



HIGH MOON

DEAD RECKONING

WANTED

DEAD OR ALIVE

Rob banks... Jesse James... enforce the law like Wyatt Earp... or maybe find something in between. If they did it so can you with **Six Gun Sound**. With over 15 unique "professions" **Six Gun Sound** lets you experience the Wild West the fullest.

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**High Moon is a stand alone
game of Wild West Horror**



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HIGH MOON – DEAD RECKONING

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The THW Guys on the Group and Forum: For the
constant support.

And Lil...

PROLOGUE

The bartender poured the stranger another drink. He shook his head as the cowboy slammed it down and motioned for another as he tossed a gold coin on the bar.

"You sure?" he asked as he picked up the coin and bit it.

"Yep, dead sure." the cowboy replied.

After a few hours the bartender noticed the cowboy nodding off, yet fighting to stay awake.

"If you want you can have a room upstairs to get some shut eye," the bartender said. "No charge. After all the money you've spent it's the least I can do."

"Sure, why not?" The cowboy tossed another coin on the bar and the bartender gave him a key.

"Third door on the right, he said. "'night, see you in the morning."

Staggering the cowboy made it up the stairs and into his room. Collapsing on the bed he closed his eyes being sure to hang a leg off the edge to keep the room from spinning.

"When are you going to learn you can never get away Ben?" the familiar female voice asked.

"Drop dead," the cowboy replied.

"I already am Ben," was the reply. "But you know that all too well now, don't you sugar?"

Ben turned his head and looked at the young woman sitting on the chest of drawers. Looked as pretty as always; as pretty as the day she was hung. "It wasn't my fault," he began.

"Saying it doesn't make it so Ben," she replied. "You could have stopped them... maybe even helped me escape. I mean; you told me that we'd always be together."

"I tried to tell them... I tried to talk them out of it."

The woman leapt across the room and landed on Ben's chest. Grabbing him by the collar she looked him in the eyes and whispered. "You could have told them I wasn't a witch." She kissed him lightly, smiled, and slid off him to sit on the bed.

"But you are!"

"You could have lied," she replied matter of factly. "Lying never bothered you before."

"Go to hell!" he snapped back.

"Not yet, Ben," she replied with smile. "Not yet. See you soon sugar."

Ben watched the witch as she slowly disappeared.

"Go to hell," he mumbled as his eyes closed and sleep began to overtake him. "Go to hell..."

The next morning they found the room empty. The cowboy was gone. His horse was gone. So were the gold coins. No one had heard or saw him leave.

INTRODUCTION

So what is *High Moon – Dead Reckoning*?

It's a stand-alone game that brings the world of horror to the Old West, but if you want, you can play it as a straight up Western game. In *High Moon – Dead Reckoning* you'll find rules for a variety of supernatural creatures as well as natural ones. These include Vampires, Werewolves, Witches and Zombies to name a few.

High Moon – Dead Reckoning games are usually finished in two hours or less, hence the company name. *High Moon – Dead Reckoning*, like all THW games, can be played solo, cooperatively – all players on the same side – or competitively – head to head.

Before we go into detail about the game let's explain the cornerstone of all THW games, *the Reaction System*.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee and maybe you do a morale test or two.

THW uses what is called the Reaction System. In this system your side *activates* and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind.

You'll see what I mean as you read along.

WORD OF ADVICE

Be sure to read the rules one section at a time; do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to digest. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer, check out the THW Forum link below for answers and free downloads.

<http://site.twohourwargames.com/forum/index.php>

You can expect a response within 24 hours.

YOUR ROLE

Your role in *High Moon - Dead Reckoning* is up to you. Here are some suggestions:

- You can play as a loner, going on Encounters (adventures) on your own.
- You can play as a Leader of a Band of characters.
- You can play as a Cowboy, Gunman, Townsfolk, Vampire, Werewolf, Witch (Warlock), Zombie, or a Creature.
- You can play it like a wargames or like a RPG.
- *The bottom line is you can play it any way you like because it's your game.*

NEEDED TO PLAY

You will need a few things to play *High Moon - Dead Reckoning*. They are:

- Six-sided dice, referred to as d6. It is best to have at least six of these and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player, but there's an option for playing without having to measure.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A 3'x3' flat surface, but you can play with a larger one if desired.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6.

PASSING DICE

To pass dice, roll one or more d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (page 8) or something entirely different.

- If the d6 score is *equal or less* than the Target Number, the d6 has *passed*.
- If the score is *greater* than the Target Number, the d6 has *not passed*.
- You can only pass 2, 1, or 0d6 regardless of the number you actually roll.

- Isn't passing 0d6 like failing the dice? No, because we are counting how many d6 you pass.

Example – A cowboy comes under fire and must take a Shot At Test (page 14). The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed. Looking on the Shot At Test under the Pass 1d6 row we see that the cowboy must return fire, but suffers the Rush Shot penalty.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting successes.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: The vampire enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. He has scored three successes (1, 3, and 3).

POSSIBILITIES

When you see numbers in parenthesis, such as (1 – 2), this means there is a chance of that event happening, based on a 1d6 roll.

Example – The townsfolk has a pistol (1 – 3) or a shotgun (4 – 6). I roll 1d6 and score a 5, the townsfolk has a shotgun.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this manner you add the results together to get a total.

1/2D6

When asked to roll a 1/2d6, here's how we do it:

- Roll 1d6.
- (1 – 2) = 1.
- (3 – 4) = 2.
- (5 – 6) = 3.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left-hand corner of each table. There will usually be a number, 1 or 2, telling you how many d6 to roll.

In some cases there may be a word like Rep or Target. That means 1d6 for each point of that word.

Example – A cowboy (Rep 4) must roll an In Sight Test. Looking on the In Sight Test (page 47) we see the word Rep in the upper left-hand corner so I toss 4d6.

Later he must take a Reaction Test versus his Rep. There is a 2 in the upper left-hand corner so I roll 2d6.

Still later he wants to fire his shotgun. Looking on the Ranged Combat Table (page 47) I see the word Target. The cowboy rolls 3d6 – 1d6 per Target Rating.

FIGURES & TERRAIN

You can play *High Moon – Dead Reckoning* with any kind of figures. You can even play with cardboard counters.

Terrain can be as simple as using books or as elaborate as finely detailed models, it's up to you.

BASING FIGURES

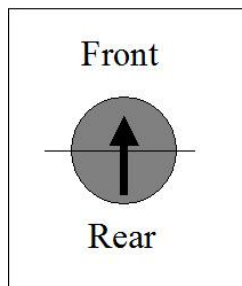
Each figure represents one man or creature. The easiest way to base your figures for *High Moon - Dead Reckoning* is one figure on a round or square base as either style will work.

DEFINING FACING

Charging or shooting to the rear of an enemy depends upon the physical location of the attacker. To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

- The front facing is defined as 180 degrees to the front of the figure.
- The rear facing is defined as 180 degrees to the back of the figure.

The following illustration defines the front and rear facings.



TABLES

All the tables that you will *usually* use during the game have been grouped together in the back of the book. When reading a section it is recommended that you review the table in question.

High Moon - Dead Reckoning may seem to have a lot of tables, but in reality you will be using two or three of them 95% of the time and those that you do use are easily memorized. The rest of the tables allow you to play solo or same side, create your Encounters, or govern how your Non-Player Characters (NPCs) will behave.

High Moon - Dead Reckoning is like a toolbox. You may not need all the tools, but they are there if you do!

STOP!

High Moon – Dead Reckoning can be played in three ways:

- Solo, against the game mechanics.
- Cooperatively, with everyone on the same side against the game mechanics.
- Head to head, against your friends.

You can play in any scale, with figures or counters. You can play with as many or as few figures as desired.

High Moon – Dead Reckoning is played with six-sided dice called d6.

Passing dice is when you roll a d6 and compare it to a Target Number like Rep. Score equal or less and you have passed; score greater than the Target Number and you have not. You can pass 2d6, 1d6 or 0d6.

A *success* is a score of 1, 2 or 3.

Possibilities are the numbers in parenthesis next to an event. Scoring that number means the event has happened.

Review how to roll 1/2d6.

DEFINING THE FIGURES

Note that the words figure and character are interchangeable.

High Moon – Dead Reckoning is played with individual figures that are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Class*?
- What *Attributes* does it have?
- What is its *Profession*?
- What is its *Reputation*?
- What type of *Weapon* does it have?

CHARACTER JOURNAL

We recommend tracking your character during your games. We use a 3x5 index card, but you can make it as elaborate as you like.

STARS AND GRUNTS

We use two types of characters, called *Stars* and *Grunts*.

Stars represent you, the player. We suggest your *Star* begin with a Reputation of 5.

Grunts are Non-Player Characters (NPCs) that are not run by a player. They may be friends, foes, or even neutrals, and will come and go as the game progresses. *Grunts* are controlled by the game mechanics.

One question that may be asked is why do we use *Stars* in THW? It's to give the player personal control of his character whereas all *Grunts* are controlled by the Reaction Tests (page 51).

Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.

But *Stars*? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separate you from the *Grunts*.

STAR ADVANTAGES

As a *Star* in *High Moon – Dead Reckoning* you have four important advantages.

- Star Power.
- Larger Than Life.
- Cheating Death.
- Free Will.

STAR POWER

Usually reserved for *Stars*, but sometimes found in some *Grunts*, Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- *Stars* start each Encounter (game) with 1d6 of Star Power for each point of Rep. So a Rep 5 *Star* starts with 5d6 Star Power.
- Whenever a *Star* takes damage it rolls its *current* Star Power d6. Read each d6 as rolled.
 - Any result of 1, 2, or 3 reduces the damage by one level.
 - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
 - Any result of 6 means the damage stays, but the d6 is removed from the character's Star Power *for the rest of the Encounter*.

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result becomes a -1 to Rep if in Melee or a Duck Back if fired on.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by fire. He takes one Out of the Fight and one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- The results are 2, 2, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces one Out of the Fight result to a Duck Back.
- The 4 and 5 have no effect, but are retained.
- The 6 has no effect, but is discarded for the remainder of the Encounter.

However, this won't do the Star much good since he is still Out of the Fight. It's time to try another Star Advantage, Larger Than Life.

LARGER THAN LIFE (LTL)

High Moon – Dead Reckoning can be used to capture the cinematic flavor of action movies where the *Star* is a larger than life character. Here's how we do it:

- *Stars cannot* be killed by anyone with a Rep lower than the *Star*.
- The worst result a *Star* could receive would be Out of the Fight.

Example- A cowboy (Rep 5) is shot by a zombie (Rep 3). The zombie scores an Obviously Dead result. The cowboy uses his Star Power, but to no avail. He declares he is using his Larger Than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied *after* Star Power.

CHEATING DEATH

Another Star Advantage is Cheating Death. Here's how we do it:

- A *Star can* be killed by anyone with an equal or higher Reputation.
- When this occurs, the *Star* may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.
- When a player chooses to *cheat death* his Rep is immediately reduced by one level until he qualifies to increase his Rep (page 8) in the future.

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Example – Billy Pink (Rep 5) is shot by a gunslinger (Rep 5). The gunslinger scores an Obviously Dead result. Billy uses his Star Power, but to no avail. He then declares he is Cheating Death and is whisked from the table to safety. He is still alive, but is now reduced to Rep 4.

Note that Cheating Death is applied *after* Star Power.

FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- Stars will take Reaction Tests (Page 51) just like Grunts.
- Instead of rolling any d6, the Star can choose to pass 2, 1 or 0d6.
- This applies when taking the Shot At (page 51) and Man Down Tests (page 51). It does not apply to the In Sight Test (page 47).

Example – The werewolf (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Shot At Test. He chooses to pass 2d6 and returns fire.

CLASS

In *High Moon – Dead Reckoning* players can choose to be one of the six following Classes.

HUMANS

Humans come in a variety of Reps (page 8) and Professions (page 7) – far more than any of the other creatures found in *High Moon – Dead Reckoning*. Humans are by far the most populous creatures you will run into and in some ways the most dangerous.

Humans are divided into three sub-Classes (Cowboy, Gunman, and Townsfolk), but still count their primary Class as Human.

There is a chance (1 – 2) that a Townsfolk is a female. Players can always choose their gender.

VAMPIRES

There are two types of Vampires. The first is little more than a blood-crazed beast that runs about the countryside killing at random to satiate their blood lust. Unfortunately this isn't the type found in *High Moon – Dead Reckoning*.

The type found in *High Moon – Dead Reckoning*, the "Gentleman Vampire" is much more refined, capable of great charm, and able to elicit cooperation from humans when required. Such vampires often seek to live among the very people they hunt. And hunt they do as they view humans as their rightful prey.

For specific information on Vampires and how they are represented in the game, see the following section (page 32).

WEREWOLVES

Every culture has its legend of the "shape shifter" – humans endowed with the ability, or curse, to change their form into a beast. Although there are many forms of shape shifters in *High Moon – Dead Reckoning* we refer to them collectively as Werewolf.

For specific information on Werewolves and how they are represented in the game, see the following section (page 35).

WITCHES

Witches and their male counterparts, Warlocks, are practitioners of "the black arts" seeking to bend reality to their whim. Drawing their power from the Earth, Witches are few in number and very secretive. Most Witches desire to be left alone, but can recruit non-Witches to serve them.

Not much is known about Witches, but everyone is "sure" that they cast powerful spells and curses. In *High Moon – Dead Reckoning* that assumption is not too far off.

For specific information on Witches and how they are represented in the game, see the following section (page 37).

ZOMBIES (ZEDS)

Zombies are reanimated dead folk. That means each Zed was someone's relative at one time or another. Being confronted by the sight of a friend or relative transformed into a shambling killing machine can disturb even the toughest hombre. Worse still is being confronted by one with a six gun.

For specific information on Zombies and how they are represented in the game, see the following section (page 40).

CREATURES

Creatures are animals that you can run into in *High Moon – Dead Reckoning*. This includes real and supernatural animals as well.

ATTRIBUTES

In *High Moon – Dead Reckoning* we use Attributes to further define our characters. When using Attributes you can choose to limit them to your Star and Grunts and not use them for the NPC humans.

CLASS BASED ATTRIBUTES

Each character has a specific Attribute common to all of its members.

X CLASS ATTRIBUTES	
CLASS	ATTRIBUTE
Cowboy	Brawler: Counts a +1d6 bonus when rolling on the Melee Table.
Gunman	Marksman: Can roll twice when rolling on the Ranged Combat Table, counting the best result, but only when firing one shot.
Townfolk	Slow to React: Counts a -1d6 when taking the In Sight and Draw Tests.
Vampire	Precognition: Vampires can re-roll their Activation d6 score if desired and can choose which result to use. The 1st result is always used by any non-Vampires in the group.
Werewolf ⁽¹⁾	Leap: Werewolves can leap onto single story buildings or a distance of 8” ending on the ground.
Witch	Blink: When winning an In Sight, the Witch can disappear and reappear 6+1d6” behind its opponents.
Zombie	Sanity Check: The 1 st time a human sees a Zombie Feast (page 41); it must make a Sanity Check.

(1) Includes all Werereatures as well.

STAR ATTRIBUTES

Stars receive two Attributes. Roll for the first one and choose the second. Non-Humans substitute their Special Attribute for the chosen one.

GRUNT ATTRIBUTES

Grunts only get one Attribute, rolled randomly. A Non-Human will substitute its Special Attribute instead.

RANDOM ATTRIBUTES

Class Attributes are assigned, Random Attributes are rolled for. Here’s how we do it:

- Roll 1/2d6, read the result and go to the appropriate Attribute Table.
- Roll a second 1d6, read the result and go down the left-hand column to the appropriate row. This is the Attribute that the character has.

1 RANDOM ATTRIBUTES – 1

(Read the result as rolled)

#	ATTRIBUTE
1	Agile: Counts any Physical Challenge as very easy.
2	Brawler: Counts a +1d6 bonus when rolling on the Melee Table.
3	Coward: Treats a result of Duck Back as Leave the Table when taking the Shot At or Man Down Test.
4	Crack Shot: Ignores the Fast Move penalty for the shooter and target when rolling on the Ranged Combat Table.
5	Dumbass: Counts Rep one point lower for Activation purposes.
6	Hard as Nails: Once during its life the character can use the Cheating Death Star Advantage. Re-roll the Attribute if a Star.

1 RANDOM ATTRIBUTES – 2

(Read the result as rolled)

#	ATTRIBUTE
1	Initiative: Counts one Rep higher for Activation purposes when operating alone.
2	Marksman: Can roll twice when rolling on the Ranged Combat Table, counting the best result, but only when firing one shot.
3	Near Sighted: Counts a -1 to Rep when rolling on the Ranged Combat Table.
4	Nerves of Steel: Immune to Terror.
5	Lucky: This character can re-roll <i>any</i> result once per Encounter.
6	Quick Reflexes: Counts a +1d6 bonus when taking the In Sight Test.

HIGH MOON – DEAD RECKONING

1 RANDOM ATTRIBUTES – 3

(Read the result as rolled)

#	ATTRIBUTE
1	Resilient: Once during each Encounter the character will treat its first Out of the Fight result as Carry On, but the character is knocked to the ground.
2	Slow: Only counts 1d6 when rolling a Fast Move.
3	Slow to React: Counts a -1d6 when taking the In Sight and Draw Tests.
4	Weakling: Will count a -1d6 when rolling on the Melee Table.
5	Wussy: Will only roll 1d6 when taking the Shot At Test.
6	Choice: The character can choose his Attribute.

PROFESSIONS

Each character will have a Profession, or in the case of the Zombie, had a Profession. We use Professions to further define the character and have combined them into three broad Categories. These categories are used when taking Reaction Tests (page 51).

- **COWBOY**—Tough characters that may not be experienced in a gunfight, but can handle themselves in any situation.
- **GUNMAN**—Proficient with guns and have survived one or more gunfights.
- **TOWNSFOLK**—Folks just looking for a new start and not trouble.

THE PROFESSION TABLE

In *High Moon – Dead Reckoning* we use the Profession Table to add more definition to the characters. Here's how we do it:

- Consult the Profession Table.
- Go across the top row to the Class of the character then down to see the Professions available for that Class.
- Pick whichever one you want, NPCs will be determined by the story or you can choose.

