

Old West Ruleset

Firearm	Close Range	Mid Range	Long Range	Extreme Range	Ammo Held	Fire Rate	Reload Rate	Speed Bonus	Caliber	Price
Navy Colt	0-5	6-15	16-30	31-60	6	3	1/2	-	.44(BP)	\$20
Colt Peacemaker	0-5	6-20	21-35	36-70	6	3	2	+7	.45 Colt	\$35
Schofield Model 3	0-5	6-15	16-30	31-60	6	3	3*	+5	.44	\$30
Remington 1858	0-5	6-20	21-30	31-65	6	3	1/2***	-3	.44(BP)	\$35
Derringer	0	1-10	11-15	15-20	1 or 2	1 or 2	1 or 2	+3	.41 Short	\$8-15
Flintlock Pistol	0-5	6-10	11-30	31-50	1	1	1/6	-	.58(BP)	\$10
Springfield Musket	0-50	51-300	301-800	801-1500	1	1	1/2	-3	.58(BP)	\$20
Spencer Repeating Rifle	0-50	51-400	401-1500	1501-3000	7	2	2***	-	.52	\$40
Henry Repeating Rifle	0-50	51-150	151-300	301-600	15	3	2	-	.44	\$40
Sharps Rifle	0-50	51-300	401-1500	1501-3000	1	1	1	-5	.45-70	\$30
Smith Carbine	0-50	51-250	251-600	601-1200	1	1	1****	-	.50	\$25
Shotgun	0-40	41-200	201-750	751-1400	1 or 2	1 or 2	1 or 2	-5	12 Gauge	\$20-30

*Jams occasionally upon reload, depending on quality of firearm. (1-5% chance)

**Reloading replaces the entire cylinder with a pre-loaded black powder cylinder.

***Plus one round to first remove spring from buttstock.

****Chance rubber cartridge sticks, requiring two turns to reload. (30% chance)

Ammunition Caliber	Light Damage	Serious Damage	Grievous Damage	Price
.44 Black Powder	3	7	Killed	\$1 for 75
.58 Black Powder	3	8	Killed	\$1 for 100
.45 Colt	3	7	Killed	\$1 for 50
.44 S&W	3	7	Killed	\$1 for 50
.41 Short	3	5	9	\$.75 for 50
.45-70	3	8	Killed	\$2 for 50
.50	3	7	Killed	\$2 for 50
.52	3	7	Killed	\$2 for 50
12 Gauge	1*	3*	7*	\$1 for 25

*Depending on hit, damage may be multiplied or spread out. See shotgun table below.

Roll (d10)	Close Range (Hits 1 Location)	Mid Range (Hits 1 Location)	Long Range (Hits 2 Locations)	Extreme Range (Hits on 3 Locations)
1	1x Damage	1x Damage	0x Damage	0x Damage
2	2x Damage	1x Damage	0x Damage	0x Damage
3	2x Damage	2x Damage	0x Damage	0x Damage
4	3x Damage	2x Damage	1x Damage	0x Damage
5	3x Damage	3x Damage	1x Damage	0x Damage
6	4x Damage	3x Damage	1x Damage	1x Damage
7	4x Damage	3x Damage	2x Damage	1x Damage
8	5x Damage	4x Damage	2x Damage	1x Damage
9	5x Damage	4x Damage	2x Damage	1x Damage
0	6x Damage	5x Damage	2x Damage	1x Damage

Melee Weapon	Light Damage	Serious Damage	Grievous Damage	Attack Rate	Speed Bonus	Level Bonus	Price
Bare Hands	0	2	5	1	-	-	-
Knife, Pocket	1	2	6	3	+5	+2	\$5
Knife, Arkansas Toothpick	1	4	8	2	+5	+5	\$15
Tomahawk	2	5	Killed	1	+3	+10	\$5
Axe	3	7	Killed	1	-5	+10	\$5
Brass Knuckles	1	3	6	1	-3	-	\$3
Improvised (Club)	2	4	6	1	-	+5	-
Improvised (Metal, Heavy)	2	5	7	1	-5	+5	-