

COWPOKE: REFORGED

1.0 INTRODUCTION

"There are two kinds of people in this world, my friend. Those with loaded guns, and those who dig. You? You look like you're doin' a whole lot of digging." —

"One-Eyed" Jack, shortly before the incident at Miller's Creek.

1.1 Game Overview

Cowpoke is a fast-paced 28mm skirmish game set in the unforgiving Wild West. It isn't about simulating the boredom of a cattle drive; it's about capturing the high-octane tension of a Spaghetti Western.

In this game, henchmen drop like flies, heroes stare down death with a grin, and the difference between glory and a shallow grave is a single trigger pull. The rules are designed to be "quick and dirty," focusing on cinematic moments, gambling your luck, and rolling big handfuls of dice.

Whether you are a Lawman trying to bring order to chaos, or a Desperado looking for one last score, your story is written in lead and blood.

1.2 What You Need to Play

To settle your disputes, you will need the following gear:

- **Miniatures:** Models representing your Posse (Cowpokes, Lawmen, Banditos, or Drifters).
- **Dice:** You will need a lot of six-sided dice (**D6**). In Cowpoke, you don't roll one die; you roll a "bucket" of them.
- **Measuring Tape:** Marked in inches (").
- **A Standard Deck of Cards:** Used for the *Initiative Draw* system (because nothing says "Western" like gambling on the turn of a card).
- **Character Stat Cards:** Every Cowpoke has a dedicated card to track their Weapons, Skills, and Wounds. We don't use messy tokens on the table—mark your injuries directly on the card like a scar.

1.3 Core Concept: The "Bucket of Dice" System

Forget complex math charts. Cowpoke uses a visceral shooting mechanic designed to keep the action moving fast.

The Golden Rule: When you want to do something violent—like shooting a revolver or swinging a whiskey bottle—you don't add modifiers to a target number. Instead, modifiers change **how many dice you get to roll**.

The Sequence:

1. **Check Range:** Measure the distance to your target.
2. **Grab the Bucket:** Consult your weapon chart. It will tell you exactly how many dice to pick up for that range (e.g., 4 dice for a Revolver at Point Blank).
3. **Adjust Your Grip:** Add or subtract dice from your hand based on the situation.
 - *Is he running?* Remove a die.
 - *Are you Aiming?* Add 3 dice.
4. **Roll the Bones:** Roll all the dice at once.
5. **Look for Sixes:** Any die that lands on a **6** is a HIT.

Developer's Note: *We designed the "Bucket" system because nobody wants to do algebra during a gunfight. You instantly know if you succeeded just by glancing at the table. If you see a six, you hit. If you don't, you missed. Simple as that.*

Example of Play: *Sheriff Coleman sees a bandit running across the street 5 inches away. He raises his Revolver.*

- **Base Dice:** The Revolver chart says **3 Dice** for Short Range.
- **Modifier:** The bandit is moving fast, so Coleman suffers **-1 Die**.
- **The Roll:** Coleman rolls his remaining **2 Dice**.
- **Result:** He rolls a **2** and a **6**. The six is a hit! The bandit spins around, clutching his shoulder.

2.0 THE POSSE

"I've met a lot of men in my life. Some were fast, some were mean, and some were just plain lucky. The dead ones? Usually, they were just slow." — "Calamity" Jane, regarding her third husband.

2.1 Character Profiles & Stat Cards

In **Cowpoke**, your models are more than just plastic on the table—they are characters with names, reputations, and scars. Every model is defined by a **Stat Card**.

This card serves as your character's dossier, tracking:

- **Name:** Give them a handle. "shootist #3" is bad luck.

- **Class:** Are they a greenhorn or a legend?
- **Weapons:** What iron are they packing? (Weapon 1 & Weapon 2 slots).
- **Wound Track:** A diagram of the body (Head, Chest, Gut, Arms, Legs) to record specific injuries.

No Tokens Required: We don't clutter the battlefield with cardboard tokens. When a Cowpoke takes a bullet, you mark the wound directly on their card. Use a pencil or dry-erase marker to cross off health or note a crippled leg.

2.2 Experience Tiers

Not all gunfighters are created equal. Characters are classified into three tiers of experience, determining their survivability and how many dice they can handle.

1. Greenhorn (The Henchman) *The disposable muscle. Drifters, hired guns, and nervous deputies.*

- **HP: 2** (Fragile). One solid hit often takes them out.
- **Skill Modifier: -1 Die** to all Shooting and Brawling dice pools (Minimum 1 die).
- **Role:** Dangerous in numbers, but they fold under pressure.

2. Cowpoke (The Standard) *The professional. Outlaws, Texas Rangers, and bounty hunters.*

- **HP: 4.**
- **Skill Modifier: None.** They use the standard dice values from the charts.
- **Role:** The backbone of your posse. Capable and reliable.