X PROFESSION

COWBOY	GUNMAN	TOWNSFOLK
Aztec	Federales	Citizen
Aztec Priest	Gunslinger	Greenhorn
Banditos	Man w/ No Name	Merchant
Buffalo Hunter	Marshal	Preacher
Caballero	Outlaw	Priests
Cowboy	Ranger	Saloon Staff
Deputy	Sheriff	Trades People
Gambler	Soldier	Villager
Homesteader	US Cavalry	
Indian Warrior	Vampire Hunters	
Medicine Man	Zorro	
Mountain Man		
Prospector		
Shaman		

NON-HUMAN PROFESSIONS

Non-Humans will have or had Professions. Unlike humans, they are not based on Class and for taking Reaction Tests, but are used to help create a storyline for the character. Here's how we do it:

- Consult the Non-Human Profession Table.
- Go down the left-hand column to the appropriate row.
- Roll 1d6, read the result as rolled and go across to the appropriate column to determine the Class of the character.
- Go to the Profession Table and choose what Profession the character will be based on the Class rolled.

X NON-HUMAN PROFESSION

PROFESSION	1	2	3	4	5	6
Vampire	T	T	T	T	C	G
Werewolf	T	C	C	C	C	G
Witch	T	T	T	T	T	T
Zombie	T	T	C	C	C	G

Example – Linda Lou is a Vampire. I roll 1d6 and score a 3. This gives her a Townsfolk Profession. I go to the Townsfolk Profession Table and decide she is a Trades Person – someone with a particular skill. She may have a heart of gold, but she's more interested in drinking blood!

Walther Jones is a Werewolf. I roll 1d6 and score a 6. This gives him the Gunman Profession. Walther chooses to be a Gunslinger. Yep, that's right; with a six gun and everything.

REPUTATION

Reputation or *Rep* represents a combination of experience, morale and motivation. Rep is an expression of a figure's overall quality. Both Stars and Grunts use Rep. There are four possible starting levels of Reputation:

- **REP 6** – Legends of the West. You know what we're talking about.
- **REP 5** - These are veterans of numerous gunfights.
- **REP 4** - These are reliable people of some experience with firearms. These characters are the most common type you'll run into.
- **REP 3** - These are characters of unknown quality, usually young'uns or Townsfolk.

Who has what Reputation? Consult the appropriate What Are They Table (pages 44 - 45).

WEAPONS

Most figures are assumed to have a ranged weapon while some may have a melee weapon. *Players are encouraged to count the figure to be armed with the weapons it has.*

Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons (page 15) and Melee (page 18).

WHAT TYPE OF WEAPON?

In *High Moon – Dead Reckoning* we want you to use whatever weapons your figures may have. Just use what you feel is appropriate for the Class and Profession on the figure. Better to play games than spend time buying new figures!

That means you could have a Vampire Gunfighter with a six gun or a Werewolf Marshal with a shotgun. Really? Really; it's your game and limited only by your imagination.

YEAH, BUT WHERE'S THE...

In *High Moon – Dead Reckoning* we have grouped weapons into broad categories. If you don't see a weapon listed in *High Moon – dead Reckoning*, use the stats for a weapon in the category that it best fits.

STOP!

Your personal figure is a Star and should start at Rep 5. All the other figures are Grunts. Stars have four Star Advantages.

Star Power can reduce damage. If you roll your Star Power d6 and score a "6", what happens?

What is the difference between Cheating Death and Larger Than Life?

Free Will lets you choose to pass 2d6, 1d6 or 0d6 on two Reaction Tests. Which ones are they?

We divide the characters into Classes. Humans have three sub-Classes – Cowboy, Gunman, and Townsfolk.

Every character has one Class Attribute. Non-Humans have Special Attributes. Stars have two Attributes and Grunts only one.

All characters have a Profession, even Non-Humans.

Reputation represents a combination of experience, morale and motivation. What Rep should your Star start with?

Most characters can use Weapons, even some Zombies. Watch out for those Vampire Gunslingers!

FORMING YOUR BAND

In *High Moon – Dead Reckoning* the game revolves around you, the other characters that make up your Band and those of your opponents. Let's define the Band:

- Every Band has one Leader.
- The rest of the members are non-Leader Grunts.

RECRUITING YOUR FIRST BAND

You start the game alone, but you can recruit Grunts to join you. Here's how we do it:

- Your Band can be as large as your Rep, including yourself. This means you can recruit your Rep, less one, Grunts. As your Rep goes up or down (page 31) so will the number of Grunts in your Band.
- You may not recruit Non-Human characters, but you could hire them (page 20).
- You Grunts will have the same Class (page 5) and Profession (page 7) as you do.
- Roll 1d6, looking for a success – score of 1, 2 or 3. If a success is scored the Grunt has a Rep of 4. If not, the Grunt has a Rep of 3.
- Grunts are always assumed to have the weapon represented on the figure.

HIGH MOON – DEAD RECKONING

- You cannot have Grunts with a higher Rep than yours. If your Rep goes down, any Grunt with a higher Rep than yours leaves your group!

OPTIONAL RECRUITMENT

For more of a RPG feel, limit the recruiting of Grunts to using the Talk the Talk (page 24) procedure.

GROUPS

A *group* is any number of individual figures that operate together during a turn. *The smallest group is one figure; there is not a maximum.*

At the start of the Encounter (game) each side must deploy their figures into groups. Each group will automatically have a Leader and figures in a group do not have to have the same Rep

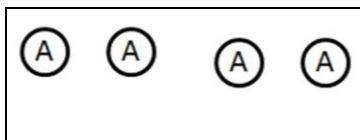
FORMING AND SPLITTING GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at any time during the turn, when you are active or when forced to do so by a Reaction Test.

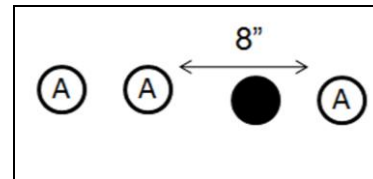
GROUP COHESION

A group consists of one or more figures with one being the group Leader. To qualify as a group the following two requirements must be met.

- Remain within 4" of one or more figures in the group.
- Have a Line of Sight (LOS) to one or more figures in the group and/or be in LOS of one or more figures in the group.



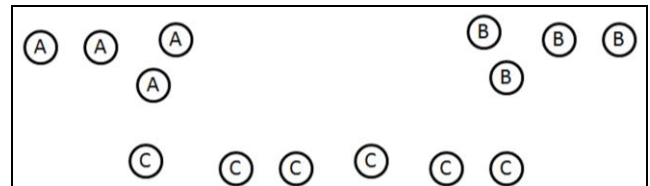
In this picture we see a four figure group. All of the figures are within 4" of another figure and LOS.



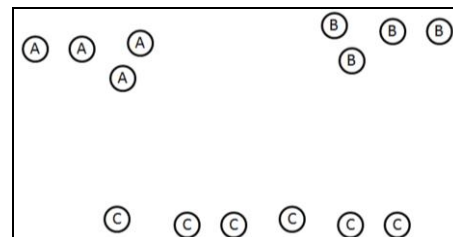
In this picture one member of the group has been hit and is Out of the Fight or Obviously Dead. The link between figures is now broken. There are now two groups that will activate separately.

LARGE GROUPS

You can make larger groups of multiple groups just as you do with multiple figures.



In this picture groups A and B start the turn apart in separate groups. Group C activates and moves within 4" of the other groups. The Leader is now in charge of all three groups and they can activate at the same time. Groups A and B can now move with Group C.



In this picture the groups from the previous example activate at the same time and groups A and B move away. As none of the groups are within 4" of each other the figures are now in three groups and will activate separately on the next turn.

LEADERS

Groups will always have a Leader. Here's how we do it:

- The Star is always the Leader when in a group.
- A Temporary Leader is the figure in the group with the highest Rep and only acts as a Leader when the Star is not with the group.
- Leaders allow for all figures in their group to activate when it does, regardless of their Rep.
- Leaders take the In Sight Test (page 47) for the whole group.

STOP!

If you are a Rep 5 Star, how many Grunts can you recruit? Recruit your 1st Band and roll 1d6 for each Grunt to determine their Rep. If you roll a success, they are Rep 4.

Groups are formed and disbanded as needed and consist of multiple figures. The smallest group is one figure. There is no limit on the maximum as long as they qualify as a group. What two requirements must be met to be part of a multi-figure group?

Star Leaders and Temporary Leaders use their Rep to activate the group they are with. If a Star Leader joins a group led by a Temporary Leader, the Star Leader takes over.

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of the active side's groups have been activated the other side can activate one group at a time based on the result of its activation die roll.

Example: A Blue 5 and a Yellow 4 were rolled. I went first and have finished activating all the groups I wanted to. It is now Jim Bob Joe's turn. He can activate only groups that are led by a Rep 4 or higher Leader.

TURN SEQUENCE

Now let's go over the rules in the order that you will use them during the game, starting with the Turn Sequence.

High Moon –Dead Reckoning is played in turns, with one phase of activation per side. Although Encounters (games) can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins each player chooses a different colored d6 to represent their side. If playing solo or same side, choose one for the NPC sider.

Example - I choose a blue d6 and Jim Bob Joe chooses yellow.

- At the start of each turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first.

- Only groups with a Leader whose Rep is equal to or higher than its Activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Yellow 4 were rolled. My side scored higher so I activate first. I can activate only groups that are led by a Rep 5 or higher Leader.

- After both sides have activated all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again – signifying the start of a new turn.

This system will mean that many times lower Rep figures will not be able to activate. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders!

MANY TURNS INTO ONE

With the Reaction System – allowing players to react to what the other player does when it isn't their turn – we are combining *traditional* game turns into longer *THW* turns. This means:

- No artificial stopping of action.
- Longer turns, but shorter games.
- You're always involved in the turn; no waiting for the other player to finish his turn.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules, but is much more effective.* Let's start with actions.

ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to the normal 8" or a successful Fast Move (page 11), ending its move facing as desired.
- Charge into Melee (page 18).

OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons or other items.

- Reload a weapon.

FIRING

In addition to the previous actions, figures can fire during the turn at the following times:

- Once when active.
- Each time called upon by any Reaction or Charge into Melee Test.

As mentioned previously, by combining multiple *traditional* turns your characters can fire more than once during each individual *THW* turn.

MOVEMENT

There are two types of movement, voluntary, when the figure is *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal movement is usually 8" for all figures.

FAST MOVE

If desired a figure can attempt to move faster than normal speed. Here's how we do it:

- Declare the intent of any figures in the *group* that want to Fast Move.
- Roll 2d6 for the group and compare each die score individually to the Rep of each figure Fast Moving.
- For each d6 passed, the figure is allowed to add 4" to its move.
- Figures declaring a Fast Move will count as Fast Moving regardless of the actual distance moved.

Example – A group of three figures want to Fast Move. I roll 2d6 and score a 4 and 5. Here's how the group will move.

The Rep 5 passes 2d6 and can move up to 16".

The Rep 4 passes 1d6 and can move up to 12".

The Rep 3 passes 0d6 and can move 8". All count as Fast Moving.

GOING PRONE

Figures can go prone at any time during their turn. Here's how we do it:

- Figures can *choose* to go prone if *active* or can be forced to go prone by a reaction result.
- Going prone ends their movement.
- To regain their feet takes half of their movement distance.

MOUNTED MOVEMENT

If desired, players can choose to use horses. Here's how we do it:

- If you have mounted figures, use them. If not, don't worry as we won't make you go out and buy any.
- Normal mounted movement is up to 16".
- Mounted figures can Fast Move normally, adding 8" per d6 passed.
- It takes one turn of Activation to mount a horse.
- Dismounting can be done at any time, but ends the rider's movement.

SPOOKING MOUNTS

When faced by supernatural creatures such as Vampires, Werewolves, Witches, and Zombies, horses will become spooked. Here's how we do it:

- Whenever a horse comes within 12" of any of these creatures, whether having a LOS or not, it will become uneasy and immediately stop.
- When next Active the character can attempt to force the mount to move closer to the spooking character. Roll 1d6 versus the Rep of the rider:
 - Pass 1d6 – The mount behaves normally.
 - Pass 0d6 – The mount refuses to move and roll 1d6. If a success is scored – score of 1, 2 or 3, the rider remains on the mount. If a 4, 5, or 6 are scored the rider is thrown and the mount has left the table. The rider is unhurt, but counts prone.
- When approached to within 6" by the spooking character the mount will become uneasy. Roll 1d6 versus the Rep of the rider:
 - Pass 1d6 – The mount behaves normally.
 - Pass 0d6 – The mount refuses to move and roll 1d6. If a success is scored – score of 1, 2 or 3, the rider remains on the mount. If a 4, 5, or 6 are scored the rider is thrown and the mount has left the table. The rider is unhurt, but counts prone.

STOP!

Each turn starts with two different colored d6 being rolled.

What happens if *doubles* are rolled?

High score activates first. Only groups with a Leader having a Rep equal or greater than the d6 result can activate.

After a group has activated and all reactions it caused are resolved, the next group can activate.

Review the actions available to each figure when active.

Normal movement is 8" and Fast Move can be up to 16". What is mounted movement? How do you Spook a horse?

THE REACTION SYSTEM

This section covers the heart of the THW system. It's called the *Reaction System*. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It's hot and you immediately let go of it. That's a reaction. Next you grab a towel and then grab the pot. That's an action.

Figures take Reaction Tests during the game when called upon. Let's look closer at each Reaction Test – In Sight, Shot At (page 14), and Man Down (page 14).

IN SIGHT

The In Sight Test is taken differently than the Shot At and Man Down Test.

Let's explain the difference between being In Sight and Out of Sight.

IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a Line of Sight (page 15) to that figure. This applies even if that figure is in cover, concealed or both.

A figure is out of sight when:

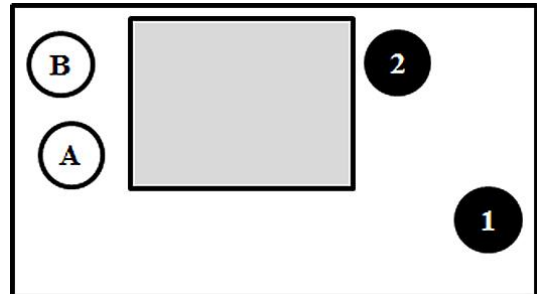
- It cannot be seen because of intervening terrain.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.

- It cannot be seen due to any other figure in the way.

TRIGGERING AN IN SIGHT TEST

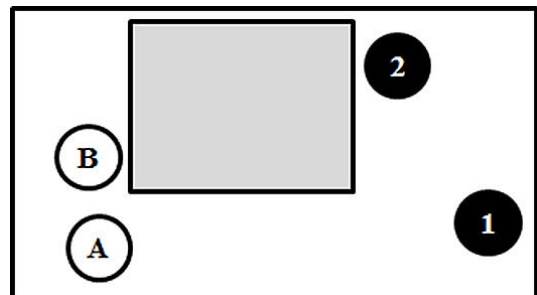
Whenever a group has an opposing group start Out of Sight and move into Sight – enter into its Line of Sight or LOS, the In Sight Test has been triggered. Here's how we do it:

- Note that not all figures in the group will qualify trigger the In Sight Test.



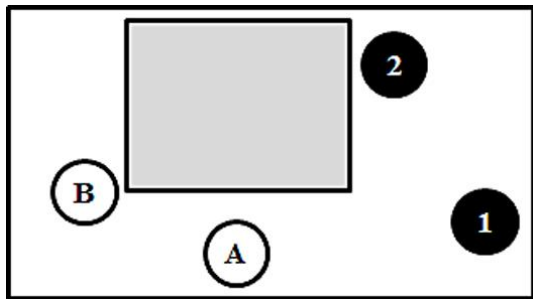
In this picture the white side cannot be seen by "1" or "2".

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.



In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "1" triggering the In Sight Test.

- Once the test is triggered the triggering group is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches (free). This movement could result in the figure going out of sight.



The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches, before the test is taken. Figure "A" moves closer to "1" while "B" moves to the edge of the house so "B" can see "1"; also putting "B" into sight of "1".

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches, all figures in sight of an enemy, or having the enemy in sight will take the test. Here's how we do it:

- Consult the In Sight Table (page 47).
- The Leader of each group with LOS takes the In Sight for the whole group. If the Star Leader does not have LOS the highest Rep figure that does, counts as the Temporary Leader.
- Each Leader starts with 1d6 per level of its Rep.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance.
- The Leaders roll their modified d6 total looking for successes – a score of 1, 2 or 3.
- The Leader scoring the most successes has won the In Sight.
- Only one side can win the In Sight Test. The moving side wins the In Sight only if it scores more successes.
- With multiple In Sights at the same time, it's not if you win, but if you lose. So if you beat one group, but lose to another, you lost the In Sight and can only react. After all In Sight actions are done, you react.

Example – Groups A and B come into sight of group 1. Group A scores 4 successes, group 1 scores 3 successes, and group B scores 1 success.

Group A goes first as it scored more successes than group 1. Group 1 reacts as it lost to Group A. Group B cannot act as it lost to Group 1, but it could active fire later in the turn as it is active. If it had scored more successes than Group 1 it could have acted along with group A.

After both Groups had finished their actions, Group 1 would have reacted.

RESOLVING IN SIGHT ACTIONS

Each figure in the winning group can now act in priority. Here's how we do it:

- Fire.
- If the figure cannot fire it will Charge into Melee if within 6".
- If the figure cannot fire or Charge into Melee it will Duck Back, if in enemy ranged weapons range.
- Otherwise Carry On.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight, becomes involved in it. The newly involved character makes an In Sight Test. If it beats the opponent's original In Sight result, it takes its In Sight Action.

COMPLETED IN SIGHTS

Once all figures in the winning group have completed their actions and appropriate Reaction Tests are taken, the active side continues its part of the turn. This could be additional movement and/or active fire.

STOP!

Take two figures and place them on the table, out of sight of each other. Both are Rep 4.

Roll 2d6 for Activation. Move the active figure into sight. Once the In Sight is triggered the figure can move 2" more before the In Sight is taken.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled by the applicable Circumstance? How can a moving side win an In Sight?

Just to recap. The In Sight is taken by the Leader in the group with a qualifying LOS. This means that a Temporary Leader could take the test. What is a Temporary Leader?

