over to pull the two drunks off her he slips in the mud cracking his head on a rock. He awakes early next morning to find 1D6x100 Gold gone from his carry bag.

- 2 Calling out to the two men, he tells them to hit the road, but one turns quickly and fires a crossbow at him, causing 1D6+4 damage. The Gunfighter then shoots the crossbow man down, and his accomplice flees. He then helps the woman to the nearest hospitable building and continues on his way.
- 3 Walking slowly up behind the two drunks he says in a low powerful voice "Are you done?" Whirling around at the interruption the two (roll 1D6). On a 4-6 they flee at the sight they see before them. On a 1-3 they get up to attack. The Gunfighter sustains 1D6 modified damage before shooting them both dead. He then helps the woman to the nearest hospitable building and continues on his way.
- 4 The two men see his approach and flee down the alleyway fearful of his epic silhouette. He then helps the woman to the nearest hospitable building and continues on his way.
- 5 Noticing a dagger in one of the men's hands he lifts his pistol and fires. The shot shoots the dagger clean out of his hand, and the Gunfighter says "I think you boys best be on your way." With that they stumble down the street in a drunken stagger. Helping the lady to her feet he finds her to be of wealthy stature and has no problem receiving the 1D6x50 Gold she gives him for his help.
- 6 Walking slowly up to the two men from behind the Gunfighter draws one of his pistols and cracks the butt of it over one of their heads, knocking him out. The other man turns his head sharply only to have the pistol barrel shoved in his mouth. The mans eyes rise to see the Gunfighters cold glaring eyes, scaring him so much he stumbles backwards and flees down the alleyway. Helping the lady to her feet he finds her to be of wealthy stature and has no problem receiving the 1D6x50 Gold she gives him for his help.
- 7 Walking down the main street of town the Gunfighter is avoided by most people. Finally he comes to a large man who actually steps into his path. Glaring into the mans eyes the Gunfighter says nothing. Roll 1D6. (If he has the "glaring squint" skill go directly to 4-6. On a 1-3, the large man says, "You're a trouble maker! I've seen you before, you're the one who killed my friends!" With that he attacks. Fight a battle with the man. Treat him as a level one barbarian. Collect treasure from the battle, from what the man had on him. On a 4-6 the Gunfighters piercing eyes cause fear in the man and he steps aside.
- 8 The Gunfighter remembers the past and all the people he has helped and slain. Clearing these thoughts from his mind he continues on. Roll 1D6. On a 1 he is at -1 Luck next adventure, on a 6 he is at +1 Luck for the next adventure.
- 9 Deciding to catch up on some target practice the Gunfighter goes just outside of town and sets up some bottles shooting them down with ease. For the next adventure he may add +1 to the "Area Hit" chart.
- 10 Along the Gunfighters travels in the settlement he comes across a Gunsmith selling all items at 10% off.
- 11 The weary Gunfighter is stopped by a woman on the street who chats on about meaningless rubbish while he says nothing. Finally she moves on and the Gunfighter only finds out later that 1D6x50 Gold has been stolen from him, perhaps from an accomplice to the woman.
- 12 Seeing a robbery in progress the Gunfighter steps in the doorway of the bank, blocking their exit. The three robbers turn to run out, only to be greeted by the chiseled silhouette of the Gunfighter in the doorway. They all raise their crossbows to fire at him. Roll 1D3 to see how many he manages to shoot down before they let loose their bolts. Any remaining robbers fire a crossbow bolt causing 1D6+4 damage. He then shoots the remainder down, and is rewarded by the bank 1D6x70 Gold for his efforts.

•SKILLS•

The Gunfighter gain new skills through the experience of adventuring. Every battle level the Gunfighter achieves may result in him gaining a skill, listed below.

2 ACCURACY

The Gunfighter has grown extremely accurate when firing his pistols. When ever using the "Area Hit" chart, he may add +1 He may also add +1 when rolling on the Gunfighters unexpected settlement event 5.

3 FAST RELOAD

The Gunfighter has become so used to his pistols that reloading them has become automatic. It will now cost no attacks to reload his gun(s), even if pinned!

4 REACTION SHOT

The Gunfighter has become a very fast draw and when monsters are placed on the board (when no other battle is going on), he draws his pistol with lightning speed, firing off 1D3 bullets before any other turns, including ambush.