3. Legend (The Hero) *The myth. The Man with No Name, the Angel Eyes, the Django.*

- **HP: 4.**
- **Skill Modifier: +1 Die** to all Shooting and Brawling dice pools.
- **Special Ability: Resilience.** A Legend is "Tough" by nature. They ignore the first **Light Wound** (Not Serious or Dead) they receive in the game.
- **Role:** The star of the show. They hit harder and last longer.

Developer's Note: *Why does the Legend only have 4 HP? In the movies, the hero bleeds just like everyone else. The difference is, the hero knows how to dodge the first bullet and hits you before you can fire the second.*

2.3 Skills & Traits

While Tiers define your general competence, **Skills** give your character a unique edge. A character might have one or more of the following:

- **Brawler:** This Cowpoke loves a saloon fight. Add **+2 Dice** to your pool when making a Brawling (Melee) roll.

- **Fast:** Whether running from the law or towards trouble, this character adds **+2 Inches** to any **Run** action.
- **Holster:** Allows the character to carry a second pistol or sidearm in the "Weapon 2" slot, enabling them to switch weapons without spending actions.
- **Marksman:** Pick one specific signature weapon (e.g., "Winchester Rifle"). When attacking with this specific weapon, add **+1 Die** to your shooting pool.
- **Tough:** (Included with Legends). Ignore the first Light Wound received in the game.

2.4 Health & Wounds

All Cowpokes (Standard and Legend) have **4 Health Points (HP)**. Greenhorns have **2 HP**.

The Death Spiral: Wounds in **Cowpoke** are specific. You don't just lose "points"—you get shot in the gut or the arm.

- **Light Wound:** Inflicts **1 HP** damage.
- **Serious Wound:** Inflicts **2 HP** damage.
- **Dead:** Inflicts **4 HP** damage.

When a character reaches **0 HP (or 4 HP or more of cumulative damage is inflicted)**, they are removed from play. (See **Chapter 8** for details on Hit Locations and specific injury penalties).

Example of Character Creation: *Player A creates "Red" Harlow.*

- **Tier:** Cowpoke (Standard Stats, 4 HP).
- **Weapons:** He takes a **Revolver** and a **Dynamite** stick.
- **Skill:** He chooses **Brawler**, giving him an edge if he runs out of ammo and has to use his fists.
- *Red is ready to ride.*

3.0 THE GAME TURN

"The world doesn't wait for you to reload. You either make your move, or you end up as a stain on the saloon floor." — Sheriff Miller, advice to a new deputy.

3.1 The Turn Cycle

Cowpoke is played in a series of **Game Turns**. A Game Turn represents a few chaotic seconds of real time where every character on the board gets a chance to act.

The flow of the game is continuous. There are no "End Phases" or "Cleanup Steps"—the action never stops until the smoke clears.

The Cycle:

1. **Initiative:** Determine the order of play.
2. **First Player's Turn:** The winner activates **ALL** of their characters, one by one.
3. **Next Player's Turn:** Play passes to the next player, who activates **ALL** of their characters.
4. **Repeat:** Continue until every player has taken a turn.
5. **New Game Turn:** As soon as the last player finishes their activations, the current Game Turn ends. A new Game Turn begins immediately with a fresh Initiative check.

3.2 Initiative Methods

Cowpoke offers three ways to determine the order of play. In all three methods, gaining the initiative is a massive advantage—it allows you to move your entire posse before your opponent can react.

Method A: The Draw (Card Based - Recommended)

Best for: 3+ Players or maximum chaotic "swing."

1. **The Deck:** Create a tiny deck containing only **one specific card** per player. (e.g., Player A holds the **Ace of Spades**, Player B holds the **King of Hearts**).
2. **The Draw:** Shuffle this small deck and flip the top card.
3. **Action:** The player with the matching card takes their **Player Turn** immediately.
4. **Next:** Once that player is done, flip the next card. When the deck is empty, shuffle and start a **New Game Turn**.

Developer's Note: *Why activate the whole posse at once? In the movies, the heroes often have a moment of brilliance where they fan out and drop three bad guys before the enemy can react. This method allows for big, coordinated plays—but be careful. If your opponent draws their card first next turn, they get to hit you back just as hard.*

Method B: The Coin Flip

Best for: 2 Players looking for speed.

1. Roll a single **D6**.
2. **Even Result (2, 4, 6):** Player 1 takes the first Turn.
3. **Odd Result (1, 3, 5):** Player 2 takes the first Turn.
4. After the second player finishes, start a **New Game Turn**.

Method C: The Standoff

Best for: Players who want to let the dice decide fate each round.

1. **Roll Off:** Each player rolls **1D6**.
2. **Winner:** The player with the highest roll takes the first Turn. Reroll ties.
3. **Loser:** The other player takes the second Turn.

3.3 The Player's Turn

When it is your Turn, you have the spotlight. You must activate every character in your posse, strictly one at a time.

1. **Select:** Pick one character who hasn't acted this Game Turn.
2. **Act:** That character performs up to **2 Actions** (Move, Shoot, Aim, etc.).
3. **Resolve:** You must **completely resolve** all actions for that character before picking the next one.
4. **Repeat:** Select your next character and repeat this process until every model in your posse has acted.
5. **Pass:** Your Turn is over.

