

COWPOKE: REFORGED – QUICK REFERENCE SHEET

1. THE GAME TURN

1. **Initiative:** Draw Cards, Coin Flip, or Roll-Off.
2. **Activation:** The winner activates their **ENTIRE POSSE**, one character at a time.
3. **Next Player:** Play passes to the next player.
4. **New Round:** Once all players have acted, the Round ends. Start fresh.

2. ACTION SUMMARY (2 AP per Activation)

You may perform the same action twice (except Move).

Action	AP	Notes
Move	1	Move up to 6". Max 1 Move per character activation.
Run	2	Move 6" + 2D6". Cannot Shoot / Aim / Brawl this turn. (+2" if Fast).
Shoot	1	Fire a weapon.
Aim	1	Place Token on Target. Bonus on Next Shot. Lost if LoS breaks or you do anything other than Shoot as next action.
Blaze Away	1	Bonus Dice: Revolvers +3 , Repeaters +2. Weapons capable are designated by ♠. Multiple hits on 6s. Weapon is Empty immediately after.
Reload	1	Remove "Out of Ammo" (♠) token.
Overwatch	1	End turn. Fire at anyone moving into 90° arc. Use a template.
Brawl	1	Fight enemy in base contact.
Interact	1	Open door, pick up object, etc.

3. MOVEMENT RULES

- **Doors:** Moving through a door does **not** stop movement.
- **Windows:** Must stop **immediately** after crossing the threshold. Remaining move is lost.
- **Building Entry:** Must stop **immediately** inside the building. Remaining move is lost.
- **Engaging:** Move into Base Contact to fight. Cannot Shoot while Engaged.

4. BRAWLING (MELEE)

Opposed Roll: Both players roll simultaneously.

<p>Step 1: Build Dice Pool</p> <p>Base Stat: 2 Dice Skill: Brawler +2 Dice Melee Weapon +2 Dice Experience: Legend +1 Die Experience: Greenhorn -1 Die</p>	<p>Step 2: Roll and Compare 6s</p> <p>Attacker has more 6s: WIN. Inflict 1 Hit (Roll Damage).</p> <p>Equal 6s (at least one): DRAW. Both take 1 Hit (Roll Damage).</p> <p>Zero 6s rolled: SCUFFLE. No hits. Locked in combat.</p>	<p>Disengaging (Retreating)</p> <p>You must declare a Retreat.</p> <p>The Penalty: Every enemy you leave gets a Free Attack.</p> <ul style="list-style-type: none"> • Unarmed Enemy: Rolls 1 Die. (6 = Hit). • Armed Enemy: Rolls 2 Dice. (6 = Hit). <p>If you survive, you may complete your activation.</p>
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5. DAMAGE & WOUNDS *Roll D6 Location + D6 Severity.*

Location (D6)	1	2	3	4	5	6
1: Head	1 Damage	2 Damage	4 Damage	4 Damage	4 Damage	4 Damage
2: Chest	1 Damage	2 Damage	2 Damage	4 Damage	4 Damage	4 Damage
3: Gut	1 Damage	1 Damage	2 Damage	4 Damage	4 Damage	4 Damage
4: Arms	1 Damage	1 Damage	2 Damage	2 Damage	2 Damage	2 Damage
5: Legs	1 Damage	1 Damage	2 Damage	2 Damage	2 Damage	2 Damage
6: Roll Again						

Greenhorns: 2 HP Max.

Legends/Cowpokes: 4 HP Max.

Tough (Skill): Ignore the very first point of damage (Light Wound only).

6. WEAPON CHART (Base Dice)

Roll this number of dice based on range.

- **0:** Requires modifiers to fire. | - **(Dash):** Impossible shot.

Weapon	Pt. 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♦	-	-	-

7. SHOOTING MODIFIERS

Add/Subtract from Base Dice. Minimum 1 Die (6 to hit).

Condition	Modifier
Cover (Wood/Light)	-2 Dice
Cover (Stone/Heavy)	-3 Dice
Movement	-1 Die (Attacker moved OR Target moved)
Aim (Revolver/Shotgun)	+2
Aim (Rifle/Carbine)	+3
Blaze Away (Revolver)	+3
Blaze Away (Rifle)	+2
Back Shot	+1
Greenhorn / Legend	-1 / +1 Die

8. SPECIAL RULES

♥ The Spread (Shotgun/Gatling)

Declare X extra targets within X inches of primary target (X = # of Hearts). Roll full dice pool for each target.

♦ Dynamite (Blast)

- **The Fuse:** Explodes at **Start of thrower's NEXT Turn.**
 - **The Throw:**
 - **Sure Throw:** Up to 6". Over fences/through windows OK.
 - **Hail Mary:** 6" + 1D6". Line of Sight required. If target is beyond roll, it lands at max distance.
 - **The Boom:** 6 Dice (Pt Blank <2") or 3 Dice (Short <6"). **Every 6 is a Hit.**
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♠ Out of Ammo

Weapon cannot fire. Must spend **1 Action** to Reload.

Aiming

- **Lost if:** LoS is broken, you Move, or you perform any other action.
- **Restriction:** Cannot Aim and Blaze Away on the same shot.