

Law of the Gun - Quick reference sheet.

Game sequence:

The game is played using the Alternating movement system (IGOUGO)

- (a) Side A moves and shoots with all its figures (If Initiative allows – see below)
- (b) Side B moves and shoots with all its figures (If Initiative allows – see below)

Sometimes, reactive fire is allowed in the opposing sides turn.

Reaction checks are made as directed below whenever they occur in this game sequence, as directed below.

Movement:

Basic movement is 15cm for folks on foot. (5cms if crawling prone)
Horsemen and vehicles move a basic of 25cm.

To move faster, figures need to dice against Constitution.
Horsed figures need to dice against Horsemanship.

If they pass, foot move up to 25cm, if they fail they move up to 20cm.
If they pass, Horsemen move up to 50cm, or 40cm if they fail.
If they pass, Vehicles move up to 40cm, or 30cm if they fail.

Effects of terrain on movement:

Throw a D6 for each level difficulty the terrain is, and reduces a figures movement by the total of the dice rolls x 1cm.

Horsemen and vehicles use D10 instead.

Crossing a low fence up to 4' high – Level 1
Moving through dense scrub – level 2-3
Fording a stream – Level 3

In addition, if passing through difficult terrain of Level 2 or above, horsemen fall off and vehicles overturn if they fail a Horsemanship test for moving fast.
Vehicles cannot cross fences under normal circumstances.

Shooting: Weapons table;

Weapon Type	Accurate range	Maximum range	Reload turn?
Repeating Rifle	50cms	150cms	N
Pistol (6-Gun)	30cms	90cms	N
Minie Rifle*	80cms	250cms	Y
Minie Carbine*	70cms	200cms	Y
Buffalo Gun	80cms	250cms	Y/N?
Shotgun	40cms	80cms	N
Scattergun	20cms	40cms**	N
Smoothbore Carbine	20cms	80cms	Y
Derringer	10cms	15cms	N
Bow	50cms	100cms	N
Tomahawk/Knife	10cms	20cms	N

Shooting rules;
Any figure may shoot in his own move, (or if he neither moved nor shot in his own turn, in the opponents turn.)

There are 2 types of shooting;
Aimed shots
Snap-shots
Figures can only fire aimed shots if they are stationary and pass against their **Skill** and **Cool** on a single die roll. If they fail they fire a snap-shot.

* Includes the 'Trapdoor types' which do not need a reload turn.

** At this range any figures within 2 cms of the target are hit also.

Red ranges indicate high impact hits

Blue ranges indicate low impact hits.

Law of the Gun : Version 1

Quick Reference sheet

Hits and Effect: Throw a D10 for any shooting.

Dice first on the 'To Hit' table to see if the round hits
Then dice for any hits on the 'Cover /Effect' table.

To Hit table (+1 to score required if target moving fast)	D10 roll
Aimed Accurate range	5+
Snap-shot Accurate range	8+
Aimed Maximum range	7+
Snap-shot Maximum range	0

For each hit on a group, Dice against **Cool** for each member of the group - if they fail they drop a **Cool** level.
If figures fail a test at level 1 Cool, they must fall back 25cms immediately towards the nearest cover to their rear. Figures cannot fall below 1 Cool.

Cover/Effect table

Roll D10 against the cover the target is in:

D10 roll	No cover	Left hand round corner	Right hand round corner	Target prone / behind wall etc	Target in window
1	Graze-head	Hits cover	Hits cover	Hits cover	Hits cover
2	Graze-body	Hits cover	Hits cover	Hits cover	Hits cover
3	Graze-arm	Hits cover	Hits cover	Hits cover	Hits cover
4	Graze-leg	Hits cover	Hits cover	Hits cover	Hits cover
5	Wound-body	Graze- left leg	Hits cover	Graze-head	Hits cover
6	Wound-Arm	Graze- left arm	Hits cover	Graze- arm	Graze-head
7	Wound-leg	Wound- right leg	Graze- arm	Wound- arm	Graze- arm
8	Disabled-Body	Disabled-head	Wound- arm	Disabled-Body	Wound-arm
9	Dead-Body	Dead- Body	Disabled- head	Disabled- head	Disabled-Body
0	Dead-Head	Dead- Head	Dead- head	Dead- head	Dead- head

Dice for arm or leg hits to determine which hit if not specified.

High impact weapons count +1 to die result

Low impact weapons -1 to die result except result '0'

Figures behind obscuring cover only (fences etc) add 1 to die result.

Close Combat:

Figures without missile weapons, and other who choose to do so, may attempt to close with their opponents.

Figures wishing to charge in must pass a **Cool** test – then their opponents must do the same or skedaddle (see below).

Figures failing to charge will fall back to cover to their rear.

Figures being charged and charging may shoot a snap-shot at half way through the charge movement if they pass a Skill and Cool test on one D6 roll. All such fire is simultaneous.

When figures enter close combat (Melee) they pair off with any figure they choose to fight, and both sides throw a D6 modified by the following;

Armed with Knife/Axe/Tomahawk +1 Armed with Lance or war club +2
+Current **Cool** level.

Both sides compare totals;

If one side wins by 2 the loser dices against **Cool** – if he fails he Skedaddles.

If one side wins by 3 or more the other side is hit as by a high impact firearm if armed, Low impact if fighting with fists .

In multiple melees against one figure, compare the best roll from the group with the opponent. If the lone fighter wins, all his opponents fall back 2cms.