Warning: *There is no "jumping around." If your Sheriff starts shooting, he finishes his activation before your Deputy starts running. Plan your order of operations carefully!*

3.4 Markers & Tokens

We like to keep the table clean. We **do not** use "Activated" or "Moved" tokens—since you activate your whole posse in a chain, it is easy to remember who has acted.

However, we **DO** use tokens for specific combat states:

- **Aim Marker:** Place this next to a character who spends an action to **Aim**. This reminds everyone they get a bonus on their next shot.
- **Overwatch Marker:** Place this next to a character who spends an action to go on **Overwatch**. Align the marker to show the specific 90-degree angle they are covering.

4.0 MOVEMENT

"There are two ways to cross a street in this town: slow and careful, or fast and lucky. If they're shooting at you, I recommend the second one." — "Slick" O'Malley, shortly before tripping over a spittoon.

4.1 Measuring

Distances in Cowpoke are measured in inches (").

- **Standard Rule:** You may measure any distance at any time. Check ranges to targets or measure a movement path freely before you commit to an action .
- **Optional Rule: Dead Reckoning (Hardcore):** For a true test of nerve, **Pre-Measuring is banned**. You must declare your Move or Shot *before* putting the tape measure on the table . If you say you are running to the water trough but the tape says you are an inch short, your Cowpoke stops in the open air, looking foolish and vulnerable.

4.2 Move Actions

A character may spend Action Points (AP) to traverse the battlefield. Note that you must choose between moving carefully (Move) or moving fast (Run).

Standard Move (1 Action) The character moves up to **6 inches** .

- You may curve around corners and obstacles, but the total distance moved along the path cannot exceed 6".
- **Restriction:** A character may perform the **Move** action only **ONCE** per activation. You cannot "Move and then Move again." If you wish to travel farther than 6", you must declare a Run.

Run (2 Actions) The character makes a desperate dash for cover or glory.

- **Distance: 6" + 2D6"** .
- **How to Resolve:** Declare the Run, roll 2D6, add 6 to the result, and move up to that total distance.
- **Restriction:** Because a Run costs 2 Actions, it consumes your entire turn. You **cannot** Shoot, Aim, or Brawl in the same Game Turn you Run.
- **Skill Bonus:** If the character has the **Fast** skill, add **+2"** to the final total .

Developer's Note: Why is Running random? Because a "Standard Move" is a careful, tactical advance. A "Run" is a mad sprint while bullets kick up dust around your boots. Maybe you slip, maybe you find a burst of adrenaline. That 2D6 roll represents the chaos of sprinting under fire. Do you feel lucky?

4.3 Terrain & Obstacles

The West is full of half-built saloons, rocky outcrops, and narrow alleyways.

Entering a Building Moving from the bright sun into a dark room takes a moment to adjust.

- **The Rule:** A character moving into a building must end their current movement **immediately inside the structure** at the point of entry .
- **Movement Ends:** Any remaining movement distance is lost.

- **Remaining Actions:** If the character used a standard Move (1 Action) and has an action remaining, they may perform a valid action (e.g., Shoot or Aim) from just inside the door. If they used a Run (2 Actions), their turn ends immediately inside the door.

Exiting a Building Leaving a structure is often faster than entering it, depending on the exit.

- **Exiting via Door:** The player may continue with all normal movement. Passing through a door to the outside does not impede movement.
- **Exiting via Window:** Climbing out a window is clumsy work. The character must stop **immediately after exiting the window**. All remaining movement distance is lost .

Large Openings Any entrance or exit point that is sufficiently large and completely open (e.g., a missing wall, a large barn door locked open, or a collapsed ruin) does **not impede movement** either into or out of a structure .

Difficult Terrain Mud, shallow water, or thick brush counts as Difficult Terrain. Movement distance is **halved** while crossing it.

Example of Movement: *Sheriff Miller is outside the Saloon and wants to get in.*

- *Scenario A (The Window):* Miller is 3" away from a window. He uses a Move Action (6"). He moves 3", climbs through, and **must stop immediately** inside the room. He has lost the remaining 3" of his move. He uses his second action to Shoot.
- *Scenario B (The Barn):* Miller runs toward a Barn with a missing front wall. He rolls a Run total of 12". The opening is "Sufficiently Large," so he does not stop. He runs 12" straight through the barn and out the back door.

4.4 Engaging the Enemy

To fight hand-to-hand, you must move into **Base Contact** with an enemy model .

- **Engaged:** Once your base touches an enemy base, you are "Engaged."
- **Locked In:** You cannot Shoot while Engaged (unless using a Pistol with specific Close Combat rules).
- **Fight:** Your only combat option is to **Brawl** (see Chapter 7).

5.0 ACTIONS

"Most men die because they can't decide whether to run, shoot, or pray. My advice? Shoot first. If you miss, shoot again. If you miss twice... well, start praying." — "Preacher" Silas, unordained.

