

CAMPAIGN SUMMARY SHEET

POST GAME SEQUENCE:

1. INJURIES
2. EXPERIENCE
3. EARNING LOOT
4. TRADING
5. CALCULATING INFAMY

INJURIES

HERO INJURY TABLE

11 – 15	Dead
16 – 21	Multiple Injuries
22	Leg Wound
23	Arm Wound
24	Madness
25	Nervous Condition
26	Chest Wound
31	Blinded in One Eye
32	Old Battle Wound

33	Snake Oil Salesman
34	Hand Injury
35	Deep Wound
36	Robbed
41 – 56	Full Recovery
61	Bitter Enmity
62	Captured
63 – 64	Hardened Fighter
65	Put on Trial

66	Survival Against the Odds
----	---------------------------

HENCHMEN INJURY TABLE

1 – 2	Dead – Remove the Henchmen from your Posse Roster.
3 – 6	Full Recovery – The Henchmen is fighting fit for your next game.

EXPERIENCE

HENCHMEN ADVANCE TABLE

1	+1 Strength or +1 Grit
2	+1 Attack or +1 Wound
3 – 4	+1 Shootin' or +1 Fightin'
5	+1 Pluck
6	The Kid Done Good – Henchman becomes a Hero

HERO ADVANCE TABLE

2 – 4	New Preferred Skill
5 – 6	+1 Shootin'
7	+1 Strength or +1 Fightin'
8	+1 Grit
9	+1 Wound or +1 Attack
10	+1 Pluck
11	Roll again; on a 1 – 3 gain +1 Fame, and on a 4 – 6 gain +1 Fortune
12	New Skill – player may choose from any skill table

MOVIN' SKILLS

1	Born in the Saddle
2	Nimble
3	Stealthy
4	Lightning Jack
5	Dodge
6	Scout

BRAWLIN' SKILLS

1	Pugilist
2	Strongman
3	Dirty Fighter
4	Swordsman
5	Fury
6	Sidewinder

SAVVY SKILLS

1	True Grit
2	Seasoned Veteran
3	Trader
4	Repartee
5	Card Sharp
6	Fearsome Reputation

SHOOTIN' SKILLS

1	Fast Draw
2	Trick Shooter
3	Pistolier
4	Trigger-happy
5	Rifleman
6	Deadeye Shot

TRADING POST SUMMARY

ITEM	COST (\$)	RARITY
SIDEARMS		
Flintlock Pistol	4	Rare 6
Heavy Pistol	12	Rare 7
Le Mat Pistol	18	Rare 11
Saturday-Night-Special	5	Rare 7
Sixgun	6	Common
LONGARMS		
Buffalo Gun	25	Rare 8
Caplock Rifle	14	Common
Cavalry Carbine	16	Rare 7
Clubbed Rifle	15	Rare 7
Flintlock Carbine	11	Rare 7
Flintlock Rifle	12	Common
Musket	6	Common
Repeating Rifle	18	Rare 7
Rifle	16	Common
SHOTGUNS		
12-gauge Shotgun	12	Common
Sawed-Off Shotgun	15	Common
Lever-Action Shotgun	14	Rare 10
PRIMITIVE SHOOTIN' WEAPONS		
Indian Longbow	5	Common
Lasso	10	Common
Thrown Weapon	2	Common
Tomahawk	3	Rare 7
Whip	5	Rare 7
EXPLOSIVES		
Dynamite	20/12	Rare 9*
Nitro	35/18	Rare 11*
MILITARY WEAPONS		
Gatling Gun	50	Rare 11 [†]
Howitzer	70	Rare 11 [†]

ITEM	COST (\$)	RARITY
FIGHTIN' WEAPONS		
Bayonet	2	Rare 6
Bow-lance	8	Rare 8
Cavalry Sabre	3	Rare 7
Chinese Pole-arm	5	Rare 9
Chinese Staff	5	Rare 8 [‡]
Chinese Sword	5	Rare 8 [‡]
Hand Weapon	2	Common
Indian Lance	5	Common
Mexican Lance	7	Rare 6 [†]
Nunchaku	7	Rare 10 [‡]
Pistol Bayonet	2	Rare 7
Spanish Sabre	5	Rare 8
Two-Handed Weapon	3	Common
Vigilante Sword	2	Rare 7
LIVERY		
Appaloosa	22	Rare 9 [§]
Horse	18	Common
Mule	12	Common
MISCELLANEOUS		
Bath and Shave	11	Common
Boiler Plate	6	Rare 7
Bugle	18	Rare 7
Colt Shoulderstock	8	Rare 6
Elixir of Life	4d6	Rare 7
Fancy Duds	24	Rare 7
Fine Whiskey	18/10*	Rare 6
Guidon	16	Rare 7
Heavy Furs	6	Common
Holy Bible	20	Rare 8**
Laudnum	20/12*	Rare 5
Improved Scope	20	Rare 9
Marked Cards (LotOW)	16	Rare 9
Marked Cards (Alamo)	10	Rare 6
Medicine Pipe	10	Rare 7
Medicine Shield	8	Rare 9
Night on the Town	20	Common
Night in the Den	20	Rare 6
Rifle Scope	15	Rare 9
Snake Oil	3d6	Rare 7
Spanish Armour	12	Rare 7
Spring-Loaded Contraption	14	Rare 9
Telescope	14	Rare 7
Trademark Item	10	Rare 7
United States Flag	16	Rare 7
Visit to the Doc	4d6	Common
War Bonnet	18	Rare 8

* The initial cost of these items is high, but once a supply has been found, they are easier to purchase. The first time a Posse buys them they pay the higher value. Subsequently, they only pay the lesser one.

[†] Military Posses only (US Cavalry, US Infantry and Buffalo Soldiers)

[‡] These items count as Common to Chinese Posses.

[§] Appaloosas are Common for Native Americans.

** The Holy Bible may never be used by Native Americans, Chinese or Posses with the 'Life is Cheap' special rule.