MORE REACTION TESTS

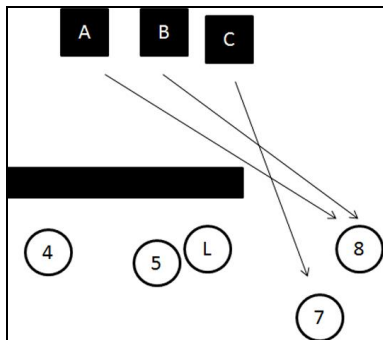
There are two additional Reaction Tests. They are:

- **SHOT AT TEST** – The figure was shot at and did not get hit.
- **MAN DOWN TEST** – The figure is within 4" and LOS of a friendly figure that was hit by fire.

HOW TO TAKE A REACTION TEST

The Shot At and Man Down Tests are taken in the same way. Here's how we do it:

- Consult the Reaction Tests Table (page 51)
- Determine what is causing the test; Fired On, Man Down or a combination of both. If more than one cause, you still roll 2d6, but apply the worse result.
- Determine which figures in the group must take the test. Note that there will be times when some figures will take the test and others will not.
- Start with 2d6 for the group taking the test.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified total of d6.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways.*
- Go down the left-hand column to the appropriate row and across to the appropriate column.
- Immediately carry out the result.



In the picture above we see the white group come into sight of three enemy figures. After the white group has moved 2 additional inches, only 7 and 8 are involved in the In Sight Test. After taking an In Sight Test, figures "A", "B" and "C" fire at "7" and "8". Note that the white Leader was not involved in the test and the higher Rep between 7 and 8 was used instead.

Both 7 and 8 are missed and they take a Shot At Test for being fired on. 2d6 are rolled and a 4 and a 3 are scored. Soldier 7 passes 2d6, so returns fire while soldier 8, due to a lower Rep, passes 1d6 and returns fire, but counts the Rush Shot penalty.

MULTIPLE RESULTS

There may be times when a figure qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worst result.

See the Status and Actions section for more details.

COMPLETING REACTIONS

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for, the figure immediately takes the new Reaction Test, cannot score better than the first result, but can score worse.

Example - A figure takes a Shot At Test and scores a result of Duck Back. The figure moves towards cover and into the sight of another enemy figure triggering an In Sight Test. The enemy fires and misses the ducking back figure before it has completed its move. The ducking back figure takes a new Shot At Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result, so continues on towards cover.

STATUS AND ACTIONS

The Reaction Tests, Melee, and Shooting can change the status of a figure or force it to act in a certain way. Here we will explain these terms.

CARRY ON

The figure is in good order and can act and react as desired. This is the best status the figure can have. A figure is considered to be carrying on if it is *not* doing any of the following. We have ranked them from best to worst.

- Return Fire.
- Rush Shot.
- Duck Back.
- Leave the Table.
- -1 to Rep.
- Out of the Fight.
- Obviously Dead.

-1 TO REP – The character has its Reputation reduced by 1 point by losing a Melee. Loses between melees remain. After all melees are over, the character's Rep returns to what it was prior to the melee, even if it went Out of the Fight.

HIGH MOON – DEAD RECKONING

DUCK BACK – Figure is trying to find cover. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward, ending its turn.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not fire until active or caused by a subsequent Reaction Test.
- Figures in Duck Back cannot see or be seen by the cause of the test, but those that go prone can.

LEAVE THE TABLE - Remove the figure from the table.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the fight. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RETURN FIRE – The figure immediately returns fire at the cause of the test.

RUSH SHOT - The figure immediately returns fire at the cause of the test, but takes the Rush Shot penalty.

STOP!

One set of 2d6 are rolled for each group taking the Reaction Test, but the results are applied to the Reps of each figure separately. This means that figures in the group may behave differently.

Take three figures and place them on the table. They are a Rep 5 Leader, a Rep 4 Cowboy, and a Rep 3 Cowboy. All three are fired on. The dice are rolled and a 4 and 6 is scored.

How many d6 did each pass? Look on the Shot At Test and see how the three Cowboys react.

RANGED WEAPONS

There are two ways to inflict damage in *High Moon – Dead Reckoning*. The first is by shooting and the other is by melee (hand-to-hand combat). Trust me on this; melee should be considered a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by three characteristics.

TYPE – What is the weapon is.

RANGE – The *effective range*, which is the range that the shooter feels he has a reasonable chance of hitting the target. This range is considerably shorter than most weapons' maximum ranges.

TARGET – The maximum number of d6 rolled when the weapon is fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the arc of fire (spread) of the weapon.

Example – A with a Target of 2 may fire 1d6 at two different targets as long as they are within two inches of each other, or 2d6 at one target.

TIGHT AMMO

Ammo in *High Moon – Dead Reckoning* is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. Here's how we do it:

- Anytime two or more *ones* are rolled when firing the weapon it is out of ammo and cannot be fired again until reloaded.
- It takes one turn of activation to reload the weapon. During this turn the weapon cannot be or have been fired.
- Figures reloading weapons may move, but cannot exceed their normal movement.
- The weapon is considered out of ammo after all d6 results have been applied to the target.

Example – Doc fires with a Shotgun and rolls a 1, 1, and 5. He scores one hit with the 5, but the two "ones" means he is out of ammo.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *High Moon – Dead Reckoning*.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Here's how we do it:

- LOS is to the front of the figure up to a 180 degree arc.
- Line of Sight extends across the whole table and is blocked by friendly figures, terrain, buildings and sometimes weather.
- In nighttime LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between figures inside woods is reduced to 12" in the daytime and 6" at night. If within 1" of

HIGH MOON – DEAD RECKONING

the edge of the woods the figure can see and be seen from outside the woods normally.

- LOS in *inclement weather* such as fog, rain or snow, is reduced to 12" in the daytime and 6" at night.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see, but does not stop a bullet. Concealment comes into play when taking the In Sight Test.
- *Cover* stops a bullet from hitting parts of your body, so it makes you harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? Consult the Cover or Concealment Table (page 47).

RESOLVING FIRE

Fire continues between figures until one is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more *ones*.
- One figure has ducked back.
- One figure has left the Encounter.
- One figure has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

Example – Joey fires his rifle at Kate and misses. Kate takes the Shot At Test and fires back with her Scattergun and scores a hit. This ends the fire between the two figures.

TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side when shooting or the charging side if going into melee determines target allocation.

All figures must be targeted at least once before being targeted a second or third time by other figures.

Figures in reaction will always target the figures that shot at them. When taking an active fire the character may choose his targets.

APPLYING THE TARGET DICE

A figure can apply its Target Dice as desired. Here's how we do it:

- Before firing, the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple shots applied on it.
- Roll the dice and arrange them from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.
- Best bet when you're shooting? Always apply one shot to the first target and the rest to other targets.

Example – Hans fires his Shotgun at Charles and Billy Pink. He declares to fire 1d6 at the first target, Charles, and the rest at Billy. Hans rolls a 3, 5 and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Charles and the rest applied to Billy.

SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Consult the Ranged Combat Table (page 47).
- Roll 1d6 per point of Target of the weapon.
- Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.
- Next add each d6 individually to the shooter's Reputation to arrive at a total. There is no need to modify the total as it is built into the table.
- Go down the left-hand column to the appropriate row then across to see the result.

Example - Billy Pink (Rep 5) fires his Pistol at Hans who is in cover. Billy rolls a 3 and 6. Each die is added to the Rep of Billy (5), which results in an 8 (5+3 = 8) a miss and an 11 (6+5 = 11) a hit.

DETERMINING DAMAGE

Each time a figure is hit the shooter rolls on the Damage Table. Here's how we do it:

- Consult the Damage Table (page 48).
- Roll 1d6, read the result as rolled and go down the left-hand column to the appropriate row and across to see the result. Be sure to use the column for Shooting.

Example – Billy Pink has hit Hans (Rep 4) with his Pistol. Billy rolls 1d6 and scores a 4. This is equal or higher than Hans's Rep, but not a 6, so Hans goes Out of the Fight.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with an Out of the Fight figure he can choose to automatically dispatch the

figure or capture it. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

FIRING TWO WEAPONS AT ONCE

It is possible to fire two weapons at a time. Here's how we do it:

- The player can use any weapons he desires.
- Figures firing two weapons will always count the Rush Shot penalty when firing each.

PITIFUL SHOT

Rep 3 and lower figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- Whenever a figure fires and rolls a "6", but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again.
- If the score is equal to or lower than his Rep a hit is scored.
- Otherwise, treat the result as a miss requiring the target to take a Shot At Test.

Example – Benny (Rep 3) fires at Charles who is in cover. He scores a 6, but still cannot score a hit. Benny can use the Pitiful Shot rule and rolls another 1d6 and scores a 2 which is under his Rep of 3. Charles has been hit.

FIRING AT MOUNTED TARGETS

When shooting at a mounted target there is a chance that the mount will be hit instead. Here's how we do it:

- Consult the Ranged Combat Table (page 47).
- If an 8 is scored the shooter has hit the mount instead.
- Roll 1d6 – If a success is scored – score of 1, 2 or 3, the rider remains on the mount. If a 4, 5, or 6 are scored the rider is thrown and the mount has left the table. The rider is unhurt, but counts prone.

DRAW!

Weapons are considered to be holstered unless specified otherwise. Rifles and other guns not used with a holster can still be used in a Draw. They are assumed to be at the side and not pointed at the target until the Draw Test is taken.

There is another version of shooting unique to the "Wild West". That's the "Draw!" as depicted in movies and made famous by such events as the Gunfight at the OK Corral.

This event differed greatly from normal shooting in that the combatants start the fight with pistols holstered. Then they try and draw their pistols and fire effectively before

the other guy can. Many gunfights started with an argument, drawn weapons, wild shots, and the opponents retiring to cover to carry on a proper fight. These types of gunfights are called "Draw!" So as Buckshot Roberts said, "Let's dance!" ⁽¹⁾ Here's how we do it:

- Consult the Draw Table (page 48).
- Targeting is carried out normally (page 16).
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 or how successes are scored by any applicable Circumstance.
- Roll the modified number of d6, looking for successes.
- Characters fire using the Ranged Combat Table from most successes scored to least successes scored, with ties being resolved simultaneous.
- After all figures that can, have fired, Reaction Tests are taken by both sides.

(1) Uh, Ed, Readers, Bob Minadeo of Six Gun Sound fame here. That was Brian Keith playing "Buckshot" Roberts in "Young Guns" who said "Let's Dance". What "Buckshot" Roberts actually said was – "Not much, Mary Ann!" which somehow failed to make it into the history books.

Example – Billy Pink the notorious Gunslinger has found himself in a Draw with Jim Bob Joe and Carl. After all three of the characters have taken the Draw Test, Billy goes 1st, followed by Carl then Jim Bob Joe.

Billy fires with 2d6, 1d6 at both targets. He hits Carl, but misses Jim Bob Joe. Billy rolls on the Damage Table (page 48) and takes Carl Out of the Fight.

Carl cannot fire, but Jim Bob Joe can. He fires at Billy and misses. Now that all firing has been resolved, Reaction Tests are taken. Billy is a Star so uses Free Will on the Shot At Test and chooses to pass 2d6, returning fire.

Jim Bob Joe takes the Shot At and Man Down Tests. He rolls 1d6 and passes 1d6. Taking the worst, result he Ducks Back. As he heads for cover Billy fires and misses. Jim Bob Joe takes another Shot At Test. Passing 0d6 he Leaves the Table.

BROUGHT A KNIFE TO A GUNFIGHT?

If a character in the Draw does not have a gun – maybe has a knife or if a Vampire or Werewolf, will melee instead. The procedure is the same. Knife/Tomahawk wielders will throw their weapons while a meleeing character charges into contact and melee is fought. No Charge into Melee Test is taken, but the target can fire if he has not done so!

Witches? They'll cast Damage Spells (page 38).

STOP!

Weapons are defined by the distance they can fire out to (Range) and the number of d6 they roll when firing (Target).

To shoot you need a clear Line Of Sight to the target. Roll 1d6 for each point of Target and add each to the Rep of the shooter. Arrange the dice from highest to lowest when firing.

Take out two figures. One is a Rep 3 with a Pistol and the other a Rep 4 with a Shotgun. Place them out of sight of each other.

Roll activation and move the active figure into sight. Take the In Sight Test. Resolve any fire. Take any Shot At Test as needed. Continue the gunfight until it stops. How can it stop?

- Chargers can declare a charge at any time during their turn, even if the target of the charge was out of LOS at the start of the charger's turn.
- The charging figure must have a clear LOS to the target figure at the time it charges.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.
- Move the charger to 1" from the target. It's now time to take the actual test.

Example – A Deputy comes into sight of two Outlaws. The Outlaws win the In Sight. As all weapons are holstered, they decide to Charge the Deputy. If they wanted to pull their weapons, the Draw Test would have to be taken. All three roll on the Charge into Melee Test and the Deputy results are applied separately to each Outlaw.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

MELEE WEAPONS

There are two types of hand to hand weapons, with creatures counting as using them for their natural abilities.

- **One Hand Weapon** – Those used with one hand such as a knife. Using a one hand weapon gives the user +1d6 in melee and can cause lethal damage.
- **Two Hand Weapon** – Those used with two hands such as an axe or spear when used with two hands. Using a two hand weapon gives the user +2d6 in melee and can cause lethal damage.
- **Vampire or Werewolf** – Count as using Two Hand Weapon and can cause lethal damage.
- **Zombies** – Do not use Melee Weapons, but can cause lethal damage.
- **Elk and Deer** – Count as not using Melee Weapons and can cause lethal damage.
- **Other Creatures** – Count as using Two Hand Weapon and can cause lethal damage.

CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- The test is taken by the figure and not the group.
- The figure can be active or inactive.
- The test can be taken at any time during the turn.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- Consult the Charge into Melee Table (page 48).
- Each figure starts with 2d6.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the figure.
- Determine how many d6 each figure has passed.
- Go down the left-hand column to the appropriate column then across to the appropriate column.
- Immediately carry out the results.
- If charged by more than one figure, the target will apply its result against all of the figures separately. This may mean the target could fire at one or more chargers, but only if armed with an un-holstered weapon with adequate Target.

Example – The two Outlaws charge the Deputy. The Deputy passes 2d6; one Outlaw passes 2d6, and the other 1d6. The Deputy cannot shoot as his Pistol is holstered, but if he could shoot, he would have put 1d6 on each.

MELEE COMBAT

After the Charge into Melee Test is resolved the charger is moved into contact with the target. Now it's time to melee.

- Consult the Melee Combat Table (page 48).
- Each figure starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Circumstance.
- Each figure rolls its modified number of d6, counting all successes – scores of 1, 2 or 3.
- Compare the number of successes scored by each figure.

- If both sides score the same number of successes, immediately re-fight the melee.
- If one figure scores more successes he has won the melee.

MELEE DAMAGE

The figure that scores more successes than his opponent has won the melee and can inflict damage. Here's how we do it:

- Consult the Damage Table (page 48)
- Roll 1d6 and add the number of successes the winner rolled more than the loser.
- Go down the left-hand column to the appropriate row and across to see the result. Be sure to use the column for Melee.
- Immediately carry out the result.

Example – Billy Pink (Rep 5) is in melee with Jim Bob Joe (Rep 4).

Pink starts with 5d6 for Rep and adds the following modifiers: +1d6 for using a One Hand Weapon. He rolls 6d6 and scores a 1, 2, 2, 3, 4 and 5 for four successes.

Jim Bob Joe starts with 4d6 for Rep and adds the following modifiers: +2d6 for a Two Hand Melee Weapon. He rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.

Pink scores two more successes than Jim Bob Joe. He rolls 1d6, scoring a 3. Adding the 2 more successes he scored over Jim Bob Joe gives Billy a result of 5. Looking on the Damage Table we see he has taken Jim Bob Joe Out of the Fight.

If he had scored less than Jim Bob Joe's Rep of 4, another round of melee would immediately be fought with Jim Bob Joe counting a -1 to his current Rep. Note that after all melees involving Jim Bob Joe, any lost Rep during melee is recovered.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to three figures can melee one figure.
- The side with more figures decides in what order its figures will attack.
- Attacks are carried out one on one.

RETRIEVING WOUNDED

Characters can attempt to recover their wounded during the Encounter. Here's how we do it:

- When active or when Ducking Back in reaction, a Grunt will roll 1d6 versus its Rep.
 - If pass 1d6 it will attempt to retrieve wounded friends.
 - If pass 0d6 they will not.
- Stars can always choose to retrieve wounded.
- Now move the figure into contact with the wounded figure.
- Pick up the wounded figure, reduce the remaining movement by 2", and move the remaining distance.
- Figures carrying wounded can take the Fast Move Test, but can only pass 1d6.
- Figures can fire weapons when retrieving wounded figures, but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded.
- Figures fired on while retrieving wounded will count as if in cover, with any result of miss due to cover counting as a hit on the wounded figure.

AFTER THE ENCOUNTER

If you are keeping the same characters to use in multiple Encounters (a Campaign) you must see if the Out of the Fights and those that left the Encounter will return. Here's how we do it:

- Consult the After the Encounter Recovery Table.
- Roll 2d6, read each result as rolled and compare it to the Rep of the figure.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

2

AFTER THE ENCOUNTER RECOVERY

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Figure returns to the Band.
1	Out of the Fight returns to the Band. Those that left the Encounter do not return.
0	Figure does not return.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Roll 2d6 for Activation.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time, with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers? If so you were incorrect as the test is taken by individual figures – different than a Reaction Test.

Resolve a multi-figure melee. How many figures can melee one figure at the same time? Remember that melees are carried out on a one on one basis.

If you do not use a weapon in melee the worse damage a character can take is Out of the Fight, but he could never return.

CHALLENGE

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You can do it by taking a Challenge. Here's how we do it:

- Decide on what the *challenge* is.

Example – I want to jump from the roof of a building to the street.

- Decide what a *success* looks like.

Example – If I am successful I will make it onto the street uninjured.

- Decide what the *consequences* of failure will be.

Example – If I fail I will damage a leg and reduce my movement by half.

- Consult the Challenge Test Table (page 49).
- Modify the Rep of the Challenger by any applicable Circumstance.
- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.