5.1 The Action Economy

When a character activates, they receive **2 Action Points (AP)** . You may spend these points to perform any combination of actions listed below.

- **Multiple Actions:** You **may** perform the same action twice. For example, a Gunslinger can stand his ground and **Shoot twice** in a single turn (spending 1 AP for the first shot and 1 AP for the second) .
- **Declaration:** You must declare and resolve your first action completely before declaring your second action .

Free Actions Some minor deeds cost **0 AP**. These include speaking a few words, dropping an item, or turning to face a new direction .

5.2 Movement Actions

(Detailed in Chapter 4)

- **Move (1 AP):** Advance up to 6" . (Max 1 per turn).
- **Run (2 AP):** Advance 6" + 2D6" . Consumes the entire turn.

5.3 Combat Actions

Shoot (1 AP) Fire a ranged weapon at a visible target .

- **Frequency:** You may perform this action twice per turn if you have the actions available.
- **Resolution:** See **Chapter 6** for details on building your Dice Pool and resolving hits.

Brawl (1 AP) Engage an enemy in base-to-base contact with fists, knives, or rifle butts .

- See **Chapter 7** for details on Melee Combat.

Throw Dynamite (1 AP) Hurl a stick of dynamite at a location.

- This counts as a **Shoot** action for the purpose of modifiers .

Reload (1 AP) Refill a weapon that has run dry .

- This action removes the "**Out of Ammo**" token from a specific weapon.

5.4 Special Actions

Aim (1 AP) The shooter takes a steady breath, tracking their quarry.

- **The Token:** Designate a specific enemy model and place an **Aim Token** next to that **Target** .

- **The Bonus:** Your **next** action must be a standard **Shoot** action against that specific target. If you take the shot, add the following bonus to your Dice Pool:
 - **Revolvers, Derringers, Shotguns:** Add **+2 Dice**.
 - **All Other Weapons (Rifles, Carbines, Bows, etc.):** Add **+3 Dice**.
- **Sequence Restriction:** The Aim action must be followed by a **Shoot** action. You may Aim in Action 1 and Shoot in Action 2 (same turn), or Aim in Action 2 and Shoot in Action 1 of your *next* turn .
- **Breaking Concentration:** If the character performs **any other action** after Aiming but before Shooting (e.g., Moving, Reloading, Brawling, or even being forced to Brawl by an enemy), the **Aim is lost**. Remove the token.
- **Line of Sight:** If the target dips behind a wall, moves out of view, or breaks Line of Sight for even a moment before the shot is taken, the Aim is lost .
- **Prohibition:** You cannot use **Blazing Away** in conjunction with Aim. Aiming requires steady hands; Blazing Away is rapid fire.

Blaze Away (1 AP) The shooter fans the hammer or cranks the lever wildly, filling the air with lead.

- **Eligible Weapons:** Only **Revolvers** and **Repeating Carbines/Rifles** may be used to Blaze Away.
- **Effect:** Make a standard Shooting attack immediately with the following modifiers:
 - **Pistols:** Add **+3 Dice** .
 - **Carbines/Rifles:** Add **+2 Dice** .
- **Multiple Hits:** Unlike a standard shot, **Blazing Away allows for multiple hits**. Every 6 rolled counts as a distinct hit. (e.g., three 6s = 3 Hits).
- **The Cost:** Immediately after resolving the shots, that specific weapon is empty. Place an **"Out of Ammo"** token next to the character (or on the specific weapon card). You must spend a **Reload** action before you can fire *that specific weapon* again .

Overwatch (1 AP) The character waits, gun raised, covering a specific angle .

- **Effect:** Your activation ends immediately. Place an **Overwatch Token** next to the character and declare a 90-degree arc of fire.
- **Trigger:** If an enemy moves into or within that arc during their turn, you may interrupt their movement to take a single **Shoot** action.
- **Resolution:** Resolve the shot immediately. If the target survives, they may continue their movement. The Overwatch marker is removed after firing.

Interact (1 AP) Perform a miscellaneous physical task.

- **Examples:** Opening a locked door, picking up a heavy objective, lighting a fuse, or smashing a window .
- **Resolution:** Some interactions are automatic. Others may require a specific dice roll to determine success, based on the Scenario, the GM's ruling, or a friendly agreement between players (e.g., Roll 4+ to pick the lock).

Use Skill (Varies) Some skills require an action to activate.

- *Example:* A "Lucky" character might use 0 AP to declare they are feeling lucky, gaining an extra action this turn .

Example of Play (The Sniper): *Old Man Jeb wants to take down a Sheriff from the bell tower.*

- *Turn 1, Action 1:* Jeb **Moves** to the window.
- *Turn 1, Action 2:* Jeb **Aims** at the Sheriff below. (He places an Aim Token next to the Sheriff).
- *Turn 2:* Jeb wins initiative. He wants to get a better angle, but he knows if he **Moves**, he loses his Aim. He decides to stay put.
- *Turn 2, Action 1:* Jeb **Shoots** with his Rifle. Because he Aimed, he adds **+3 Dice** to his pool. He rolls a handful of dice and scores a hit!