5 CRACK SHOT

Once per adventure the Gunfighter may, when using a pistol, bypass rolling on the Area Hit chart and go directly the eye result on that chart.

6 REPEAT FIRE

Once per adventure the Gunfighter may sacrifice one attack to fire off all remaining bullets in his pistol at one target. The damage is totaled. If the target is killed, he cannot fire at another (like deathblow).

7 GLARING SQUINT

The Gunfighter has become a master of glaring at people with un-fearing eyes, and using powerful, seldom spoken words. Whenever coming across an event that includes negotiations to achieve something, with a human, or humanoid (use common sense), he may add 2 to the roll required. If it is an event to try and purchase something, roll a dice and times it by ten to find the percent he gets off the item.

8 DOUBLE GUNS

The Gunfighter now has the ability to use two pistols at once. He must state which he is using at the time and may alternate them with his different attacks. Once ammunition is exhausted, one gun must be holstered, while the other is reloaded. He may then pull out another, loaded one. (No attack sacrifice).

9 FEARLESS

Through-out his career the Gunfighter has faced death many times and now no longer fears it. He has become immune to all fear. Terror rolls remain the same.

10 DISARM

The Gunfighter has become skilled at shooting weapons and items from people's hands and belts. Once per battle he may attempt this. He must choose a weapon or item on an enemy and make a successful ballistic roll. If it is an item that is hit, it has been damaged or broken beyond use. If the target is a weapon then it is shot out of the enemies' hand 1D3 squares in a random direction. When the enemy is unpinned it will move to the weapon and pick it up, costing one whole phase. While unarmed, a Monster will use a normal sword instead.

11 RICOCHET

When the Gunfighter misses a target that is standing directly in front of a wall or solid object, roll 1D6. On a 6 the bullet has rebounded off the wall back at the target. Roll on the "Area hit" chart with a -2 modifier, and work out the damage accordingly.

12 CRITICAL HIT

Whenever a 6 is rolled to hit, roll another 1D6. On a 1-3 work out damage as normal. On a 4-6 the shot has hit a critical area on the target, causing double damage.

•ROLEPLAY MODIFIERS•

ACTION	MODIFIER
Barge Aside	0
Bluff Enemies	+2
Climb on Shoulders	+1
Climb Wall	+1
Construction	0
Crawl	+1
Difficult Shot	+3
Disarm Enemy	0
Disarm Trap	0
Distract Enemy	+1
Duck	+1
Fight Defensively	-1
Hide	-1
Hold Door	0
Identify	0
Improvise Weapon	-
Interrogate	+2
Jump	0
Kick Over	+1
Leap	0
Lift Trapdoor	0
Listen at Door	+1
Loosen/Tie Bonds	0
Make Bandages	0
Make Rope	0
Move Heavy Objects	-1
Pick Lock	-1
Play Dead	0
Read	0
Search Object	0
Search Rooms	0
Start Fires	+2
Stun Enemies	+1
Swing on Rope	+1
Take Cover	+3
Understand Speech	0
Wait/Interrupt	+1
Wedge Door	0