- Immediately carry out the result.

CHALLENGE – HIRING

Need to hire someone that isn't in your Class? Use a Challenge Test (page 49). You can't recruit them, but you can hire them for one Encounter. If you hire them, you can count subsequent Challenges with the same character as very easy.

BUILDINGS

We handle buildings in an abstract and simple way so as not to slow down game play.

BUILDING SIZE AND AREA

Buildings come in different sizes with the larger ones being composed of more than one area. Here's how we do it:

- Buildings that are roughly 6" x 6", when playing with 28mm figures, are small and have one area.
- Buildings that are considerably bigger will have multiple areas. You can tell this by looking at the building and deciding the number of areas before the Encounter.
- Additional floors above the ground floor will also count as additional areas.

ENTERING AND EXITING

Figures may enter or exit a building when active or inactive. Here's how we do it:

- Entering or exiting through a door reduces movement by 2".
- Entering or exiting through a window reduces movement by 4".
- Moving between floors takes one turn of activation or reaction.

COVER OR CONCEALMENT

Buildings can provide cover and concealment to those inside. Unless specified as being at a window or door, figures inside buildings cannot be seen. Refer to the Cover or Concealment Table (page 47) for more info.

FIRING FROM BUILDINGS

Figures inside a building can fire at targets outside. Here's how we do it:

- Up to two figures can fire from a door or window.

TERRAIN

Encounters may specify what the terrain will look like, but in general just populate the board with appropriate scenery.

We recommend using whatever you already have.

SETTING UP THE TABLE

Now that you know all the rules, it's time to set up and play your first game. First start with a flat space at least 3'x3'.

GENERATING TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the table.

1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section. In this case the board is square, but you may be using a rectangle. It doesn't matter, just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

2 – Determine the overall terrain type of the table. You can base this on the actual terrain that the forces fought over or simply roll 1d6 and read the result as rolled.

- 1 – 3 = Clear.
- 4 = Settled.
- 5 = Wooded.
- 6 = Mountainous.

Example – I have divided the table into nine sections, but do not know what type of terrain it will have. I roll 1d6 and score a 4. I will use the Settled column to determine the actual terrain in each section.

TYPES OF TERRAIN

There are four types of terrain. They are-

Clear: This terrain is flat and does not conceal or provide cover.

Settled: This represents areas with lots of buildings.

Wooded: This represents dense wooded or jungle areas that slow travel and obscure vision.

Mountain: These are legitimate mountains that hinder or prevent movement through them.

HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the table it's time to see what the table will look like. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled and consult the Terrain Generator Table.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

1 TERRAIN GENERATOR

(Read the result as rolled)

#	CLEAR	SETTLED	WOODED	MOUNTAIN
1	Clear	Clear	Clear	Impassable
2	Clear	Clear	Clear	Clear
3	Clear	Clear ^(B)	Woods	Impassable
4	Clear ^(B)	Clear ^(B)	Woods	Woods
5	Hill	Hill ^(B)	Woods ^(B)	Woods
6	Woods	Woods	Wooded Hill	Impassable

(1) (B) See Types of Buildings (page 22).

Example – I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. Each area of terrain must cover at least 75% of the section that it is in. The boundary of the terrain area should be easy to distinguish.

CLEAR

These are open areas that do not provide cover or concealment.

HIGH MOON – DEAD RECKONING

HILL

These are elevations that slope down in two directions and block Line of Sight between figures on opposite sides of its crest or ridgeline.

- Figures within 1" of the crest or ridgeline of the hill are considered to be in cover to those on the opposite side. They can see and be seen from those on the other side.

IMPASSABLE

These are the bases of inaccessible mountains or sheer cliff sides. Think of the sides of a mountain pass.

- Movement through Impassable terrain is not allowed.

BUILDINGS

When a result of (B) is rolled on the Terrain Generator Table there will be buildings in the section. Here's how we do it:

- There will be 3 + 1/2d6 buildings if on a "Settled" table, 1/2d6 if not.
- Sections with Buildings will have a 6" wide street running through them. The streets will extend into other sections, whether having Buildings in them or not, exiting the table on opposite edges.

After you have determined the number of buildings check the Building Types Table to see what they are.

WOODS

These include woods, marshes and areas of rough terrain providing cover and concealment.

- Movement is reduced to half speed.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those within one inch of the edge of these terrain features count as concealed and in cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend using buildings you already have; just be sure to divide them into 6" x 6" areas. But if you really want us to tell you how big they are, well Here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table.

- Go down the left-hand column to the appropriate row then across to the appropriate column for the overall terrain type.
- Place that type of building in the center of the section, if it is the first one placed. Otherwise place it 1/2d6" from another in any direction.
- Taller buildings are placed towards the center of the section.

1

BUILDING TYPE

(Read the result as rolled)

#	CLEAR, HILLS, OR WOODED	SETTLED
1	One area – one floor.	One area – one floor.
2	One area – one floor.	One area – one floor.
3	One area – one floor.	Two areas – one floor.
4	Two areas – one floor.	Two areas – one floor.
5	Two areas – one floor.	Two areas – two floors.
6	Two areas – two floors.	Three areas – two floors.

BUILDING PURPOSE

Every building has a purpose. We've included a number of buildings and businesses for your town. You can decide how many of each type you want. I recommend having Houses equal to three times the number of other buildings you have, but usually not much action will happen there so you could decide not to have any.

We've also labeled them by *should have* for smaller towns and could have for *bigger ones*.

Different buildings will help you generate your stories.

X

BUILDING PURPOSE

SHOULD HAVE	COULD HAVE
Bank	Barber & Baths
Blacksmith, Livery & Stables	Brothel
Boarding House & Café	Café & Hotel
Church	Claims Office/Telegraph
Doctor/Dentist	Feed & Grain
Café	Hardware Store
General Store	Jeweler & Watch Maker
Hotel	Dry Goods & Tailor
House	Lawyer
Saloon	Marshal & Jail
Schoolhouse	Newspaper
Sheriff & Jail	Photography Studio
Undertaker	Post Office

STOP!

Review how a Challenge is taken. What happens if you pass 1d6?

Buildings can be divided into more than one area. We use roughly 6" x 6" per area, but just be sure to let everyone know how many areas each building has.

The table is always divided into nine equal sections. They do not have to be square just as long as they are equal in size.

You can choose your terrain or randomly generate it.

What terrain reduces movement through it by half?

PLAYING THE GAME

As you may or may not know, all THW games can be played solo, same side (cooperatively), and head to head (competitively). Feel free to play anyway you like.

SOLO AND SAME SIDE

The solo and same side rules are brilliant. You do not draw a card to see if a group moves; nor do you have to “make the best decision” for the non-player enemy. The game mechanics in *High Moon – Dead Reckoning* does all that for you.

Playing with everyone on the same side is also great for teaching the game to newcomers and non-gamers.

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has before and during the Encounter. By using PEFs we create an uncertainty as to the size of the enemy force, its composition and location. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table will contain a Possible Enemy Force or (PEF).
- Place a marker of any type in this section of the board to represent the PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no feature is present, place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board.
- It is possible to have more than one PEF in the same section.
- PEFs have a Rep of 4.

PEF MOVEMENT

PEFs move just like they were groups of characters. Here's how we do it:

- When the PEFs are active, start with the PEF farthest from any player group.
- Consult the PEF Movement Table (page 44).
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- Any contact that the PEF causes must be resolved prior to moving the next PEF, the next one farthest from any player group.
- PEFs do not suffer any terrain movement penalties, but will stop in cover when possible.

RESOLVING PEFs

When a player group and a PEF have a LOS it's time to resolve the PEF. Here's how PEFs are resolved:

- Consult the PEF Resolution Table (page 44).
- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and the PEF cannot.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- Remove the PEF marker whether it is replaced with figures or not.

WHAT ARE THEY?

Now that you know how many figures you have contacted, let's see what they are. Here's how we do it:

- Consult the What Are They Table (page 44).
- Roll 2d6, add the results together.
- Modify the total by any applicable Circumstance.
- Go down the left-hand column to the appropriate row.
- Go across to the appropriate column to see what you have met.
- Consult the appropriate What Are They Table (page 44) for the Class.
- Roll 1d6, read the result as rolled and go down the left-hand column to the appropriate row then across to see the results. A second 1d6 roll may be needed.
- Immediately carry out the results.

DEFINING MOMENT

Besides PEF there is another way to meet other characters. It's called a Defining Moment. Here's how we do it:

- If there is a PEF inside a building skip this step and resolve the PEF normally. If there is not a PEF inside, continue on to the next step.
- When you enter a building for the *first* time we call it the Defining Moment. Resolve it just like you would a PEF. Remember that PEFs have a Rep of 4.

Example – Billy Pink and Sammy have just entered town. When active they enter a Hotel. There isn't a PEF inside so they have a Defining Moment. Billy rolls 2d6 versus the PEF Rep of 4. He scores a 1 and 3, passes 2d6, and consults the PEF Resolution Table (page 44). This gives a result of Contact!

Billy rolls 1d6 and scores a 6. They have met 4 NPCs.

He now rolls 2d6 on the What Are They Table (page 44) and scores an 11. Looking on the In Town column we see they have met a Witch. Billy now rolls 4 times on the What Are They – Witch Table (page 45).

He scores a 1, 4, 5 and 5. They have met 1 Witch, 1 Cowboy, and 2 Townsfolk. Billy rolls 1d6 for the cowboy and scores a 6 – oh great, it's a Werewolf instead, but in human form. See 13 on the In Town Column of the What Are They Table for why.

MULTIPLE MOMENTS

So you just had a Defining Moment. Want more? Here's how we do it:

- If you choose to stay in a building through to another Day Part (page 25) there will be another Defining Moment.

LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play, create your PEFs. Maybe pick three or four Cowboys to form a recurring gang for your adventures. Or create a NPC Star that can help or hinder your Band. You can even use your Band as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same gang that you ran into two Encounters ago but if you need a gang you have one ready.

Any work you do before your games will help make your games run smoother and quicker.

FRIENDS OR FOES?

When you resolve a PEF it needn't always be hostile. Here's how we do it:

- When the PEF has been resolved as NPCs roll 1d6 and add the result to their number of characters.
- Roll 1d6 and add the result to the Rep of the Leader of the non – PEF Band – normally you.
- If the NPC total is more than your total, they are enemies. Go to a Confrontation (page 27).
- If the total is not more, move the characters to within 3" of each other and Talk the Talk (page 46).
- Zombies are always hostile.

TALK THE TALK

Talk the Talk is used when the character interacts with Non-Player Characters – Creatures and Zombies cannot Talk the Talk. An example would be the character trying to recruit a character. Here's how we do it:

- Consult the Talk the Talk Table (page 46).
- Move the characters to within 3" and LOS.
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 for the character taking the Talk the Talk by any applicable Circumstance.
- Roll the modified number of d6 looking for successes – a score of 1, 2, or 3.
- Determine how many successes each character scores.
- Compare the number of successes scored by the character to the number scored by the NPC Leader – or individual if only one.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

FAVOR

Favors are used to advance your stories. They are things that a NPC will do for a player. They can be anything you want them to be, as long as it doesn't harm the NPC. Here's an example of some Favors.

- Buy you a drink.
- Give you some information.
- Trade a weapon with you.
- Give you a horse.
- Give you a place to stay.
- Your choice – just decide what it is before the Talk the Talk.

CONFRONTATION

When directed by the Talk the Talk Test, characters can have a Confrontation (page 27). In addition, players may choose to have a Confrontation.

Once you have a Confrontation with NPCs they are always considered Enemies if you meet them again.

Example – A rival NPC Cowboy from another ranch is active and scores a result of exchange pleasantries with you on the Talk the Talk Test.

You activate next and decide to have a Confrontation.

MEETING THEM AGAIN

This is a very important rule so remember it!

When taking a Talk the Talk with NPCs, there is a chance that they will remember you, and that you may have made a good or bad impression on them. To enhance your story, we recommend that you keep track of NPCs you meet, just in case you meet them in the future. Here's how we do it:

- When you run into an NPC Class (sub-Class if Humans) that is the same as an NPC you have met in the past, roll 1d6.
- On a score of "1" you have run into that NPC from the previous Encounter.
- If you have met more than one NPC of the same Class in the past, roll 1d6 for each, and the higher result is the NPC you have met.
- If there is a tie, you have met all of those NPCs.
 - If they are Enemies they will be in the same group and know each other.
 - If they are Friends they will be in the same group, and will know each other.
 - If the NPCs are Enemies and Friends, the Friends will join you.
- In either case, take a Talk the Talk Test.

Example – Billy Pink enters the Silver Saloon and has a Defining Moment (page 24). Billy has run into three NPCs. Rolling on the What Are They Table (page 44) has them resolve as Cowboys. He rolls 1d6 and scores a "1". This means he has met at least one of them before. There are two Cowboys that Billy has previously met. He rolls 1d6 for each and scores a tie. This means both will be there.

One is Jim Bob Joe, an Enemy. The other is Heinrich, someone who is a Friend. This means they will not be in the same group. What about the 3rd Cowboy from the Defining Moment? There's a 50/50 chance of him being with either NPC so I figure a success would make him with Heinrich and a failure with Jim Bob Joe. I score a 6; he's with Jim Bob Joe.

Heinrich joins Billy and we now take a Talk the Talk Test.

HOW THE ENEMY MOVES

When PEFs are deployed they will move according to the PEF Movement Table (page 44).

When PEFs are resolved and figures placed on the table these non-player figures use the NP Movement Table. Here's how we do it:

- Start with the Non-Player group with the Leader with the highest Rep.
- Consult the appropriate NP Move Table (page 46).
- Roll 1d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row, then across to the appropriate column.
- Immediately carry out the result.

Example – Activation dice are rolled and the enemy activates first with a score of 4. This means that only enemy groups with a Rep 4 or higher Leader can activate. I start from high to low and the Rep 5 group goes first. I roll a 3, passing 1d6. Looking on the NP Move – Human Table I see that the Cowboys will fire.

DAY PARTS

Encounters can occur at any time of the day and we have broken the day into four parts. Here's how we do it:

- **Morning** – The early part of the day after the sun has risen.
- **Daytime** – From the mid-day until the sun sets.
- **Evening** – Early in the night.
- **Night** – The time separating the evening from the morning.

DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

EVENING

Visibility is reduced during the Evening Day Part. Here's how we do it:

- Vision is reduced to 12" between characters and PEFs as well.
- Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.

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NIGHT

Visibility is reduced during the Night Day Part. Here's how we do it:

- Vision is reduced to 6" between characters and PEFs as well.
- If there is a full moon (1) this increases to 12".
- Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.

WHAT DAY PART AND WHEN?

When an Encounter takes place can depend on a variety of factors. We make it simple instead. Here's how we do it:

- Before the Encounter starts, consult the Day Part Table.
- Roll 2d6 and add the results together.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the appropriate row and across to see the Day Part of the Encounter.

2	DAY PART
(Add the scores together)	

CIRCUMSTANCE	MODIFIER
Carousing	+2
Confrontation	-1
Raid/Rescue	-
Riding the Trail	-

#	DAY PART
2 or less	Morning
3	Morning
4	Morning
5	Daytime
6	Daytime
7	Daytime
8	Evening
9	Evening
10	Evening
11	Night
12 or more	Night

ADVANCING DAY PARTS

During an Encounter it is possible for the Day Part to move forward. Here's how we do it:

- The player declares his intention to wait inside a building or another location (street, trail, etc.) until the next Day Part is advanced.

Example – It's Daytime and Billy Pink and Sammy decide to wait in the Silver Saloon until the Evening. This advances the Day Part and means another Defining Moment must be resolved as new NPCs may have entered the building.

ENCOUNTERS

We call your *High Moon – Dead Reckoning* adventures Encounters. We have provided you with four Encounters. They are:

- Carousing (page 27).
- Confrontation (page 27).
- Raid/Rescue (page 29).
- Riding the Trail (page 30).

Riding the Trail will be your first Encounter. After that it's up to you.

WHERE?

Encounters can happen in two places: In Town or Out of Town.

USING TERRAIN OR NOT?

If desired, a quicker and more RPG game can be played that does not require setting up terrain. This method can be used to speed up play between PEF Resolution. Here's how we do it:

- Set aside a 12" x 12" area to play on *if using figures*. No need to place any terrain in the area, but you can set up small bits of terrain if you like.
- Go right to resolving PEFs (page 44). We are assuming that every PEF will come into LOS, one after the other.
- When a PEF is resolved as Contact, determine the type and number of NPCs.
- If combat does not occur, use the Talk the Talk procedure (page 46).
- If and when combat occurs, gather your figures and the NPCs together.
- Place your figures within 2" of one edge of the 12" area. Do the same with the opposing figures on the opposite edge.
- The game can now begin and is played normally.
- Roll an In Sight Test or Draw to begin the fight.
- Stationary figures are considered to be concealed and in cover as people will tend to find cover when a gunfight starts. If a Draw, all figures count as stationary to start, but not in cover.
- Moving figures are considered to be concealed, but not in cover.
- On a result of Duck Back, turn the figure so its back is facing the enemy. This represents them in

HIGH MOON – DEAD RECKONING

Duck Back status. Any Duck Back that pops into view when next active triggers another In Sight.

- On a result of Leave the Table, remove the figure.

CAROUSING

After too many days on the trail it's time to burn the candle at both ends. The town offers many good times, but many dangers as well.

OBJECTIVE

- You can recruit Grunts, attempt to hire other Classes, or just hang out and see what happens.
- For a successful Carousing Encounter, you must have at least one successful Talk the Talk and no unsuccessful ones.

FORCES

- You *may* take members of your Band, if they are available, and if you choose to. See Band Availability (page 27).
- NPCs will be generated as per the Special Instructions.

TERRAIN

- The Encounter takes place In Town.
- The board is divided into nine sections and terrain generated as follows.
- Sections 2, 5 and 8 form the main street.
- Populate each section with any buildings you desire. Each building must be on the edge of the section and in contact with the main street.
- Place alleys between buildings if desired.

DEPLOYMENT

- You must enter and exit the table through section 8.
- The Target Building, where you will carouse, is in section 1, adjacent to the main street.
- PEFs are generated and deployed as outlined in the PEF section (page 23).