6.0 SHOOTING

"I count six shots," the kid sneered.

"I count two guns," the Marshal replied.

6.1 Line of Sight & Cover

Before you can shoot, you must be able to see your target.

- **Line of Sight (LoS):** Draw a straight line from the shooter's head to any part of the target's body (torso or limbs, not just a hat or gun tip). If the line is blocked by a solid wall or terrain, you cannot shoot.
- **Cover:** If the target is partially obscured (at least 50% of their body is hidden), they claim Cover. This applies a penalty to your dice pool.
 - **Wood / Light Cover: -2 Dice.**
 - **Stone / Heavy Cover: -3 Dice.**

6.2 Building the Dice Pool

Shooting in Cowpoke uses the "Bucket of Dice" system. You don't target a specific number; you simply gather dice and look for sixes.

Step 1: Base Dice

Measure the range and consult your weapon's chart to grab your starting handful of dice.

- **Number:** Roll this many dice.

- **0:** You have **zero base dice**, but you may still attempt the shot if **Modifiers** (like Aiming) raise your pool to at least 1 die.
- **-(Dash):** The shot is impossible. No amount of aiming will make a Derringer hit at 50 yards.

Weapon	Point Blank (<2")	Short (<6")	Medium (<12")	Long (<24")	Extreme (>24")
Derringer	3	1	-	-	-
Revolver	4	3	2	0	-
Lever-Action	2	3	4	2	0
Shotgun	2	5	2	1	-
Single-Shot Rifle	1	2	4	3	2
Gatling Gun	-	6	5	4	3
Bow	1	2	3	1	-
Dynamite	6	3	-	-	-

Step 2: Apply Modifiers

Add or remove dice from your hand based on the situation.

- **Attacker Moved: -1 Die** (If you moved this turn).
- **Defender Moved: -1 Die** (If the target moved in their last activation).
- **Cover: -2** (Wood) or **-3** (Stone).

- **Back Shot: +1 Die** (Targeting the rear 180° arc).
- **Aiming:**
 - **+2 Dice** (Revolver, Derringer, Shotgun).
 - **+3 Dice** (Rifles, Carbines, Bows).
- **Blazing Away: +3 Dice** (Revolver) or **+2 Dice** (Lever-Action).
- **Experience Tier: -1 Die** (Greenhorn) or **+1 Die** (Legend).

Minimum Dice Rule:

If modifiers reduce your pool to 0 or fewer, you cannot roll *unless* the weapon has a base value of 1 or higher. In that case, roll a single "Hail Mary" die—only a 6 hits. If the weapon has a base of 0 (e.g., Revolver at Long Range) and you have no positive modifiers, you cannot fire.

6.3 Resolving the Shot

1. **Roll:** Roll your final pool of dice.
2. **Check for Hits:**
 - **Standard Shot:** If you roll **one or more 6s**, you score **1 Hit**. (Rolling three 6s is still just one bullet connecting).
 - **Blazing Away / Dynamite:** **Every 6** rolled counts as a separate hit.
3. **No Sixes?** You missed. Check your ammo (if applicable) and curse your luck.

6.4 Damage & Wounds

If you score a Hit, you must determine where the bullet struck and how bad the damage is.

The Procedure:

1. **Roll for Location (D6):** Determine body part.
2. **Roll for Severity (D6):** Determine the impact.
3. **Consult the Chart:** Cross-reference your rolls below to apply damage.

Location (D6)	Severity 1-2 (Flesh Wound)	Severity 3-4 (Solid Hit)	Severity 5 (Critical)	Severity 6 (Lethal)
1: Head	1 Damage	2 Damage (Serious)	4 Damage (Dead)	4 Damage (Dead)
2: Chest	1 Damage	2 Damage (Serious)	4 Damage (Dead)	4 Damage (Dead)
3: Gut	1 Damage	1 Damage	2 Damage (Serious)	4 Damage (Dead)
4: Arms	1 Damage	1 Damage	2 Damage (Serious)	2 Damage (Serious)
5: Legs	1 Damage	1 Damage	2 Damage (Serious)	2 Damage (Serious)
6: Legs	1 Damage	1 Damage	2 Damage (Serious)	2 Damage (Serious)

- **Mark the Wound:** Apply the damage to the target's HP on their Stat Card.
- **0 HP:** The target is removed from play.

6.5 Special Weapon Traits

♥ The Spread (Heart Icon)

Found on: Shotguns, Gatling Guns.

These weapons spray lead over a wide area.

- **Multiple Targets:** The number of Hearts (♥) indicates the **maximum number of additional targets** you may choose.
- **Range:** Secondary targets must be within **X inches** of the Primary Target, where X is the number of Hearts.
- **Resolution:** Declare all targets. Resolve a **separate full dice roll** for the Primary Target and each additional target.

♦ The Blast (Diamond Icon)

Found on: Dynamite.

