

FOOD, DRINK & LODGING

ITEM	COST
Meal, average	1
Meal, fine	2
Beer, pitcher	1
Whiskey, bottle	2
Typical Room	1/Day
Swank Room	2/Day

CHAIN OF RENOWN

d20 > d12 > d10 > d8 > d6 > d4

When should a cowpoke roll their Renown die?

Duels, appeals to the judge, and dumb luck should call for a Renown roll. 1s constitute a success.

TERRAIN & TRAVEL

DISTANCE	TERRAIN
10mi./Day	Difficult
20mi./Day	Moderate
30mi./Day	Easy

COMBAT SEQUENCE

The sequence of play for combat is as follows:

- 0) **Surprise** (first round only)
- 1) **Initiative** (roll 1d6 for both cowpokes and opponents, lowest roll acts first)
- 2) **Ranged Attacks**
- 3) **Melee Attacks**
- 4) **Unarmed Attacks**
- 5) **Movement**

DEATH & HEALING

Death occurs when cowpokes reach 0 HP.

LOCALE	HEALING RATE
Outdoors	1 HP/Day
In Town	1d6 HP/Day

COVER

TYPE	EFFECT
Half Cover	Adv. on Dodge rolls
Full Cover	N/A

INSTANT KILLS

Rolling a 3 (attack) kills opponent instantly, an 18 (dodge) kills cowpoke instantly.

DAMAGE & TRN BY TYPE

TYPE	TRN	DAMAGE
Greenhorn	3	-2d4HP
Ornery	8	-3d6HP
Fearsome	13	-2d8HP
Grizzly	18	-3d10HP

RANDOM ENCOUNTERS

Random encounters should occur when a 1 is rolled on a d8. This d8 is rolled every 15 minutes of real world time.

IMPROVISED EXPLOSIVES

SIZE	HP COST*
Small (lantern)	1/4 HP
Medium (powder keg)	1/2 HP
Large (oil rig)	Death

*Or half as much on a successful REF roll.

EXPLODING DICE

Max results for damage rolled bolster attacks. A result of 6 on a d6 nets an extra -1d6HP added to an attack.