SPECIAL INSTRUCTIONS

- The player can choose in which Day Part (page 25) the Encounter is occurring.
- Enter the table through section 8.
- After you have entered the table, place the PEFs.
- Roll activation.

- When the PEFs activate go to the PEF Movement Table (page 44).
- Resolve PEFs as needed (page 44).
- There will be three Defining Moments (page 24) in the Target Building unless you are going in the Evening Day Part. If you are, then double the number of Defining Moments.
- Be sure to check for Friends or Foes (page 24).
- Remember to use the Talk the Talk (page 24) to recruit new Grunts and a Challenge Test (page 20) to hire a character of another Class.
- Use the NP Move Table (page 46) when needed.
- Play continues until the player has accomplished his objective, been incapacitated, or leaves the table

BAND AVAILABILITY

Members of your Band may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each member of your Band.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

OPTIONAL REP D6 TO BE GAINED

The characters can gain Rep d6 (page 31) during this Encounter. Here's how we do it:

- Gain one Increasing Rep d6 for each successful Talk the Talk.
- Gain one Decreasing Rep d6 for each failed Talk the Talk.

CONFRONTATION

In this Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

OBJECTIVE

- To escape unharmed if you are being confronted or to cause harm if doing the confronting.

FORCES

- You *may* take members of your Band, if they are available, and if you choose to. See Band Availability (page 28).

HIGH MOON – DEAD RECKONING

- NPCs will be generated as if passing 2d6 on the PEF Resolution Table (page 44).

TERRAIN

- The Encounter takes place In Town or Out of Town.
- The board is divided into nine sections and terrain generated normally (page 44) if Out of Town.
- If In Town, sections 2, 5 and 8 form the main street.
- Populate each section with any buildings you desire. Each building must be on the edge of the section and in contact with the main street.
- Place alleys between buildings if desired.

DEPLOYMENT

- If In Town, the Confrontation takes place in the street (1 – 3), in a building of choice (4 -5) or in an alley (6).
- If Out of Town, the Confrontation takes place in section 5.
- PEFs are not used.

SPECIAL INSTRUCTIONS

- The Encounter happens during the Morning (1), Daytime (2 – 3), Evening (4 – 5), or Night (6).
- Place your Band in the center of the section.
- Place the opposing group 6" away and in LOS of your group.
- Go to Walk the Walk with both sides counting as active.
- Play continues until the player has accomplished his objective, been incapacitated, or leaves the table.

BAND AVAILABILITY

Members of your Band may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each member of your Band.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

WALK THE WALK?

It's come time to physically settle the issue. The opposition has you cornered and intends to do you physical harm. How bad? Here's how we do it:

- Non-Human Classes will use deadly force.

- For humans versus humans:
 - **Gunmen** will always use deadly force.
 - **Cowboys versus Cowboys** may (1 – 2) use deadly force.
 - **Cowboys versus Townsfolk** will not use deadly force, just a good old fashion butt kicking. Unless you make them do it twice, then count them as Gunmen.
 - **Townsfolk versus Townsfolk** will not use deadly force, just a good old fashion butt kicking. Unless you make them do it twice; then count them as Gunmen.

NON-LETHAL FORCE

When not using deadly force, the characters will fight in a melee, but without using weapons. Any result of Obviously Dead becomes Out of the Fight.

OKAY, LET'S GET STARTED

Here's how we do it:

- If using non-lethal force, go to an In Sight with the active side charging into melee. No Charge into Melee Test is taken.
- If using deadly force all characters are involved in a Draw (page 17).

The combat continues until one side has left the table or has had all of their characters go Out of the Fight or worse.

OPTIONAL REP D6 TO BE GAINED

The characters can gain Rep d6 during this Encounter. Here's how we do it:

- Gain one Increasing Rep d6 for each opposing character you defeat – Out of the Fight, Obviously Dead, or cause a Leave the Table result – but only if you were alone on this Encounter.
- Gain one Decreasing Rep d6 for each of your Grunts that go Out of the Fight, Obviously Dead, or scored a result of Leave the Table.

RAID/RESCUE

In the Raid Encounter you will be the raiding side. You can choose to raid anyone you want, for any reason. This is also used for robbing banks. If you are being raided, just flip the script!

OBJECTIVE

- You can be raiding to rescue a hostage or to take someone or something. Feel free to choose the reason behind your raid. Heck, even rob a bank!
- You must accomplish what you set out to do if you are raiding.

FORCES

- If playing a rescue, a member of your Band, rolled at random, has been taken hostage. You can use as many of the remaining members as desired.
- Decide ahead of time who is the Enemy. NPCs will be generated as per the Special Instructions.

TERRAIN

- The Encounter takes place Out of Town or In Town.
- The board is divided into nine sections and terrain generated normally. There will be 1/2d6 buildings in section 2.

DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 23).

SPECIAL INSTRUCTIONS

- The player can choose in which Day Part (page 25) the Encounter is occurring.
- Set up your force in sections 7, 8, or 9, or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the PEFs activate go to the PEF Movement Table (page 44).
- Resolve PEFs as needed (page 44).
- All PEFs resolve as Enemies.
- Use the NP Movement Table when needed (page 46).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

FINDING THE OBJECTIVE

In this Encounter there will be a specific objective of your choosing. Here's how we do it:

- When a PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
- If the score is equal or less than the number of PEFs resolved, the objective is with these Enemies and does not count against the number of figures generated.
- If the score is greater than the number of PEFs resolved, resolve it normally.
- If you resolved all PEFs – including Defining Moments – and have not found your objective, it will be with the last one. If you haven't contacted any Enemies yet, then count as passing 2d6 on the PEF Resolution Table. If you have, then it is possible that the object of your raid is alone.
- Remember that buildings generate Defining Moments (page 24).

HOLSTERED WEAPONS

If the Encounter takes place Out of Town, weapons are drawn. If the Encounter takes place In Town or if you are robbing a bank, weapons are holstered.

OPTIONAL REP D6 TO BE GAINED

The characters can gain Rep d6 during this Encounter. Here's how we do it:

- Gain one Increasing Rep d6 for each opposing character you defeat – Out of the Fight, Obviously Dead, or cause a Leave the Table result – but only if you were alone on this Encounter.
- Gain one Decreasing Rep d6 for each of your Grunts that go Out of the Fight, Obviously Dead, or scored a result of Leave the Table.

ROBBING A BANK

If robbing a bank use the Special Instructions for Carousing with the Bank being the Target Building. As for the loot, here's how we do it:

- Roll 1/2d6 for each robber that started the Encounter.
- Add the scores and divide this evenly between the robbers – this is their share of the loot.
- Any extra is discarded.
- Each robber now gains Increasing Rep d6 equal to their share of the loot.

RIDING THE TRAIL

You're riding the trail, moving from here to there to find work. You heard there's a town up ahead where you can find a room for the night and a saloon that serves whiskey. What did that guy call it...Devil's Elbow, that's it. Maybe find a game of cards too.

OBJECTIVE

- Your objective is to move through the table, one section at a time.
- To be successful *you must spend one turn of activation* inside all 9 sections. This can be in any order and at any time. Once done, exit the table through section 1.

FORCES

- You are traveling alone.
- Do not worry about gathering any figures yet as all NPCs, if any, are determined in the Special Instructions section.

TERRAIN

- The Encounter takes place Out of Town.
- The board is divided into nine sections and terrain generated normally.

DEPLOYMENT

- You enter the board from the edge bordering section 9.
- PEFs are generated and deployed as outlined in the PEF section (page 23).

SPECIAL INSTRUCTIONS

- Move onto section 9.
- After you have entered the table, place the PEFs.
- Roll activation.
- When the PEFs activate go to the PEF Movement Table (page 44).
- Resolve PEFs as needed (page 44).
- Use the What Are They Table (page 44) to determine what the PEF actually is.
- Be sure to check for Friends or Foes (page 24).
- Use the NP Movement Table when needed (page 46).
- Play continues until the player has accomplished his objective and left through section 1, been incapacitated, or leaves the table.

OPTIONAL REP D6 TO BE GAINED

The characters can gain Rep d6 during this Encounter. Here's how we do it:

- Gain one Increasing Rep d6 for each opposing Non-Human character you defeat – Out of the Fight, Obviously Dead, or cause a Leave the Table result.
- Gain three Increasing Rep d6 for each opposing Non-Human character you have a successful Talk the Talk with.
- Gain three Decreasing Rep d6 if you face one or more Non-Human characters and do not defeat them – Witches also count!

AFTERWARDS

Use this section only if you choose to use the same characters for multiple Encounters – called a Campaign.

After the Encounter is over it's time to see what happens to you and your Band members. Do this after all After the Encounter Recovery Tests have been taken.

NEW GRUNTS

When your Band takes losses you may be allowed to recruit more Grunts. Here's how we do it:

- Consult the New Recruits Table.
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.
- Use the procedure you used to form your 1st Band (page 8).

2	NEW RECRUITS
	<i>(Taken vs. Rep)</i>
	<i>A result of "6" is always a failure.</i>

# D6 PASSED	RESULT
2	You can recruit new Grunts to bring your Band up to full strength.
1	You can recruit one new Grunt.
0	No new recruits available.

INCREASING REP

The Reps of you and your Band members could improve after an Encounter. After each *successful* Encounter it is possible that the Rep of a character could increase. All of the following requirements must be met for the Encounter to be considered a success for that character. It is possible that an Encounter may be a success for one character and not another! Here's how you were successful:

- Fired at the enemy and scored a hit or engaged in melee.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Leave the Table.
- Did not leave any Out of the Fight Band members behind.

If the Encounter was a success the character rolls 1d6.

- If the score is higher than the current Rep the Rep will go up one level.
- If the score is a "6" the Rep will go up one level regardless of the current level.
- Any other result and its Rep remains the same.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.
- Remember that Band members who have their Rep increase to higher than yours will leave the Band.

DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a *failure*. It is possible that an Encounter may be a failure for one character and not another. Here's how you were a failure – you only need to have *one* of the following:

- Received a result of Out of the Fight.
- Received a result of Leave the Table.
- Left an Out of the Fight Band member behind.

If the Encounter was a failure the character rolls 1d6.

- If the score is a "1" the Rep will go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than "2".
- Any other result and you are fine.
- Remember that Band members who have a higher Rep than yours will leave the Band.

REP D6

For a little more excitement, use Rep d6. Here's how we do it:

- There are two types of Rep d6.
- Increasing Rep d6 is gained when a character accomplishes something specific during an Encounter.
- Decreasing Rep d6 is gained when a character has a specific thing happen to him during an Encounter.
- Check each Encounter to see what Rep d6 may be gained. These are gained whether or not you had a successful or failed Encounter or neither. It is possible to have succeeded in the Encounter and still gained Decreasing Rep d6 just as you could have failed but gained Increasing Rep d6.

USING REP D6

Rep d6 can reward good results and penalize bad ones. Here's how we do it:

- Keep track of any Increasing d6 gained during the Encounter.
- Keep track of any Decreasing d6 gained during the Encounter.
- Subtract the smaller number of Rep d6 from the larger number of Rep d6. This will give you all Increasing Rep d6, all Decreasing Rep d6, or no Rep d6 at all.
- Roll any Rep d6 after the Encounter as you normally would if trying to Increase or Decrease the character's Rep.
- Regardless of the results, a character cannot Increase or Decrease more than one point of Rep.

Example – Cowboy Billy Pink (Rep 5) has finished a night of Carousing. He has not qualified for a success but did not fail either. He did gain 3 Increasing Rep d6 and 1 Decreasing Rep d6. This leaves Billy with 2 Increasing Rep d6. He rolls them and scores a 6 and a second 6! Although he has qualified to Increase his Rep by one point twice, but can only go up one point.

STOP!

After the Encounter you could recruit new Grunts.

If you do well you and your Band members could increase in Rep.

If you do poorly you and your Band members could decrease in Rep.

If a Band member finds himself with a higher Rep than yours, he will leave the Band.

STEP-BY-STEP

Here's a step-by-step outline that will help you to get started. After a few games it will become second nature and you won't need it anymore. In fact, you may choose not to use some parts, but if you do, they're there!

AT THE START

1. You are a Star (page 4).
2. Choose your Class (page 5).
3. Choose your Attributes (page 6).
4. Choose your Profession (page 7).
5. You have a Reputation of 5 (page 8).
6. Choose your Weapon (page 8).
7. Recruit your Band (page 8).

DURING THE ENCOUNTER

1. Choose the Encounter you want to play (page 26).
2. Follow the Encounter instructions and play the game.

AFTER THE ENCOUNTER

1. All characters that went Out of the Fight or Left the Table will take the After the Encounter Recovery Test (page 19).
2. Check to recruit New Grunts (page 30).
3. Adjust Reps as needed (page 31).

HERE'S THE HORROR

We've waited for you to play a few games without the Horror to get a feel for the rules. When you're ready (at least do the Stop boxes) move on to this section.

VAMPIRES

There are two types of Vampires. The first is little more than a blood-crazed beast that runs about the countryside killing at random to satiate their blood lust.

Unfortunately this isn't the type found in *High Moon – Dead Reckoning*.

The type found in *High Moon – Dead Reckoning*, the "Gentleman Vampire" is much more refined, capable of great charm and able to elicit cooperation from humans when required. Such vampires often seek to live among the very people they hunt. And hunt they do as they view humans as their rightful prey.

A vampire will gravitate towards professions of power and notoriety that allow for them to acquire wealth. They love

fine clothing and fine food although they cannot taste nor gain nourishment from food or drink, it's all about appearances. In their minds they are of noble birth; indeed it may be no guise at all, rather merely the continuation of the role the vampire played in life.

Vampires will gather about them lesser examples of their kind, as well as bewitched or deceived human accomplices to do their bidding - Lackeys.

Be warned, however, that no vampire retains its soul and any who serve these vile creatures eventually invite their doom and damnation. Just ask a Preacher.

GENDER

There is a chance (1) that a Vampire is a female. Players can always choose their gender.

PROFESSIONS

Vampires also have or had Professions. This is determined by using the Non-Human Professions Table (page 7).

CLASS ATTRIBUTE

All Vampires share the following Attribute – Precognition. Here's how we do it:

- The Vampire rolls 1d6 for Activation.
- If desired, it can roll a 2nd time and can choose which result to use.
- The 1st result is always used by any non-Vampires in their group.

SPECIAL ATTRIBUTE - DREAD

Dread is an irrational feeling of impending doom, cast by particularly a horrific creature – Vampires. When on the tabletop, this creature affects every enemy with a Rep lower than the Vampire, to suffer Dread, regardless of actual line of sight. Dread has the same effect as Terror (page 35).

SPECIAL ABILITY

Vampires have a Special Ability called Blinding Speed. Here's how we do it:

- When fired at by a Ranged Weapon and a hit is scored, the Vampire rolls 1d6 versus its Rep.
 - Pass 1d6 – The hit becomes a miss instead.
 - Pass 0d6 – The hit remains.
 - Any score of a 6 counts as pass 0d6.

SPECIAL DISABILITY

Vampires have a unique disability – an aversion to sunlight. They will usually (1 – 5) be Encountered in the night. If met in the daytime, it is assumed that the weather is cloudy, causing the Vampire to count its Rep at one point less than it actually is.

When exposed to direct sunlight it will lose one point of Rep each turn, whether they are active or not. If the Vampire reaches “0” Rep it is dead...dead, dead.

SPECIAL RULES

In *High Moon – Dead Reckoning* we use the following rules to make the Vampire unique.

ENTER THE VAMPIRE

One interesting aspect of the Vampire is that a Vampire cannot enter a dwelling until it has been invited by the owner (thereafter, they come and go at will). Many a bartender or lady of the evening has regretted the day that they showed hospitality to these soulless strangers.

There is always a chance (1) that a NPC will not invite a Vampire inside.

TURNING VAMPIRES

There’s a school of thought that you can force a Vampire to run away, “turn” them as it’s called, by using garlic, holy water, crucifix, or threatening with a wooden stake. Instead of treating each way separately, we concentrate on the desired effect. How you got there is up to you. Want to “turn” a Vampire in *High Moon – Dead Reckoning*. Here’s how we do it:

- The character and the Vampire are within 6” and have LOS to each other.
- The character declares he has a crucifix, wooden stake or other suitable “turning tool” in his hand. He can also have a weapon used with one hand in the other.
- Consult the Test of Wills Table (page 52).
- The character and the Vampire start with 1d6 per point of Rep.
- Modify the number of d6 each will roll by any applicable Circumstance.
- Modify any successes rolled by any applicable Circumstance.
- Both characters roll their modified number of d6 looking for successes – a score of 1, 2 or 3.
- Compare the number of successes scored by each character and go down the left-hand column to the appropriate row then across to see the result.
- Immediately carry out the result.

- If facing multiple Vampires or “turners”, be sure to roll one set of d6 for each and compare the results to all opponents.

VAMPIRES AND SILVER BULLETS

Werewolves, Vampires and other characters hit by a silver bullet will suffer damage normally. Silver bullets are very, very rare and not widely available. Here’s how we do it:

- Consult the Silver Bullets Table (page 52) only if the character doesn’t have any Silver Bullets.
- Players can do this once before each Encounter.
- Non – Player characters will only do it when confronted by a Werewolf or Vampire.
- Start with the Rep of the character.
- Modify the Rep by any applicable Circumstance.
- Roll 2d6, add the results together, and add the score to the modified Rep.
- Go down the left-hand column to the appropriate row and across to see the results.
- Silver Bullets can be use as desired, but the shooter must declare when doing so; before firing.
- Unused Silver Bullets can be retained after the Encounter.

VAMPIRES AND NORMAL BULLETS

When Vampires are hit by normal bullets they will suffer a -1 to Rep for each Out of the Fight or Obviously Dead result they receive. The lost Rep is not recovered during the Encounter.

If the Vampire is reduced to Rep 0 it immediately Leaves the Table and never returns to the area.

OTHER TYPES OF DAMAGE

Besides shooting damage there is also melee damage. Unless specifically noted as being “silver tipped” the damage they inflict is handled as follows:

- -1 to Rep is ignored.
- Out of the Fight becomes -1 to Rep.
- Obviously Dead becomes -1 to Rep.

If the weapon is “silver tipped” damage is handled normally.