Dynamite is a chaotic weapon used to flush enemies out of cover. It does not explode immediately.

1. The Fuse (Delayed Explosion)

- Dynamite is thrown during the character's turn, but it does not detonate instantly.
- **Mark the Spot:** Place a Dynamite Token (or the model itself) at the target landing spot.
- **The Boom:** The Dynamite explodes at the very **start of that character's NEXT activation** (in the following Turn). Anyone foolish enough to remain near the token when the turn starts is caught in the blast.

2. The Throw

When you use an action to throw Dynamite, choose one of two methods:

- **A. The Sure Throw (Up to 6")**
 - You may automatically throw the stick up to **6 inches**.
 - **Trajectory:** You may throw over or through small obstacles, including wooden fences or through open first-floor windows.
- **B. The Hail Mary (Pushing Your Luck)**
 - If you want to throw farther, you must declare a specific **Target Spot** beyond 6".
 - **Line of Sight:** You must have a clearer path. You *cannot* throw over fences or through windows. You *may* throw over low obstacles like barrels or crates that do not block Line of Sight.
 - **The Roll:** Roll **1D6 + 6**. This result is your Maximum Distance in inches.
 - **Resolution:** If the Target Spot is within the rolled distance, it lands exactly where you wanted. If the Target Spot is *beyond* the rolled distance, the dynamite falls short, landing at the maximum rolled distance in the direction of the target.

3. The Explosion

When the fuse runs out (start of next turn), resolve the damage against **every** character near the token. The Dice Pool is determined by the victim's proximity to the explosion (not the thrower).

- **Point Blank (<2" from Token): 6 Dice** per victim.
- **Short (<6" from Token): 3 Dice** per victim.
- **Lethal Shrapnel: EVERY 6 rolled counts as a separate hit.** Roll Location and Severity for each distinct 6 rolled.

♠ **Out of Ammo (Spade Icon)**

Found on: Single-Shot Rifles, Derringers, or after Blazing Away.

- **Effect:** Once this weapon is fired (or used to Blaze Away), it is Empty. Place an "**Out of Ammo**" token. You must spend a **Reload** action to use it again.

7.0 BRAWLING

"Real courage isn't shooting a man from across the street. Real courage is looking him in the eye while you try to drown him in a horse trough." — "Knuckles" McGinty, Saloon Bouncer.

7.1 Engaging in Close Quarters

When bullets fail or tempers flare, Cowpokes resort to knives, tomahawks, and raw desperation.

- **The Requirement:** To start a Brawl, you must move into **Base Contact** with an enemy model.
- **Locked In:** Once bases are touching, both characters are **Engaged**.
 - They cannot Shoot.
 - They cannot Move away voluntarily without **Disengaging** (see 7.5).
 - Their only available combat option is to **Brawl**.

7.2 The Brawl Action (Opposed Roll)

Brawling is messy and chaotic. Unlike shooting, where you fire at a target, melee is an **Opposed Roll**. Both players roll their dice simultaneously to see who comes out on top.

Step 1: Build the Dice Pool Both the Attacker (the active player) and the Defender gather their dice.

- **Base Dice:** Every character starts with **2 Dice**.

Step 2: Apply Modifiers Add or subtract dice based on your character's stats and gear:

- **Greenhorn Tier:** -1 Die.
- **Legend Tier:** +1 Die.
- **Brawler Skill:** +2 Dice.
- **Melee Weapon:** +2 Dice (If wielding a Knife, Tomahawk, Sword, etc.).

Step 3: The Roll Both players roll their bucket of dice at the same time.

- **Count your Sixes.**

7.3 Resolving the Fight

Compare the number of 6s rolled by the Attacker versus the Defender.

A. The Clear Winner (One side has more 6s) The character with the higher number of 6s wins the exchange.

- **The Hit:** The Winner lands a successful blow on the Loser. Proceed to **7.4 Damage**.
- **No Shove:** There is no pushing or positioning. The fighters remain locked in base contact, ready for the next round of violence.

B. The Bloody Draw (Both have equal 6s, and at least one 6) Two fighters lunge at the same time and both connect.

- **Double Hit:** **BOTH** characters take a successful Hit. Resolve Damage for both simultaneously.

C. The Scuffle (Both roll zero 6s) A lot of dust is kicked up, hats fall off, and insults are exchanged, but nobody lands a solid blow.

- **Result:** Nothing happens. The action is spent. The characters remain Engaged.

7.4 Damage

A knife in the gut is just as deadly as a bullet. If a character takes a Hit from a Brawl, resolve it exactly like a Shooting Hit.

1. **Roll Location (D6).**
2. **Roll Severity (D6).**
3. **Apply Wounds:** Mark the damage on the Stat Card.

7.5 Disengaging (Leaving Combat)

You cannot simply walk away from a knife fight. To leave base contact, you must declare you are **Disengaging**. This gives your enemies one last chance to stick you before you run.

