

JUNG GUNS

You are the Law, one of a posse riding out into the wilderness of arid badlands and harsh icy mountains to bring outlaws and fugitives to justice.

Roll 1d6 to determine your Archetype:

Roll	Archetype	Move	Symbolizing
1	Greenhorn Kid	12	Hope, Innocence, the Future
2-3	City Slicker	9	Society, the City, Progress
4-5	Ex-Soldier	12	Sacrifice, Conflict, Redemption
6	Old Coot	6	Wisdom, Memory, Tradition

Roll 1d6 for your Weapon(s) (+1 if Old Coot):

Roll	Weapon
1	Two Revolvers
2-3	Revolver and Knife
4-5	Rifle and Knife
6	Shotgun

Gear: As well as weapons you have clothes, personal items, bedroll, a water-bottle and a week's trail rations. You also have a horse and saddle.

Weapon	Dmg	Notes
Knife/Fists/Indian Weapons	1d6	Knives can be thrown
Revolver/Cavalry Sword	2d6	Two revolvers allows extra attack
Rifle	3d6	Allows long range attacks
Shotgun	3d6	+2 to AR at close range. max 60'
Dynamite	4d6	Subtract 1d6 per 10' from blast

Hit Points: All characters have 1d8 Hit Points per level.

Characters start the game with a fistful of dollars each, enough to buy most basic everyday items and provisions. To buy anything that is less common or more expensive, they should roll a Save for sufficient funds. City Slickers get +2 to any roll as they have 'a few dollars more'.

Shootin' an' Fightin'

1) Ambush: The ambushed side automatically loses initiative on the first round of combat.

2) Initiative: Roll 1d6 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll (AR): Roll 1d20 + Level/HD + any other applicable modifiers \geq AC to hit:

Standing in open = AC 10 (no attack roll penalties)

Moving = AC 15 (-4 on attack rolls while moving)

Behind cover = AC 15 for light cover and AC 20 for solid cover

4) Roll Damage (Dmg): Roll a d6 for each point of weapon damage (Foes and creatures use HD). Sum like numbers. The largest sum is damage inflicted to target's HP. Foes reduced to 0 HP or less die; PCs make a save to survive (add 1d4 to the roll if a Doctor/Medicine Man is there to help).

Weapon Mishap: If the d20 attack roll is equal to or less than the weapon's damage dice, a mishap occurs e.g. a weapon jam, no bullets left or dropped weapon. A full action is required to clear a jam or reload/pick up a weapon.

Called shot: A special attack may be made to hit a very small target or exact body part e.g. shooting a gun from an opponent's hand or roping a steer. This is a called shot (-4 attack roll).

Bows: Bows can make long range attacks provided there's a clear view and an open field of fire (-2 attack roll).

Wounds: All damage is fully healed after each fight. Characters knocked to negative HP may require more time to recover (a Doctor/Medicine Man could help here).

Out on the Trail

Saves: All characters can accomplish everyday actions such as riding and lighting a fire. Make a save whenever the outcome of an action is in doubt e.g. playing a harmonica, or walking along the roof of a train. Save is $d20 + \text{Level/HD} + \text{modifiers} \geq 16$.

Hazards: Assign a Threat Rating from 1 to 10; this is the dice damage rolled. Make a save, subtracting TR from the roll, to avoid damage.

The Wilderness

The unforgiving frontier is a mirror to the darkness and desolation that creeps into the hearts of men. It resonates with the fears that lie within our collective unconsciousness. A journey into the Self that may change a man forever.

The Referee should attempt to infuse the trek into the beyond with symbolism and archetypes (the Trickster, the Mentor, the Beast). For example, Native American Indians may unsettle the 'civilised' man who sees in them the Primitive, a genetic memory from the dawn of man and a reminder of the potential savagery within us all that he would rather not face up to.

Characters begin as **Lawful**, believing in the rule of Law and the need for justice. But the harsh environment and the dangers lurking there may lead them to question these ideals. This capacity for change is represented by the following table which should be used after any death (character or non-player character) during the journey.

Each day in the wilderness after a death roll 1d6 to determine your Alignment (+1 to roll if Greenhorn Kid or City Slicker, -1 to roll if Old Coot);

Yesterday's Alignment	Today's Alignment		
	Lawful	Neutral	Chaotic
Lawful	1-4	5-6	
Neutral	1	2-5	6
Chaotic		1-4	5-6

Characters who become **Neutral** will increasingly ignore society's laws when it suits them. With each step into the wilderness their shadow grows longer. Chasing fugitives will become more about what they can personally gain from it rather than upholding the rule of Law.

Characters who become **Chaotic** increasingly embrace the darkness in their souls, unleashing their desires upon the world, whatever the cost to others. They will become obsessed with punishing the fugitives, preferring to execute them (4 in 6 chance) rather than deliver them to a courthouse.

Experience (XP)

Characters start as **Deputies** at level 1 with 0 XP. They require 2,000 XP times to advance to the next level (**Sheriff**) and a further 4000 to become a **Marshal**. Delivering outlaws to a courthouse grants 200 XP per HD, divided between the posse. Returning from the wilderness Lawful after Alignment changes grants an extra 100 XP. Attaining a new level allows characters to make +1 extra attack per level per round. This does not apply to shotguns.

Saddle up!

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