IMPALING

Wooden stakes and the wooden shafts of arrows and spears can impale vampires. However, the shafts have to be driven into the heart of the Vampire. Simply hitting the Vampire in the chest does not qualify. Here’s how we do it:

HIGH MOON – DEAD RECKONING

- A character with a wooden stake and mallet must drive the stake into the chest of the Vampire and hammer it in. If the character scores an Obviously Dead result on the Vampire while in melee, the killing stroke has been delivered.
- If the Vampire is attacked while at rest – in the coffin – he will roll only 1d6 on the 1st round of melee. In subsequent rounds he will roll d6 normally.
- The same procedure applies to a spear while when using an arrow, the procedure is a bit different. If an Obviously Dead result is scored, immediately roll 1d6 again. If another Obviously Dead result is scored, the killing stroke is delivered. Otherwise it is not.

FINAL DEATH

When a killing stroke is delivered or the Vampire is killed by a Silver Bullet it is dead. Well not exactly. To finally and truly kill a Vampire requires a bit more effort. Here's how we do it:

- A new Encounter called Wandering is generated. Set terrain up as being Out of Town.
- The Encounter occurs at Night.
- PEFs are used normally.
- The players must take the body of the Vampire from section 9 to section 1 and back to section 5 – the Crossroads.
- Once back at section 5 they can finally kill the Vampire.
- They 1st decapitate the Vampire – one turn of Activation.
- The head must be stuffed with garlic – one turn of Activation.
- They must then burn the Vampire's body – three turns of Activation.
- And the body must be buried at the crossroads – two turns of Activation.

THE MINIONS

Any PEF resolved as Vampires will require rolling on the What Are They – Vampires Table. These NPCs will try and save the Vampire – recover the body before it is buried.

If the body of the Vampire is recovered it will return to normal 1d6 years later.

CHANCE OF INFECTION

Whenever a character goes Out of the Fight the Vampire will attempt to drain it of blood. But how much and what happens next? Here's how we do it:

- Consul the Once Bitten Table (page 52).

- Start with the Rep of the bitten character.
- Modify the Rep of the character by any applicable Circumstance.
- Roll 2d6 versus the modified Rep and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

WEAPONS

A Vampire can use any weapon available to it based on its Profession, even guns. When unarmed it counts +2d6 on the Melee Combat Table (page 48).

FRIENDS AND FOES

Vampires will only co-exist with humans if they are no threat, submissive, or do not know that the Vampire exists.

Vampires covet Witches and whenever possible will try to infect them to make them their consort.

Vampires will cooperate with other Vampires of a higher Reputation. When Vampires of equal Reputation meet each will roll 1d6. The Vampire scoring the highest result will be the dominant Vampire or Leader.

They have no feelings towards Zombies who will not even attempt to harm them as their undead status actually repels the Zombies. Zeds ignore Vampires.

Vampires view Werewolves with disdain even though they understand that the Werewolf will try to kill them if at all possible. Although they will not seek out Werewolves, if they come into contact and combat, they prefer to mutilate or cripple as opposed to killing them. A result of Out of the Fight reduces the Rep of the Werewolf by one point, while a result of Obviously Dead reduces the Rep of the Werewolf by two points

The absolute hatred from a Vampire is reserved for a special type of character, the Vampire Hunter.

VAMPIRE HUNTERS

Vampire Hunters are humans sworn to hunt and kill Vampires. It's very simple, very cut and dried. Why they do it who can say, but that's all they do. And they are very good at it.

Vampire Hunters are the Gunman Class, use the Bounty Hunter Profession and have the following extras.

- **SILVER BULLETS:** They will have 1+1/2d6 bullets, never having to roll on the Silver Bullet Table. The Vampire Hunter can use them as desired, but must declare when doing so; before firing.
- **1000-MILE STARE:** When desired the Vampire Hunter may use the "1000-mile stare". Not

actually a stare, but when used the Vampire Hunter is able to blank out his mind. This prevents the vampire from using its Precognition Attribute, reducing the Vampire to keeping their 1st Activation roll. The Vampire Hunter will not use the 1000-mile stare when in the presence of a Vampire until he is ready to make his move. When the Hunter *does* use the stare, any Vampire within sight will know it and know the Hunter for what he is.

- **NERVES OF STEEL:** Vampire Hunters are never terrified, regardless of the cause.
- **WELL PREPARED:** Vampire Hunters are well prepared for their job. They have all the tools needed to “turn” a Vampire.

WEREWOLVES

Every culture has the legend of the “shape shifter”. Humans endowed with the ability, or curse, to change their form into a beast. Although there are many forms of shape shifters in *High Moon – Dead Reckoning* we deal only with one...the lycanthrope or werewolf.

Without going into too much detail let’s cover the highlights of the Werewolf. *Note that this section includes all Werereatures.*

PACK HIERARCHY

Yes, this is quite a bit of information, but we’ve provided it in case players wish to play Werewolves as their Star. If not doing so, feel free to skip this section.

Werewolves function as social predators and live in packs that are organized in a strict rank oriented hierarchy.

Each pack consists of the Werewolves themselves and often aimless and desperate humans attracted either by the promise of wealth and power, or from some psychological dependency. These are called Lackeys.

The pack is led by the Alpha male and the Alpha female. They have the final say so in resolving any disputes, as well as controlling any material gains the pack may acquire. In return, they have a strong sense of duty and will protect and guide the pack in whatever manner is necessary for it to prosper.

Werewolf packs do not cooperate under any circumstances. New packs are formed when an Alpha male Werewolf leaves its own pack, takes a mate, and claims a territory. These lone Werewolves have been known to travel great distances in search of their new territory. They must avoid the territories of other Werewolves because intruders on occupied territories are chased away or killed. It is taboo for a non-pack member to travel into other Werewolf territory unless invited.

Larger packs may also have other Alpha males. These will usually assume the role of the Beta or second in command. However, if the Alpha male is ever forced to flee a fight the Beta will immediately challenge him to the right to lead the pack. This takes the form of a vicious combat with the loser either being killed, wounded, or forced to flee. In any case the loser will leave the pack.

GENDER

There is a chance (1) that a Werewolf is a female. Players can always choose their gender.

PROFESSIONS

Werewolves also have or had Professions. This is determined by using the Non-Human Professions Table (page 7).

CLASS ATTRIBUTE

All Werewolves share the following Attribute – Leap. Here’s how we do it:

- The Werewolf can be Active or Inactive.
- The Werewolf can leap onto single story buildings or to a distance of 8” ending on the ground.

SPECIAL ATTRIBUTE – TERROR

Terrifying characters, by their nature or reputation, inspire unreasoning fear in their opponents. Werewolves terrify other characters with the following exceptions:

- Vampires are not affected.
- Zombies are not affected.
- Any characters with the Nerves of Steel Attribute are not affected.

Terrified characters will suffer a variety of penalties until they are no longer terrified. If the character wins a melee or kills a character of a terrifying Class, it is no longer terrified by them.

Example – Billy Pink gets into a gunfight with a Werewolf. Being terrified, he counts a -1d6 on the Draw Table. Billy wins the draw and shoots – one dead Werewolf. Billy is no longer terrified by Werewolves.

SPECIAL ABILITY

Werewolves have a Special Ability called Fast Mover. Here’s how we do it:

- Normal movement is still 8”.
- The Fast Move Test is taken with 3d6, counting all three results.

SPECIAL RULES

In *High Moon – Dead Reckoning* we use the following rules to make the Werewolf unique.

TRANSFORMATION

This is the ability of the Werewolf to transform between human and wolven form. Here's how we do it:

- Werewolves will be met in either human or wolven form (What Are They Table page 44).
- The Werewolf can transform from human to wolven as desired.
- There is a chance (1 – 2) that an NPC Werewolf in human form will transform when placed into a stressful situation such as a robbery, being shot at, or other threatening Confrontations. The Werewolf will only return to human form after the Encounter.
- The Werewolf transformation from natural state to human or vice versa will take one complete turn of Activation. During this time they are totally defenseless and incapable of action or reaction.
- While in this process they will count as an appropriate Rep human.

SPECIAL DAMAGE RULES

Werewolves, like Vampires, are very resilient and hard to kill. But they can be damaged in a variety of ways.

SILVER BULLETS

Werewolves, Vampires and other characters hit by a silver bullet will suffer damage normally. Silver bullets are very, very rare and not widely available. Here's how we do it:

- Consult the Silver Bullets Table (page 52) only if the character doesn't have any Silver Bullets.
- Players can do this once before each Encounter.
- Non – Player characters will only do it when confronted by a Werewolf or Vampire.
- Start with the Rep of the character.
- Modify the Rep by any applicable Circumstance.
- Roll 2d6, add the results together, and add the score to the modified Rep.
- Go down the left-hand column to the appropriate row and across to see the results.
- Silver Bullets can be use as desired, but the shooter must declare when doing so; before firing.
- Unused Silver Bullets can be retained after the Encounter.

WEREWOLVES & NORMAL BULLETS

When Werewolves are hit by normal bullets and are in human form this will cause them to transform when next Active.

Werewolves in human or wolven form will suffer a -1 to Rep for each Out of the Fight or Obviously Dead result they receive. The lost Rep is not recovered during the Encounter.

If the Werewolf is reduced to Rep 0 it immediately Leaves the Table and never returns to the area.

OTHER TYPES OF DAMAGE

Besides shooting damage there is also melee damage. Unless specifically noted as being “silver tipped” the damage they inflict is handled as follows:

- -1 to Rep is ignored.
- Out of the Fight becomes -1 to Rep.
- Obviously Dead becomes -1 to Rep.

If the weapon is “silver tipped” damage is handled normally.

CHANCE OF INFECTION

Whenever a character has lost a round of melee to a Werewolf, even it wins the melee; there is chance that it will become infected. Here's how we do it:

- This test is taken after the Encounter is over
- At that time roll 1d6.
- Add the Rep of the character to the score.
- If the total is 9 or higher he is okay.
- If the total is 8 or less the human is infected and will *turn* into a Werewolf.
- Once the Werewolf transformation is verified start counting how many times doubles are rolled for Activation in future Encounters. When the number of doubles is equal to the character's Rep, the transformation is complete. Players can choose to continue as a Werewolf.

WEAPONS

A Werewolf can use any weapon available to it based on its Profession, even guns. When unarmed and in wolven form, it counts +2d6 on the Melee Combat Table.

FRIENDS AND FOES

Werewolves can co-exist with humans up to a point, especially Indians. They are friendly with Witches who often enlist them for protection.

They have no feelings towards Zombies who will only attempt them harm when in human form

They view Vampires with disgust and have a long-standing hatred of them. Whenever possible they will attempt to kill the Vampire and have even been known to cooperate with humans to achieve this goal.

As mentioned previously, they will attack any Werewolf found in their territory that is not a member of the pack.

WITCHES

Witches ⁽¹⁾ are women that practice “the black arts” seeking to bend reality to their whim. Drawing their power from the Earth, Witches are few in number and very secretive. Most Witches desire to be left alone and it is this desire that has led some to cross the ocean from Europe and take residence here in America.

Not much is known about them but all are “sure” that they cast powerful spells and curses. In *High Moon – Dead Reckoning* that assumption is not too far off.

Witches do have powerful magic, tend to be loners but have been known to help those in need...for a price.

Let’s shed some light on this secretive sisterhood.

(1) Male Witches are called Warlocks.

GENDER

There is a chance (1) that a Witch is a male. Players can always choose their gender.

PROFESSIONS

Witches also have or had Professions. This is determined by using the Non-Human Professions Table (page 7).

ATTRIBUTES

All Witches share the following Attribute – Blink. Here’s how we do it:

- The Witch wins the In Sight or Draw.
- Player Witches can choose to Blink, Non-Player Witches will roll 1d6 versus their Rep. If pass 1d6 the Witch will Blink.
- The Witch disappears and reappears 6 + 1d6” directly behind the opponents. It cannot cast a spell but will do so when next Active.
- If the opponent is Active, it can turn around, triggering another In Sight, but at a -1d6 penalty.

SPECIAL ATTRIBUTE - CASTING

Casting is the ability to use Magic Spells (page 38). Witches are the only creatures able to use Magic.

SPECIAL ABILITY

Witches have a Special Ability called Bewitching. Here’s how we do it:

- The Witch is Active and reaches within 2” of the opposite sex target.
- The Witch takes a Challenge Test (page 49) .
- If the target has a lower Rep, she counts the very easy modifier.
- If the target has a higher Rep she counts the very difficult modifier.
- She does not count the -2 penalty for trying to recruit or hire a character from a different Class.

SUCCESS – The Witch has taken control of the target, who becomes her slave, behaving as the Witch desires. The target counts as Cursed (page 50).

FAILURE – The target is unaffected and the Witch’s turn is over.

WEAPONS

A Witch can use any weapon available to her based on her Profession. However, when possessing any weapon, except for a knife she cannot cast spells. This includes using the weapon or even having it on her person.

FRIENDS AND FOES

Witches will co-exist with humans if they are no threat, submissive, or do not know that the Witch exists. They have strong affinity for the Indian tribes.

Witches hate and fear Vampires as these creatures of the night covet them.

Witches will cooperate with other Witches of a higher Reputation. When Witches of equal Reputation meet, the Witch entering the territory of the established Witch will move on rather than cooperate.

Witches hate Zombies and fear them as the Undead are not affected by their magic.

Witches feel a sense of kinship with Werewolves and often employ them if given the chance (1 – 2).

MAGIC

In *High Moon – Dead Reckoning* we will introduce what we like to call “Earth magic” into your western games. Not the stuff of Demons and high fantasy, but what I like to call “plausible magic”.

Magic and magical things exist in the world of the Wild West. We’ve provided you some examples that may help and inspire you. Magic is not common, can be powerful and best used sparingly.

CASTERS

Witches and Warlocks are *unlimited* Casters. Shaman, Medicine Men, and Aztec Priests are limited Casters. They can be Stars or Grunts, but they do have some special rules applied to them that make them unique. Here’s how we do it:

- Only Casters may cast spells.
- Casters can only cast spells when Active or in Reaction.
- An unlimited Caster may attempt any of the three spell types, Damage, Defend, or Dazzle.
- Limited Casters may attempt only Dazzle spells and will rely on melee to inflict physical damage.
- Casters can target up to one character for each point of its *current* Rep, but needs LOS to the targets.

TARGET ORDER

Casters can target up to one character for each point of its *current* Rep. But what happens if they target four characters, but can only affect three?

- The lower Rep characters are always affected first.

Example – Tonya, a Rep 4 Witch targets four Townsfolk. Three are Rep 3 and one is Rep 4. Tonya passes 1d6 on the Spell Casting Table (page 49) and can affect only three of the targets. The Rep 4 Townsfolk is unaffected.

CASTERS AND SPELLS

There are three types of spells. Each type represents the effect of the spell, but not the theatrics. For example, a player may decide that a Damage Spell is a ball of fire, while a Dazzle Spell represents magical lights that temporarily hypnotize the target. That is up to the player to decide and does not affect the game in any way. If you feel like calling the Damage Spell a Fireball, go for it!

CASTING SPELLS

Casting a spell in *High Moon – Dead Reckoning* is relatively easy. Here’s how we do it:

- Consult the Spell Casting Table (page 49).
- The Caster must have a LOS to the targets.
- The Caster must have its hands empty except if using a Casting Tool.
- The Caster chooses the type of Spell it wishes to cast: Damage, Dazzle, or Defend.
- The Caster starts with 2d6.
- Modify this number by any applicable Circumstance.
- Roll the modified number of d6 versus the *current* Rep of the Caster.
- Determine how many d6 are passed.
- Go down the left-hand column of the Spell Casting Table to the number of d6 passed.
- Go across to the next column and immediately carry out the result.

DAMAGE SPELL

Damage spells are used to cause physical damage to the target, ranging from Duck Back to Obviously Dead.

A successful Damage Spell causes the target to take damage as if hit by shooting. *If the target has a higher Rep than the Caster, the worse result it can suffer is Out of the Fight.*

DAZZLE SPELL

Dazzle spells are used to daze and distract the target into inaction as opposed to damaging the target.

A successful Dazzle Spell causes the target to halt in place and forfeit its next turn of Activation. If forced to react, it no longer forfeits any Activation.

DEFEND SPELL

Defend spells are used to protect the target, whether the Caster or others, from shooting or melee damage.

A successful Defend Spell allows the target to count as being in cover from shooting attacks and a +1d6 in one round of melee.

NPC CASTING

When playing with a NPC Caster they will cast spells in the following way:

- Consult the NPC Spell Casting Table (page 49).
- Roll 1d6 versus the Rep of the Caster.
- Determine if the Caster has passed 1d6 or 0d6.

HIGH MOON – DEAD RECKONING

- Go down the left-hand column to the appropriate row then across to the column to see which spell to use.
- Cast that type of Spell.

Example – Tonya, a Rep 4 Witch, is set upon by 3 Townsfolk who are on a Raid Encounter. As this takes place Out of Town, their weapons are unholstered. This means an In Sight Test is taken instead of a Draw Test and Tonya wins. I decide she will cast a Damage Spell so roll 2d6 versus her Rep on the Spell Casting Table (page 49). I score a 5 and 3, passing 1d6.

She can cast the spell, but it will only target 2 of the Townsfolk. Looking on the Damage Table (page 48) under the Shooting column I roll 2d6 versus the Rep of the Townsfolk. As not all of them will be affected, only the ones with the lowest Reps are targeted.

I roll a 6 versus a Rep 3 Townsfolk – Obviously Dead – and a 2 versus the other Rep 3 Townsfolk – Duck Back. Reaction Tests are now taken – the 2 Townsfolk take the Man Down Test. I roll 2d6 and score a 3 and 4 for the group. The Rep 3 Townsfolk passes 1d6 and runs away. The other Townsfolk passes 2d6 and fires at Tonya.

He misses; Tonya takes a Shot At Test, passes 2d6, and casts another Damage Spell at him.

Many turns into one (page 10).

SPECIALTY MAGIC

Witches can also perform Specialty Magic that takes two different forms. They are:

- Potions.
- Cast Challenge Spells.

WHAT POTIONS?