The Parting Shot For **each and every** enemy model you are disengaging from, that enemy makes a **Special Free Attack**:

1. **Determine Dice:**
 - **Unarmed Enemy:** Rolls **1D6**.
 - **Armed Enemy (Knife, Club, etc.):** Rolls **2D6**.
2. **No Modifiers:** Do not apply Experience Tiers, Skills, or other bonuses. This is a raw reflex test.
3. **The Roll:** If **one or more 6s** are rolled, a Hit is scored. Resolve Damage immediately.

Resolution: If the fleeing character survives these attacks, they may proceed with their Move action and leave base contact.

7.6 Multiple Combatants

Sometimes a saloon fight turns into a pile-on. It is possible for more than two people to be Engaged in a single melee (e.g., One Sheriff fighting Two Outlaws).

Pair-Off Resolution If an active character initiates a Brawl while in contact with multiple enemies, they must fight them all.

- **Separate Rolls:** Roll a separate Opposed Melee Roll for **each pair** of fighting characters.
- **Sequence:** The active player chooses the order.
 1. Active Character vs. Enemy A (Resolve Winner/Damage).
 2. Active Character vs. Enemy B (Resolve Winner/Damage).

Note: Damage is resolved immediately after each pair's roll. If the Active Character is killed by Enemy A, they cannot go on to fight Enemy B.

Example of Multiple Combatants: *Ranger Tex is surrounded by two Bandits. It is Tex's turn, and he chooses to Brawl.*

- **Bout 1:** Tex rolls off against Bandit #1. Tex wins and stabs Bandit #1.
- **Bout 2:** Tex rolls off against Bandit #2. This time, Bandit #2 wins and stabs Tex.
- *Tex is now bleeding, but he held his ground against two men.*

8.0 DAMAGE & RECOVERY

"It ain't the bullet that kills you. It's the hole. It lets all your luck leak out."

— "Doc" Holliday, unlicensed.

8.1 The Reality of Violence

In **Cowpoke**, Health Points (HP) aren't just abstract numbers. They represent blood, grit, and the will to stay standing. When a character takes a hit, it isn't just a "minus one"—it's a bullet in the shoulder or a knife in the gut.

We do not use tokens to track wounds on the table. Violence is personal. You mark the injury directly on the character's **Stat Card**, crossing off HP boxes or noting the specific location of the scar.

8.2 Determining the Injury

When a successful Hit is scored (via Shooting or Brawling), you must determine exactly what happened.

The Procedure:

Immediately roll two dice:

1. **The Location Die (D6):** Determines *where* the target was hit.
2. **The Severity Die (D6):** Determines *how hard* the impact was.

Consult the **Wound Chart** below by cross-referencing your two rolls.

8.3 The Wound Chart

Location (D6)	Severity 1-2 (Glancing Blow)	Severity 3-4 (Solid Hit)	Severity 5 (Critical Hit)	Severity 6 (Lethal Blow)
1: Head	1 Damage	2 Damage	4 Damage (Dead)	4 Damage (Dead)
2: Chest	1 Damage	2 Damage	4 Damage (Dead)	4 Damage (Dead)
3: Gut	1 Damage	1 Damage	2 Damage	4 Damage (Dead)
4: Arms	1 Damage	1 Damage	2 Damage	2 Damage
5: Legs	1 Damage	1 Damage	2 Damage	2 Damage
6: Legs	1 Damage	1 Damage	2 Damage	2 Damage

Developer's Note:

Notice the difference between a "Solid Hit" (3-4) to the Arm vs. the Chest. A bullet to the arm hurts (1 Damage), but a bullet to the chest is a Serious Wound (2 Damage). Also, note the "Lethal Blow" column. If you roll a 6 for Severity on a Head, Chest, or Gut shot, that's 4 Damage instantly. Lights out.

8.4 Types of Wounds

The damage number tells you how many HP boxes to cross off on the Stat Card.

- **Light Wound (1 Damage):** A flesh wound, a graze, or a bruised rib. It hurts, but you can keep fighting.
 - *Effect:* Lose **1 HP**.
- **Serious Wound (2 Damage):** A cracked bone, deep laceration, or organ damage.
 - *Effect:* Lose **2 HP**.

- **Mortal Wound (4 Damage):** A catastrophic injury.
 - *Effect:* Lose **4 HP**. For most characters, this is instant death.

8.5 Death & Defeat

A character's resilience depends on their Tier (see Chapter 2).

- **Greenhorns (2 HP Max):** These poor souls are fragile. A single **Serious Wound** (2 Damage) or two **Light Wounds** will take them out of the fight.
- **Cowpokes & Legends (4 HP Max):** These hardened fighters can take a beating. They can survive a Serious Wound and keep shooting, but a **Mortal Wound** (4 Damage) or an accumulation of smaller injuries will drop them.

0 HP: Removed from Play

As soon as a character's current HP reaches **0 or less**, they are incapacitated. Remove the model from the table immediately. Whether they are stone-dead or just bleeding out in the dust is a question for the post-game narrative.