•GUNSMITH•

ITEM	COST (buy)	COST (sell)	STOCK	DESCRIPTION
Snap Pistol	120	50	8	This is a basic pistol, with six chambers.
Snap Pistol Ammo Belt	60	15	5	This ammo belt will supply the Snap Pistol with enough ammunition for 1D3 Adventures.
Spit Fire Pistol	250	60	8	The Spit Fire Pistol fires a larger bullet, inflicting +1 Damage.
Spit Fire Pistol Ammo Belt	80	25	5	This ammo belt will supply the Spit Fire Pistol with enough ammunition for 1D3 Adventures.
Blood Pistol	500	60	8	The Blood Pistol fires armor piercing bullets, that can ignore a targets armor on a 6+. The shop owner will only sell this pistol if he sees the Gun Fighter is worthy, e.g. played at least 2 Adventures with the Spit Fire Pistol.
Blood Pistol Ammo Belt	100	400	7	This ammo belt will supply the Blood Pistol with enough ammunition for 1D3 Adventures.
Dark Pistol	1800	100	8	The Dark Pistol fires bullets that explode outwards once imbedded in a target, causing +4 dam, if target is actually wounded. The shop owner will only sell this pistol if he sees the Gun Fighter is worthy, e.g. played at least 3 Adventures with the Blood Pistol.
Dark Pistol Ammo Belt	300	200	8	This ammo belt will supply the Dark Pistol with enough ammunition for 1D3 Adventures.
Execution Pistol	3000	1500	9	The Execution Pistol is the most powerful Pistol. Its bullets ignore 3 points of armor, causes +3 dam, and an extra 1D6 damage on a 6+ to hit, and if another 6 is rolled, then roll again, adding the amount, etc. The shop owner will only sell this pistol if he sees the Gun Fighter is worthy, e.g. played at least 4 Adventures with the Dark Pistol.
Execution Pistol Ammo Belt	400	200	9	This ammo belt will supply the Execution Pistol with enough ammunition for 1D3 Adventures.
Rifle	400	100	9	As long as a mans arm, these long fire arms are very accurate at long range. For every 3 square away from the users target +1 may be added to hit, and +1 to the "Area Hit" chart.
Rifle Ammo	400	80	9	This ammo case will supply Rifle with enough ammunition for 1D3+1 Adventures.
Gattling Gun	4500	1000	10	The Gattling gun is a massive multi barreled gun. The user must sacrifice 1 attack to set it up on its own swivel stand, then wind the side crank to fire it. Sacrifice all remaining attacks when firing. Use 1D6 dice to hit, and for each hit roll on the "Area Hit" chart with a -1 modifier. If that target is felled then the user can keep firing onto another target, which must be in and adjacent square (Line of squares). This time use 1D6-1 dice to hit. Continue this process until either the hits don't fell a creature or the user runs out of damage dice. At the end of every battle the Gattling Gun is used in roll 1D6. On a 1-2 its ammo for the remainder of the Adventure has been exhausted. Packing up the Gattling gun to move it, also takes 1 attack. Attacks cannot be made if a warrior is blocking the target.
Gattling Gun Ammo Case	600	200	9	This ammo case will supply Gattling Gun with enough ammunition for 1 Adventure.
Explosion Sticks	150 each	50	8	With a technology, many believe to be stolen from the dwarves, these hand held cylindrical sticks explode, when lit and thrown. They cause the target model 2D6 unmodified damage, and all adjacent models 1D6 unmodified damage. Can also blow open locked doors on a 5+
Boiler Plate	1000	-	10	Hard metal Boiler Plate from Dwarf Forges. Straps onto the front of the Gunsmith and gives +2 Toughness.
Cigars + Fire Sticks	20	-	5	Cigars are tightly rolled up dried grasses and leaves, in brown paper. One end is lit by a "fire stick", and the other end is placed in the users mouth and "smoked." Fire sticks are small sticks with crystallized gunpowder at the end. When drawn across a rough surface the powder ignites and burns the stick. They can be used to re-light the lantern (instant). The Cigars and Fire Sticks will last for 1D3 Adventures.
Chewing Tobacco	15	-	5	Small grass leaves, chewed by some gunfighters, then spat out. There is enough chewing tobacco for 1D3 Adventures.
Riding Horse	1500	-	6	A horse will give the Gun Fighter a quicker travel time. Each journey he may deduct 1-2 weeks from travel time. The Horse costs an extra 2 gold a day to feed at a settlement.

•GUNFIGHTER BATTLE LEVEL TABLE•

Battle Level	Gold	Title	Move	WS	BS	Str	Dam. Dice	T	Wounds	I	A	Luck	WP	P
1	0	Gunslinger	4	2	3+	3	1	3	1D6+7	5	1	1	6	3+
2	2,000	Marksman	4	2	3+	4	1	3	2D6+7	5	1	1	6	3+
3	4,000	Marksman	4	3	3+	4	1	3	2D6+7	5	2	1	6	3+
4	8,000	Marksman	4	3	2+	4	2	4	3D6+7	5	2	2	6	2+
5	12,000	Sharp Shooter	4	4	2+	4	2	4	3D6+7	5	3	2	6	2+
6	18,000	Sharp Shooter	4	4	2+	4	2	4	4D6+7	5	3	2	6	2+
7	24,000	Sharp Shooter	4	4	2+	4	3	4	4D6+7	6	3	3	7	2+
8	32,000	Sharp Shooter	4	4	2+	4	3	4	5D6+7	6	3	3	7	2+
9	45,000	Expert	4	4	2+	4	3	5	5D6+7	6	4	3	7	2+
10	50,000	Expert	4	4	2+	4	3	5	6D6+7	6	4	4	8	2+

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