Player Witches, NPC Witches and other Casters may have Potions. Here's how we do it:

- Roll 1d6 versus the Rep of the Caster.
- If pass 1d6, then roll 2d6, add the results, and consult the Potions Table (page 49).
- Go down the left-hand column the appropriate row then across to see the results.
- If pass 0d6 the Caster does not have any Potions.
- Casters may roll three times, stopping after the 3rd result or when scoring a result of no potion.

USING POTIONS

Potions give the user special abilities when used. Here's how we do it:

- Potions can be used once and must be ingested.

- Players can only use a Potion when Active before any other action.
- NPCs will use their Potion in the same way as players.
- If a character has a Potion that gives it an Attribute it already has, it does not affect the character.
- NPCs will give the Potion to another NPC in their party that it will affect. If not available, they will keep the Potion instead.

CHALLENGE SPELLS

In addition to the three basic spells, Damage, Dazzle, and Defense Spells, unlimited Casters can use Challenge Spells. These are spells that don't fit into any of the categories. Here's how we do it:

- The *unlimited* Caster is Active.
- Consult the Challenge Spells Table (page 50).
- Go down the left-hand column to the appropriate row for the spell you are attempting to cast.
- The spell is taken like a Challenge.
- Go across to see if the very easy (E) or very difficult (D) modifier applies.
- Roll 2d6 versus the modified Rep of the Caster.
- Determine if the Challenge has been successful or a failure.
- Immediately carry out the result.
- Like any Challenge, the Caster can choose not to continue to try the spell if passing 1d6.

CASTER RECOVERY

Any points of Rep lost during the Encounter could be recovered after the Encounter. Here's how we do it:

- Consult the Caster Recovery Table.
- Roll 2d6 versus the Rep of the Caster at the start of the Encounter.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row, then across to see the results.
- Immediately carry out the result.

2 CASTER RECOVERY	
<i>(Taken vs. Rep)</i>	
# D6 PASSED	RESULT
2	All lost Rep points are recovered.
1	Caster recovers 1/2d6 lost Rep points. The new Rep cannot exceed the Caster's Rep at the start of the Encounter.
0	Caster recovers 1 lost Rep point.

ZOMBIES

Zombies are reanimated dead folk. In *High Moon – Dead Reckoning* we use the following rules to reflect their unique nature.

TYPES

There are two types of Zombies. The more numerous ones are called “normal” Zombies that will try and attack any character and feast upon it.

The second is called a Smart Zombie or Smarty. The Smarties retain much of their human characteristics and can use guns. In fact, they will attempt to shoot instead of meleeing.

GENDER

There is a chance (1) that a normal Zombie is a female. Players can always choose their gender.

REPUTATION

The majority of Zombies have a Reputation of 3. Smarty Zeds have a Reputation of 4.

ATTRIBUTE

Zombies have a unique Attribute called Sanity Check. The 1st time a human sees a Zombie Feast (page 41) it must make a Sanity Check (page 52). Here’s how we do it:

- The human has a LOS to a Zombie Feast for the 1st time in its life.
- Consult the Sanity Check Table (page 52).
- Roll 2d6 versus the Rep of each human taking the test.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the result.

WEAPONS

Normal Zombies do not use weapons, but Smarty Zombies will use appropriate Ranged Weapons.

GENERATING ZOMBIES

Zombies are generated by resolving PEFs (page 44) and using the What Are They Table (page 44). For you *All Things Zombie* players; gunfire does not generate Zombies.

ZOMBIE SURPRISE

Note that the Friends or Foes Test (page 24) is not used when dealing with Zombies. If you have met Zombies we have to determine if they surprised you or you surprised them. Here’s how we do it:

- Roll 1d6 and add the result to the number of zombies you have run into. This is called the Zombie Surprise Total.
- Next roll 1d6 for each character with LOS and add the result to its Rep. This is called the Human Surprise Total.
- Compare the Surprise Totals against the each other.
- If the character total is greater than the Zombie total Grunts will fire (score Rep or less on 1d6) or move away (score higher than Rep). Stars can choose to fire, move away or move directly to melee.
- If the characters fire, any surviving Zombies will now melee them – Smarty Zombies shooting instead. Zombies will split up evenly to attack all characters.
- If the characters choose to move away from the Zombies instead, they may immediately move up to the remainder of their movement, including any Fast Move they wish to take and end facing them. The Zombies will then immediately move 4” directly after them.
- If the human score is equal or lower than the Zombie score the character may not fire. The Zombies will now melee the humans – Smarty Zombies shooting instead. No Charge into Melee Test is taken!

Example - Two Cowboys resolve a PEF as 4 Zombies, one being a Smarty. This was determined by rolling on the What Are They Table – Zombies (page 45)

The Zombies roll 1d6 and score a 5. Five plus four (the number of zombies) gives them a Zombie Surprise Total of nine.

One Cowboy rolls 1d6 and scores a three. Added to his Rep of 4 he has a Human Surprise Total of seven. As this is lower than the Zombie Surprise Total he may not fire. The cowboy and one Zombie enters melee while the Smarty fires his weapon first.

The other Cowboy rolls 1d6 and scores a six. Added to his Rep of 5 he has a total of eleven. As this total is higher he is allowed to shoot at the Zombies that are charging him and takes one out. The other Zombie and the Cowboy enter melee.

GROUPS

Zombies are considered to belong to one large group regardless of the distance or LOS between other zombies.

ACTIVATION

Note that zombies ignore PEFs, but activate using the same d6.

All Zombies will activate at the same time, but in a slightly different way than other characters. Here's how we do it:

- When they activate all of the Zombies on the table are moved at the same time. They will only act after all Zeds have moved.

ACTIONS

When a Zombie is active it will perform the following actions in this order of priority.

- If a Zombie is *feasting* it will continue to do so.
- Smarty Zombies will always move to shoot its weapon instead of meleeing.
- Zombies at 6" or less that can contact characters will charge forward, stop 1" from the character and the Charge into Melee Test is taken.
- If a Zombie has a LOS to a character it will move towards it at the maximum distance allowed.
- If a Zombie had an LOS to a character when last active, but does not now because the character moved out of view, it will move towards the spot where it last saw the character.
- Zombies will move in the direction of the most shots fired up to 24" away.
- Zombies will move in the direction that it is currently facing. If it runs into a dead end such as a building or table edge it will move either to the left (1 – 3) or right (4 – 6).

ZOMBIE FEAST

Where do Zombies go when they are hungry? They go to the closest Out of the Fight or fresh Obviously Dead character that they can see. A *fresh OD character is one that the Zeds have seen die*. Here's how we do it:

- Any Zombie not currently in melee that is within 12" and has a LOS to a downed character will move towards it.
- When the first Zombie reaches the downed character roll 1d6. Place the die next to the character with the number scored face up. That is the number of turns the Zeds will spend feasting on the character. Reduce the d6 as the turns elapse.

- Once the last turn has been completed the Zombies will move off in random directions like on the face of a clock.
- There is no limit to the number of Zombies that will be attracted to the Feast, just keep piling them on.

MOVEMENT

Zombies will always move their maximum allowable distance, which is 6". They cannot Fast Move. However they may be subject to movement restrictions for a variety of reasons. Here's how we do it:

- **Entering and Exiting Doors** – Zombies enter and exit buildings only through doors and suffering a 2" movement penalty.
- **Entering and Exiting Windows** – Zombies may only break through and enter or exit door size windows. Zombies may not enter smaller than door size windows but can reach through them. Up to two Zombies at the same time can reach through smaller windows and melee a person at the window.
- **Woods Area** – Movement is reduced to 4" through these areas.

DRAW!

Smarty Zombies roll on the Draw Table (page 48), but count a -1d6 penalty.

REACTIONS & IN SIGHT

Zombies do not take Reaction Tests and always count as scoring only 1 success on the In Sight Table

SHOOTING

Smarty Zombies will use weapons. They use the normal procedure for shooting with the following modifications:

- They only score a hit by rolling a 6.
- If they run out of ammo they will attempt to reload, taking two turns of Activation to do so.

LINE OF SIGHT

You still need to see the Zombie to hit it. But the good news is that Zombies aren't smart enough to use cover – even the Smarties. So this means they never count it on the Ranged Combat Table.

HIGH MOON – DEAD RECKONING

DETERMINING DAMAGE

Once you've scored a hit on the Zombie you have to see what kind of damage you inflict. They are a little bit different than humans. After all, they are already dead. Here's how we do it:

- Any result of Obviously Dead is just that, the Zombie is Obviously Dead.
- Any result of Out of the Fight is treated as a result of Obviously Dead.
- Any result of Duck Back means the Zombie ignores the result and will Carry On.

AUTO-KILL

If an active character moves adjacent and behind a Zombie or adjacent to a prone zombie he can declare that he is *popping the weasel*. Here's how we do it:

- The character rolls the minimum number of d6 allowed for the weapon.
- Any result is an automatic Obviously Dead.
- Count any ones rolled for out of ammo purposes.
- If desired the character may decide to fight a round of melee with the Zombie not fighting back.
- In either case, the character can continue any movement it may have left.

CHARGE INTO MELEE

Zombies do not take the Charge into Melee Test. Instead, when a Zombie is charging or being charged it will always count as if passing 1d6.

MELEE

When Zombies come into contact with you they enter into melee or hand-to-hand combat.

HOW TO MELEE

Zombies will melee in the normal manner with slight modifications. Here's how we do it:

- All Zombies in melee with the same target are counted together.
- Start with 3d6 for the 1st Zed in melee, regardless of its actual Rep.
- Add 1d6 for each additional Zed in melee with the same target.
- If the Zeds score more successes and win the round of melee, they only roll 1d6 on the Damage Table (page 48).
- If the non-Zeds win the melee, one Zed is Obviously Dead for each success scored more

than the Zeds scored. No need to roll on the Damage Table.

- If any Zeds remain alive, another round of melee is immediately fought.

Example – Chester runs into 3 Zeds. Rolling 1d6 and adding it to the number of Zeds gives them a 7 for Zombie Surprise. Chester rolls a 5 and added to his Rep of 4 gives him a 9 – greater than the Zed total.

Chester fires his Scattergun and puts 1d6 on 2 of the Zeds. He scores a 1 and 4. He misses the first Zed, but hits the second.

Rolling for damage he scores a 1 – as this is lower than the Rep of the Zed, the Zed Carries On. Chester is now in melee with 3 Zeds!

Chester starts with 4d6 for Rep and will add 1 success for fighting Zeds. He scores a total of 4 successes.

The Zeds start with 3d6 for Rep and add 2d6 for the 2 additional Zeds. Rolling 5d6 they score 2 successes. Chester has won by 2 successes so 2 Zeds are dead. The other Zed continues the melee – it does not take a -1 to Rep.

Chester immediately fights another round of melee and wins. But he's not out of the woods yet.

“HARRY, ARE YOU OKAY?”

If a human or Witch does not kill every Zombie opponent on the 1st round of melee, there is a chance that it will become infected; even it wins the subsequent melee. Here's how we do it:

- This test is taken at the end of the Encounter.
- Roll 1d6, read the result as rolled, and add it to the Rep of the character.
- If the total is 8 or higher it is okay.
- If the total is 7 or less the human is infected and will *turn* into a Zombie.
- The character will lose one point of Rep each subsequent Encounter until it reaches zero; then it is a Zombie.
- Once it becomes a Zombie roll 1d6. On a score of 6, it has become a Smart Zombie.

THE CURE

Is there a Cure? Yep, and it's easy to do. Just find a Witch and convince her to cast a Remove Curse spell on you. Then just hope she's successful. ☺

TURNING AND DISTRACTIONS

Although dead, there are aspects of their human behavior that the Zombie will retain. Let's cover each in detail.

FEAR OF GOD

Preachers (Priests) can have a profound effect on normal Zombies. Here's how we do it:

- If within 6" and having LOS to a Preacher the Zeds will stop in place.
- Immediately take a Charge into Melee Test.
- If the Preacher passes more d6 than the Zeds, they will not come any closer, as long as the Preacher remains stationary. If the Preacher moves the Zeds will behave normally having lost their "fear of God".

IT'S A LADY!

Female humans and Witches can have a distracting effect on male Zombies. Here's how we do it:

- If within 6" and having LOS to a female for the 1st time, the male Zed will stop in place.
- It will forfeit one turn of Activation "fawning" over the Lady.
- On the 2nd turn of Activation it will behave normally, seeing a meal instead of a Lady.

CAT FIGHT!

Female Zombies have an uncontrollable dislike of female humans and Witches. Here's how we do it:

- If within 6" and having LOS to a female at any time, the female Zed immediately Charge into Melee.
- All male zombies within 6" and LOS will stop moving and halt in place instead.
- They will not move until the melee has been resolved.
- Once resolved, they will return to their normal behavior.

FINAL THOUGHTS

High Moon – Dead Reckoning was a challenge to write. I started it three years ago, got half way into it then stopped. *It just didn't feel right.*

Oddly, I had the Horror elements pretty well worked out. Vampires, Werewolves, Witches, and Zombies are pretty commonplace in THW titles. Something else just wasn't right.

Fast forward three years to the launch of Chain Reaction 2015 and everything fell into place. The mechanics are solid, streamlined from previous forms, and an answer to what players have been asking for – quicker game play while keeping the tension high.

Having said that I have to say – *The Reaction System is not for everyone.* You'll find that you do not have total control of your characters; this isn't chess. You will often not know what you're facing and this can lead to unwinnable situations. You will be presented with challenges on every Encounter and no two will ever play the same. Like I said, not everyone is going to like it.

But once you embrace it you'll see why it's so popular, especially for solo and same side play. Give a chance, use the Stop boxes, start small and you'll see what I mean.

MY GAME, YOUR GAME

Games are a reflection of what the writer believes combat is all about. So feel free to tweak rules as you like as the game mechanics are pretty tight and won't suffer from it. Just remember that changing one rule may cause something else to change in an unexpected way. If you get to a point where all your tweaks are confusing you, go back to the original rules and start over. Remember the goal is to have fun. Well, at least that's what I think it is.

The game is actually pretty simple once you've played it a few times. Start small, use the Stop boxes and you'll be fine. Check out the THW Forum. It's a great place to get questions answered and very much alive. The group is full of knowledgeable and helpful gamers and you can usually get answers within 24 hours.

Take care and just play the game!

Ed 9/04/2015

PEF MOVEMENT

2	PEF MOVEMENT
(Taken versus the Rep of 4)	

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

PEF RESOLUTION

2	PEF RESOLUTION
(Taken versus PEF Rep of 4)	

#D6 PASSED	RESULT
2	Contact! You have run into enemy. Roll 1d6: 1 = Two less than the triggering group. 2 = One less than the triggering group. 3 = Same number as the triggering group. 4 = Same number as the triggering group. 5 = One more than the triggering group. 6 = Two more than the triggering group. Can never run into less than one enemy.
1	Something's out there! Resolve the next PEF with 3d6 counting the lowest two scores.
0	False alarm! Just a case of nerves. If this is the last PEF and no characters have been contacted, count as if passed 2d6.

WHAT ARE THEY

2	WHAT ARE THEY?
(Add the results together)	

CIRCUMSTANCE	MODIFIER
Morning Day Part	-1
Evening Day Part	+2
Night Day Part	+3

#	IN TOWN	OUTSIDE OF TOWN
2	Townsfolk	Townsfolk
3	Townsfolk	Townsfolk
4	Townsfolk	Gunman
5	Townsfolk	Cowboy
6	Townsfolk	Cowboy
7	Cowboy	Cowboy
8	Cowboy	Cowboy
9	Cowboy	Creature
10	Gunman	Werewolf ⁽¹⁾
11	Witch	Witch
12	Vampire	Vampire
13	Werewolf ⁽²⁾	Zed
14+	Zed	Zed

(1) The Werewolf is in its wolven form. (2) The Werewolf is in its human form.

HUMANS – WHAT ARE THEY?

When meeting humans they will be Cowboys, Gunmen, or Townsfolk. We determined this on the What Are They Table, but now we must see their stats.

1	HUMANS
(Read the result as rolled)	

CIRCUMSTANCE	MODIFIER
Gunman	-2
Townsfolk	+1

#	CLASS	REP	NOTES
1	Human	5	Leader – 1 only
2	Human	4	
3	Human	4	
4	Human	3	
5	Human	3	If Townsfolk – unarmed
6	Human	3	If Townsfolk – unarmed

VAMPIRES – WHAT ARE THEY?

When meeting Vampires, there will always be at least one, but there could be more. Vampires could also have a Gunman acting as a bodyguard as well as Lackeys, misguided Humans who assist the Vampire. Vampires will have a Pistol (1 – 4), Scattergun (5) or are unarmed (6).

1	VAMPIRES
<i>(Read the result as rolled)</i>	

#	CLASS	REP	NOTES
1	Vampire	5	Leader – 1 only
2	Vampire	4	
3	Gunman	4	Bodyguard – 1 only
4	Townsfolk	3	Lackey
5	Townsfolk	3	Lackey
6	Townsfolk	3	Lackey

WEREWOLVES – WHAT ARE THEY?

When meeting Werewolves and other Werereatures, there will always be at least one, but there could be more. They will never have Lackeys, but you could (1 – 2) have met them while in human form and have Pistol (1 – 3), Rifle (4), or Scattergun (5 – 6). In this case, you do not know they are Werereatures until they transform.

1	WEREWOLVES
<i>(Read the result as rolled)</i>	

CIRCUMSTANCE	MODIFIER
Werebear	-2
Werecoyote	+1
Werewolf	-1

#	CLASS	REP	NOTES
1	Werewolf	5	Leader – 1 only
2	Werewolf	4	
3	Werewolf	4	
4	Werewolf	4	
5	Werewolf	4	
6	Werewolf	3	

WITCHES – WHAT ARE THEY?

When meeting Witches, there will always be at least one, but there could be more. Witches could also have Cowboys acting as bodyguards as well as Lackeys, Humans who assist the Witch. Witches are unarmed.

1	WITCHES
<i>(Read the result as rolled)</i>	

#	CLASS	REP	NOTES
1	Witch	5	Leader – 1 only
2	Witch	4	
3	Witch	3	1 only
4	Cowboy ⁽¹⁾	4	Bodyguard
5	Townsfolk	3	Lackey
6	Townsfolk	3	Lackey

(1) Roll 1d6. On a score of 6 substitute a Werewolf instead.