8.6 Healing

There are no magic potions in the Wild West, and adrenaline only lasts so long.

- **No Mid-Fight Healing:** Once damage is marked on a card, it stays there for the duration of the battle. There is no action to restore HP during a game.
- **The "Tough" Trait:** Remember that **Legends** (and characters with the **Tough** skill) have a layer of plot armor. They ignore the very first **Light Wound** (1 Damage) they receive in the game. This happens automatically—do not mark the first point of damage.

Example of Damage:

Sheriff Miller (4 HP) takes a hit from a bandit's rifle.

- **The Roll:** The bandit rolls a **2** for Location (Chest) and a **3** for Severity.
- **The Chart:** Chest / Severity 3 = **2 Damage (Serious Wound)**.
- **The Result:** Miller marks off 2 boxes on his Stat Card. He has 2 HP remaining.
- *Next Turn:* Miller takes another hit. Location **5 (Leg)**, Severity **6**.
- **The Chart:** Leg / Severity 6 = **2 Damage**.
- **The End:** Miller takes 2 more damage. His HP hits 0. The Sheriff falls.

9.0 OPTIONAL RULES

"Rules? In a knife fight? Son, the only rule is 'don't die'. Everything else is just polite conversation." — "Smiling" Jack, shortly before breaking a chair over a poker table.

These rules are for players who want to add extra grit, depth, or difficulty to their games. Agree on which (if any) of these modules you are using before the first dice is thrown.

9.1 Dead Reckoning (No Pre-Measuring)

For those who want to test their eye as well as their luck.

In the standard game, you can measure anything at any time. Under **Dead Reckoning**, the tape measure is illegal until you commit.

- **Declare First:** You must declare your action (e.g., "I'm shooting at that bandit" or "I'm running to the water trough") *before* you measure.
- **The Consequences:**
 - **Movement:** If you declare a Move to a window but come up short, your character stops at the full distance of their move, stranded in the open.
 - **Shooting:** If you declare a shot but the target is out of range (or in a range band your weapon cannot hit, like a Derringer at Long Range), the action is spent. The shot goes wide, or you realize too late the target is too far.

9.2 Critical Injuries (Battle Scars)

For players who want consequences for getting shot, beyond just losing HP.

In the core game, a Cowpoke fights at full strength until they drop. With this rule, specific injuries hamper your performance.

- **The Trigger:** These penalties apply if a character has taken **2 or more cumulative points of damage** to a specific body location. (e.g., A single "Serious Wound" or two "Light Wounds" to the same spot).

The Penalties:

- **Head or Arms (The Shooter's Nightmare):** Blood in your eyes or a shattered wrist makes fighting nearly impossible.
 - **Effect:** **-1 Die** to all **Shooting** and **Brawling** rolls.
- **Chest or Gut (The Winded):** It's hard to move fast with a cracked rib or a belly full of lead.
 - **Effect:** **-1 inch** to Standard Move. **-2 inches** to Run distances.
- **Legs (The Hobble):** You aren't going anywhere fast.
 - **Effect:** **-2 inches** to Standard Move. **-4 inches** to Run distances.

Note: These penalties persist until the character is healed (in a campaign) or the game ends.

9.3 The Campaign: Dust to Dust

For those playing a series of linked games.

When a character is reduced to 0 HP and removed from the table, they aren't necessarily dead. They might just be knocked out, bleeding in the dirt, or playing possum. After the battle ends, roll to see who survives to ride another day.

The Survival Roll For every character that "dropped" (reached 0 HP) during the game, gather a dice pool:

1. **Base Dice: 3 Dice.**
2. **Add Modifiers:**
 - **Is the character "Tough" (Skill)? Add +1 Die.**
 - **Is the character a Legend (Tier)? Add +1 Die.**
3. **The Roll:** Roll the handful of dice.
4. **The Result:**
 - **One or more 6s: SURVIVAL.** The character crawls to the doctor, digs out the bullet with a knife, or wakes up with a headache. They recover and may fight in the next battle.
 - **Zero 6s: THE END.** The wound was too deep. The character is dead, crippled, or retires to a life of wheelchair-bound regret. They are removed from your roster permanently.

Developer's Note: *Be warned: This system is unforgiving. A Greenhorn (3 Dice) has a **58% chance of dying** if they drop. Even a Tough Legend (5 Dice) still faces a **40% chance of death**. In this campaign, getting shot isn't a minor inconvenience—it's a retirement plan.*

9.4 Clarification: The "Tough" Trait

A reminder regarding Legends and Tough characters. The **Tough** trait is a specific layer of plot armor.

- **What it does:** It ignores the **very first Light Wound (1 Damage)** the character receives in the game. That specific point of damage is simply not marked.
- **What it DOES NOT do:**
 - It does **not** reduce a Serious Wound (2 Damage) down to 1.
 - It does **not** save you from a Critical Headshot (4 Damage).
 - It does **not** apply to the second, third, or fourth wound.
- *It just means the first time you get grazed, you spit on the ground and keep walking.*