ZOMBIES – WHAT ARE THEY?

When meeting Zombies, there may be more than one type, but no guarantee of either one.

1	ZOMBIES
<i>(Read the result as rolled)</i>	

#	TYPE	REP	NOTES
1	Zombie – Smarty	4	Armed w/Pistol
2	Zombie – Smarty	4	Armed w/Shotgun
3	Zombie	3	Unarmed
4	Zombie	4	Unarmed
5	Zombie	3	Unarmed
6	Zombie	3	Unarmed

CREATURES – WHAT ARE THEY?

When meeting Creatures, there will always be at least one, but there could be more. Some Creatures will travel alone, in pairs, or packs. You may need to roll a 2nd d6.

1	CREATURES
<i>(Read the result as rolled)</i>	

#	TYPE	REP	NOTES
1	Bear	5	1 only
2 (1 – 4)	Chupacabra	4	1/2d6 maximum
2 (5 – 6)	Sasquatch ⁽¹⁾		1 only
3 (1)	Dire Wolf	4	1 only, rest Wolves
3 (2 – 6)	Wolf	4	Whole group
4	Wolf	3	1 Rep 4
5	Mountain Lion	4	1 only
6	Elk or Deer	3	1 + 1/2d6 only

(1) Substitute Hodag if appropriate.

TALK THE TALK

REP

TALK THE TALK

(Looking for successes, score of 1, 2 or 3)

CIRCUMSTANCE	MODIFIER
Enemy – The NPC is an Enemy.	-2d6
Friends – The NPC is a Friend.	+2d6
Outlaw – The NPC is an Outlaw and the character is not.	-2d6
Unarmed – If the NPC is a Human and unarmed, and you are armed.	+1d6
Vampire – The NPC is a Vampire and the opposite sex.	-1d6
Werewolf – The NPC is a Werewolf in non-human form.	-2d6
Witch – The NPC is a Witch and the opposite sex.	-1d6

# SUCCESSES	RESULT
Score more than opponent	Success! NPCs from the same Class will join your group if you want them to, become Friends, and offer you a Favor (page 24). Non-Humans can be hired.
Score same as opponent	Characters exchange pleasantries and then leave.
Score less than opponent.	Failure! Characters from different Classes, sub-Classes or Enemies will have a Confrontation (page 27). Characters of the same Class will exchange pleasantries and then leave.

NP MOVE – HUMAN

1

NP MOVE - HUMAN ⁽¹⁾

(Taken versus Rep)

#D6 PASSED	RESULT
1	If cannot fire: Move towards enemy, charge if within 6". Move to cover if cannot charge and within range of enemy fire.
	If can fire: Fire. If cannot, move to cover that allows them to fire at closest player group.
0	If cannot fire: Halt in place.
	If can fire: Halt in place.

(1) Includes Witches who will cast spells instead of firing.

NP MOVE – NON HUMAN

1

NP MOVE - NON-HUMAN ⁽¹⁾

(Taken versus Rep)

#D6 PASSED	RESULT
1	If cannot fire: Zombies move towards enemy, charge if within 6". Vampires and Werewolves move towards enemy, charge if within 6". Move to cover if cannot and within range of enemy fire. If can fire: Zombies move towards enemy and fire. Vampires and Werewolves Fire. If cannot, move to cover that allows them to fire at closest player group.
0	If cannot fire: Zombies move towards enemy, charge if within 6". Vampires and Werewolves halt in place. If can fire: Zombies move towards enemy. May not fire. Vampires and Werewolves halt in place.

(1) Includes Vampires, Werewolves, and Zombies.

NP MOVE – CREATURE

1

NP MOVE - CREATURE

(Taken versus Rep)

#D6 PASSED	RESULT
1	Elk and Deer: Fast Move away from the threat. Others: Move towards enemy, charge if within 6", ending movement in cover if cannot.
0	Elk and Deer: Halt in place. Others: Halt in place.

IN SIGHT

REP	IN SIGHT
	<i>(Looking for successes)</i>
	Moving side wins only if scores more successes.

CIRCUMSTANCE	MODIFIER
Concealed – Enemy is concealed.	-1d6
Quick Reflexes	+1d6
Slow to React Attribute	-1d6
Terrified – Character is terrified.	-1d6
Zombie – Does not roll d6, but always counts as scoring 1 success.	1 success

RESOLVING IN SIGHT ACTIONS

- Fire.
- If the figure cannot fire it will Charge into Melee if within 6”.
- If the figure cannot fire or Charge into Melee it will Duck Back if in ranged weapons range.
- Otherwise Carry On.

RANGED WEAPONS

X	RANGED WEAPONS
---	----------------

TYPE	RANGE	TARGET	NOTES
Bow	24	1	
Buffalo Gun ⁽¹⁾	48	1	-1 to Target's Rep
Carbine	24	2	
Derringer	6	1	
Knife	6	1	Needs to be retrieved.
Lance	3	1	Needs to be retrieved.
Pistol	12	2	
Rifle	48	1	-1 to Target's Rep
Scattergun	6	3	-1 to Target's Rep
Shotgun	24	3	
Tomahawk	6	1	Needs to be retrieved.

(1) Need to spend one turn of activation to reload before firing again.

COVER

#	COVER OR CONCEALMENT
TYPE	RESULT
Buildings or Woods	Stationary figures are in cover and concealment. Moving figures are concealed.

RANGED COMBAT

TARGET	RANGED COMBAT
	<i>(Read the result as rolled)</i>
	<i>A result of two or more “ones” means out of ammo.</i>

CIRCUMSTANCE	MODIFIER
Crack Shot	Ignore Fast Move penalty for shooter and target.
Marksman	Can roll twice, counting the best result, but only when firing one shot.
Near Sighted	Counts a -1 to Rep.

#	RESULT
3 to 7	SHOOTER MISSED
8	SHOOTER MISSED IF • Fast Moving. • Rush Shot. • Terrified. • Smarty Zombie. TARGET WAS MISSED IF • In Cover. ⁽¹⁾ • Prone. • Fast Moving. • Second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF • Fast Moving. • Rush Shot. • Smarty Zombie. TARGET WAS MISSED IF • In Cover. • Third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

(1) Mount hit instead. Roll 1d6 – if a success is not rolled the mount tosses the rider and leaves the table. Rider counts as Prone.

DRAW!

REP	DRAW!
	(Looking for successes)

CIRCUMSTANCE	MOD
Experienced – Character is a Gunslinger or won a previous Draw in its life.	Counts a result of 1 to 4 as a success.
Non-Pistol – If using a rifle or similar two hand weapon. Not applicable to Spells.	-1d6
Townfolk – Character is a Townfolk.	Counts a result of 1 to 2 as a success.
Terrified – Character is terrified.	-1d6
Slow to React	-1d6
Zombie – Character is a Zombie.	-1d6

RESOLVING DRAW ACTIONS

- Targeting is carried out normally (page 16).
- Characters fire from most successes scored to least successes scored, with ties being resolved simultaneous.
- Reaction Tests are then taken by all.

CHARGE INTO MELEE

2	CHARGE INTO MELEE
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Cover – Target in cover.	+1d6
Flank – Target charged to flank.	-1d6
Rear – Target charged to rear.	-2d6
Terrified – Target is Terrified.	-1 to Rep
Vampire – Vampire is charging.	+1d6
Werewolf – Werewolf character.	+2d6
Zombie – Always counts as passing 1d6.	Pass 1d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	Target may not fire. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	Target Rush Shots. Charger moves into melee. No Reaction Tests taken.	Target Rush Shots. Charger moves into melee. No Reaction Tests taken.

MELEE COMBAT

REP	MELEE COMBAT
	(Looking for successes)

CIRCUMSTANCE	MOD
Brawler	+1d6
Creature – Non-Elk or Deer.	+2d6
One Hand Melee Weapon	+1d6
Prone – Attacking a prone opponent.	+1d6
Terrified – Only counts until the character wins a round of melee – never counting Terrified again.	-1d6
Two Hand Melee Weapon	+2d6
Vampire	+2d6
Weakling	-1d6
Werewolf	+2d6
Zed – Each additional Zed over the 1 st .	+1d6
Zed Opponent – If fighting Zeds.	+1 success

DAMAGE

1	DAMAGE
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Each success scored more than the opponent.	+1

SCORE	SHOOTING	MELEE ⁽¹⁾
6+	Obviously Dead.	Obviously Dead if can cause lethal damage. Otherwise Out of the Fight.
Rep of Target or higher, but not 6+	Out of the Fight. Zombie Obviously Dead.	Out of the Fight. Zombie Obviously Dead.
Lower than Rep of Target	Duck Back – no Reaction Test taken. Zombies Carry On.	Loser -1 to Rep. Immediately fight another round of melee.

(1) One Zed is killed for each success scored by the winner, more than scored by the Zeds. Character scores 4 successes, Zeds score 2 – 2 Zeds Dead.

CHALLENGE

2 CHALLENGE TEST

(Taken vs. Rep)

A score of “6” is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy .	+1
Challenge is very difficult .	-1
Challenger has a tool that will make the Challenge easier.	+1
Challenger is trying to recruit or hire a character from a different Class.	-2
Challenger is trying to recruit or hire a character from a different sub-Class.	-1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

SPELL CASTING POTIONS NPC SPELL CASTING

2 SPELL CASTING

(Taken vs. Rep)

A result of 6 is always a failure.

CIRCUMSTANCE	MODIFIER
Casting Tool – Using Casting Tool	+1d6

# D6 PASSED	RESULT
2	All Spells affect a number of targets equal to the current Rep of the Caster.
1	Dazzle Spell affects a number of targets equal to the current Rep of the Caster. Other Spells affect a number of targets equal to half the current Rep of the Caster, rounded down.
0	Dazzle Spell affects a number of targets equal to half the current Rep of the Caster, rounded down. Reduce the Caster’s current Rep by one. Other Spells are not successfully cast. Reduce the Caster’s current Rep by one.

2 POTIONS

(Add the results together)

#	POTION
2 to 4	Charisma – User counts a +1d6 bonus when Talking the Talk.
5	Courage – User counts a +1d6 bonus when taking any Reaction Test during the Encounter.
6	Haze – Makes the user count -1d6 penalty when taking In Sight Tests during the Encounter.
7 to 8	Healing – User allowed to roll a bonus 1d6 on the After the Encounter Recovery Test.
9	Rage – User counts a +1d6 bonus when rolling on the Melee Table during the Encounter.
10 to 12	Speed – User counts a +1d6 bonus when taking In Sight Tests during the Encounter.

1 NPC SPELL CASTING

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Using Casting Tool	+1d6

# D6 PASSED	ACTIVE
1	If outnumbered 3:1 or more: Cast Dazzle Spell. Otherwise: Cast Damage Spell.
0	If outnumbered 3:1 or more: Cast Defend Spell. Otherwise: Cast Dazzle Spell.

CHALLENGE SPELLS

2

CHALLENGE SPELLS

(Taken versus Rep)

<i>SPELL</i>	<i>DF</i>	<i>SUCCESS</i>	<i>FAILURE</i>
Bless	D	Allows the target to count as a Preacher by all Zombies. Spell is permanent unless the target is Cursed.	Reduce the Witch's current Rep by two.
Curse	D	Curses can take many forms and are limited only by the imagination of the players. An example of a Curse would be the reduction of a character's Reputation by 1. Curses remain in effect until removed by a Remove Curse Spell.	Reduce the Witch's current Rep by two.
Fog	E	Creates a fog over the whole table that reduces LOS to 6" for the remainder of the Encounter. The fog starts in the section occupied by the Witch. It spreads from the Witch one section of the table in all directions until the table is covered.	The Witch's turn has ended.
Heal		Allows for the target to count a +1d6 bonus when taking the After the Encounter Recovery Test.	Reduce the Witch's current Rep by one.
Invisible	D	Allows the target to be invisible, unseen by all other characters. Lasts until the target enters melee, fires a weapon, or is contacted by another character.	Reduce the Witch's current Rep by two.
Remove Curse	D	Removes any Curse and cures Zombie Infection.	Reduce the Witch's current Rep by two.
Scrye	D	Allows Witch to "see" any area that they have seen previously regardless of distance. Example – Cassandra uses her Scrye spell to see what is happening at the saloon in town.	Reduce the Witch's current Rep by two.
Shapeshift	D	Allows the Witch to alter its shape into either a wolf or crow ⁽¹⁾ , which has the abilities of a familiar. When shifted, the Witch may not cast spells, but takes on the abilities of the creature she has become. The spell lasts until the Witch decides to return to her natural state or suffers a -1 to Rep, Out of the Fight, or Obviously Dead result.	Reduce the Witch's current Rep by two.
Suggestion	E	Makes the target susceptible to any suggestion that is directly not harmful to the target or any other character. Example – "Could you unlock that door for me?"	The Witch's turn has ended.
Summon Familiar		Summons a Familiar either a wolf or crow. The Witch may then "see" through the eyes of the familiar. The familiar will be under the control of the Witch.	Reduce the Witch's current Rep by one.

(1) When in crow form the Witch can move unlimited distances on the table, ending its movement on the table or can leave the table. Wolf uses mounted movement – 16" normal.

REACTION TESTS

2	REACTION TESTS (Taken versus Rep)
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CIRCUMSTANCE	MODIFIER
Coward	Treat Duck Back as Leave the Table.
If in Cover	+1d6
Wussy	-1d6 when taking the Shot At Test.

#D6 PASSED	CLASS	SHOT AT (LDR)	MAN DOWN
2	Human	Cowboy or Gunman: Return Fire. Townsfolk: Rush Shot. If can't fire: Cowboy or Gunman Charge into Melee if within 6", if not Carry On. Townsfolk Duck Back.	All: Carry On.
	Vampire	If can't fire: Charge into Melee if within 6", if not Carry On. Otherwise: Return Fire.	All: Carry On.
	Werewolf	If can't fire: Charge into Melee if within 6", if not Carry On. Otherwise: Return Fire.	All: Carry On.
	Witch	If can't cast spell: Duck Back. Otherwise: Cast Damage Spell.	All: Carry On.
	Creature	Elk and Deer: Duck Back. Others: Carry On.	Elk and Deer: Duck Back. Others: Carry On.
#D6 PASSED	CLASS	SHOT AT (LDR)	MAN DOWN
1	Human	Cowboy: Rush Shot. Gunman: Return Fire. Townsfolk: Duck Back. If can't fire: • All Duck Back.	Cowboy: Duck Back. Gunman: If twice more friends Out of the Fight or Obviously Dead will Leave the Table. If not, will Duck Back. Townsfolk: Leave the Table.
	Vampire	If can't fire: Charge into Melee if within 6", if not Duck Back. Otherwise: Return Fire.	All: If twice more friends Out of the Fight or Obviously Dead will Leave the Table. If not, will Duck Back.
	Werewolf	If can't fire: Charge into Melee if within 6", if not Duck Back. Otherwise: Return Fire.	All: If twice more friends Out of the Fight or Obviously Dead will Leave the Table. If not, will Duck Back.
	Witch	If can't cast spell: Duck Back. Otherwise: Cast Dazzle Spell.	All: If twice more friends Out of the Fight or Obviously Dead will Leave the Table. If not, will Duck Back.
	Creature	Elk and Deer: Leave the Table. Others: Duck Back.	Elk and Deer: Leave the Table. Others: Carry On.
#D6 PASSED	CLASS	SHOT AT (LDR)	MAN DOWN
0	Human	All: Leave the Table.	All: Leave the Table
	Vampire	All: Duck Back.	All: Leave the Table
	Werewolf	All: Duck Back.	All: Leave the Table
	Witch	All: Leave the Table	All: Leave the Table
	Creature	All: Leave the Table	All: Leave the Table

SANITY CHECK

2	SANITY CHECK (Taken vs. Rep)
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#D6 PASSED	RESULT
2	Forfeit one turn of Activation, but will react normally. If forced to react, does not forfeit any of the remaining turn of Activation. Not subject to future Sanity Checks.
1	Duck Back and forfeit 1/2d6 turns of Activation, but will react normally. If forced to react, does not forfeit any of the remaining turns of Activation. Not subject to future Sanity Checks.
0	Leave the Table and subject to future Sanity Checks.

TEST OF WILLS

REP	TEST OF WILLS (Looking for successes)
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CIRCUMSTANCE	MODIFIER
Vampire Hunter.	+1 success
Successful – If successfully turned this Vampire earlier	+1d6
Preacher or Priest	+1d6

# SUCCESES	RESULT
2+ more than the Vampire	Vampire Leaves the Table.
1 more than the Vampire	Vampire halts in place and forfeits next turn of Activation.
Same as the Vampire	Immediately re-take the test. If reach this result a second time, count as if scored less than the Vampire.
Less than the Vampire	The character has failed and the Vampire is unaffected and will Carry On.

SILVER BULLETS

2	SILVER BULLETS (Add the results together) Vampire Hunters always have 1 + 1/2d6 Silver Bullets.
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CIRCUMSTANCE	MODIFIER
Gunman	+1
Indian	-2
Townfolk	-1

#	RESULT
2 to 9	None available.
10+	One for each point higher than 9.

ONCE BITTEN

2	ONCE BITTEN (Taken versus Rep)
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CIRCUMSTANCE	MODIFIER
Each point of Rep lower than the Vampire.	-1
Each point of Rep higher than the Vampire.	+1
If opposite sex of the Vampire.	-1

#D6 PASSED	RESULT
2	If the Vampire is dead: The victim is freed from its grip and returns to being a normal human. If the Vampire is alive: The victim remains under the control of the vampire satisfying its need to feed as well as acting as the Vampire commands. If able to move outside 12" from the Vampire, the victim is freed, but at a loss of one point of Rep. If the Vampire comes within 12" of the victim, it retains control of the victim and Rep returns to normal.
1	Immediately re-take the test counting a result of pass 1d6 as pass 0d6.
0	If the Vampire is dead: The victim will turn into a Rep 3 Vampire. If the Vampire is alive: The victim remains under the control of the vampire satisfying its need to feed as well as acting as the Vampire commands. If outside 12" from the Vampire, the victim slips into a coma and cannot function until the Vampire is killed and the test is taken again. If scoring a result of pass 0d6 on the next test, the victim dies.