BATTLEGROUNDS: WILD WILD WEST

Battleground is a flexible skirmish system that is good for any gunpowder period. This variant provides the basic modifications for skirmishing in the Old West using Battleground and borrows some mechanisms from the Fist Full of Lead rules, which is an excellent set of Western gunfight rules.

GAME PLAY: The basic BGWW2 rules are in effect unless so noted below, including the basic sequence of play.

TURN SEQUENCE

1. The DEAL. Cards are dealt at random from a standard deck of cards to players, one for each unit in their command. This replaces the standard card initiative system in BGWW2.
2. Mark Special Fire Modes: Per page 3 of BGWW2, including new “Showdown” and “Fanning and Lever Action” special actions. Also, special effects Draws are noted at this time.
3. Rally Phase as normal
4. Squad (Unit/Posse) morale as normal
5. Artillery Phase as normal
6. Actions: Units take their actions in this phase upon unit activation, and the results of special Cards are applied at this time.

THE RANDOM INITIATIVE AND SPECIAL EFFECTS SYSTEM

Battleground: Wild Wild West uses a modified version of the standard BGWW2 card initiative system, borrowed and modified from the Fistful of Lead rules. Battleground: Wild Wild West uses a modified Card Activation mechanism in which each figure or group is dealt a new card each turn for activation, and the base “deal” is five cards per player. Players are allowed to look at their own cards, but not the cards of others. The turn is played out from highest (King) to lowest (Deuce) card (Aces are explained later).

THE DEAL

- Each player should split his whole gang into no more than five groupings.
- Each figure/group has a “random” deal each turn for each unit or special figure
  - Specials (leaders, etc.) get one card
  - Groupings (2-3 figs) each get one card
- As figures die or leave the game, a player may have to adjust his groupings to try and maintain his five card deal. Once he falls below that he will no longer get the benefit of certain deals.

A player or referee is designated as the caller. They begin the turn by calling out “ Kings!” Every player with a king card (if there is one) throws it down. Cards cannot be saved for later. Each card “activates” one of the player’s groups. The player then takes up to TWO actions with each figure in that group. Once a figure has been activated and done its actions, it may not be activated again until next turn (Note that Figures may still declare special fire modes before movement begins). Next “Queens!” is called, and all players with a Queen card go, then Jacks,
Tens, etc. In the case where more than one player has the same card, Spades go first, then Clubs, then Hearts, then Diamonds are last.

For example, Bill has eight figures in his gang, splitting them into groups to get a full five card deal – one for his leader, one for the leader’s sidekick, and three groups of two gang members. Pete only has three figures left after previous turns and so can only get three cards maximum.

Example of Play: It’s the beginning of a new turn. Steve has been dealt three cards, one for each figure he controls. He gets a King, a Jack and a 5. Mike has four cards. The caller calls out “Kings!”. Steve has two figures in cover and one lone soul standing out in the middle of the street just asking to be a target. Steve decides to use his King to activate the figure in the street. He throws down his King and takes both actions to move to a nearby alleyway. Next, “Queens!” are called. Nobody has one, so the turn proceeds to Jacks. Both Steve and Mike throw down a Jack. Mike has a Jack of Spades so he goes before Steve’s Jack of Hearts. Play proceeds until all figures have been activated.

SPECIAL CARDS & DEALS
In addition to activating figures, some cards have special qualities. They are referred to as Special Cards. They are played just like normal activation cards, but allow the player to do some unusual feats and spice up the game. The cards and their qualities are:

- Queen of Spades – Auto un-suppress/un-hunker or rally one figure
- Queen of Hearts – Heal one wound state on one figure (except dead)
- Suicide Sam – allow re-roll on HTH combat for one figure
- One-eyed Jacks - -2 Accuracy bonus on shooting for one figure
- Sixes – automatic reload for one figure
- Deuce - double fire for one figure
- Ace – Can do any of the above specials for one figure. It must, however, be played in sequence.

For example: Steve has 2 Aces. He knows he wants to go first in the turn, so when the round starts and “Kings!” is called he lays down one of his Aces and states it is the King of Spades. If there are no other Kings of Spades out there (i.e. the real one) he goes first since Spades come first in precedence. If, however, there was a real King of Spades laid down, the real one would go before Steve’s.

Example #2: Later in the round “Sixes!” is called. Steve’s been holding on to the second Ace for just the right moment. The other players have been ignoring one of his figures because he is
“Out of Ammo” and they know he needs a turn to reload. Steve lays down his Ace and calls it a “Six”. His figure instantly reloads and takes both his actions to blast away at the figures that ignored him.

A “real” card always takes precedence over an Ace impersonating it. As in the example above, a real King of Spades goes before Steve’s Ace acting as a King of Spades.

SPECIAL DEALS
Certain card DEALS also provide benefits (or consequences). A player carries out or designates the special actions before all movement occurs. Players should announce their special Deals after the cards are dealt, but need not reveal their cards until each card is activated – eventually their whole deal will be exposed to see if they were dealing ya straight!

- One Pair – Recover one figure’s morale/suppression markers
- Two pairs – 1x extra bonus action for one figure, or recover two morale/suppression markers
- Straight – Recover one group’s morale and suppression markers
- Flush – Immediate reloads/un-jams for all the player’s figures
- 3-of-a-Kind – 1x extra bonus action for all figures in one group
- 4-of-a-kind – “Thought I was a gonner!” Immediately recover all wounds from one figure (even if he was d-e-a-d, daid!!) and morale, the figure gets one immediate action.
- Royal Flush – “Yee haw, git ‘em boys! We’re all FIRED UP!” Recover all morale and suppression markers, each of the player’s figure gets an extra bonus action and does not suffer from morale or suppression results this turn.
- “Dead Man’s Hand” special negative effect [ace of spades, the ace of clubs, two black eights (clubs and spades)] – “Somebody done stepped on ma grave!!” All that player’s figures hunker down and are suppressed in closest cover, and make an immediate morale check for all that player’s figures.

Example: Joe looks at the cards he was dealt and realizes he’s been dealt three fives – three of a kind! He announces to the group that he has Three-of-a-Kind and designates one of his groups as receiving a bonus action for all the figures in that group.
TAKING ACTIONS

These proceed per BGWW2 rules with the exception that Heroic leader figures may receive additional actions, or actions bestowed by special Cards and Draws. For example, a Sherriff leader receives three actions, rather than the standard two in BGWW2. That same Sherriff could receive extra actions if, for example, the player had Two Pairs dealt during the Card phase, and so on. Figures with Hero Points may also expend them during their actions or otherwise during the game.

- **Hero Points**: Wild West gaming should be a bit cinematic, so some figures that are identified as Leading Characters get Hero Points. Hero Points can be spent during a game to modify an outcome or help a figure perform an action.
  - Re-rolls: By spending one Hero Point a player may force a re-roll on any die toll affecting or involving the Leading Character. This could range from being shot at to trying to rally friendly figures. The Hero Point is spent *after* the original die roll result. The next result may also be affected by a Hero Point.
  - Die modifier: By spending one Hero Point a player may add a modifier to any figure within Line of Sight that ranges from -5 to +5. For example, this could be added as a modifier to a friendly figure’s shooting attempt, or force a penalty on an enemy figure’s Skill Check.
  - Extra Actions: By spending one Hero Point a figure may gain one bonus action during its’ turn.
  - Once spent, a Hero Point is used for that scenario but will be available for later scenarios.

FIGHTIN’ FOLK

The primary difference between BGWW2 and BGWWW is the organization of a player’s units and the addition of “Leading Characters” to the Troop Quality rules to add a cinematic flair to the game.

THE POSSE (OR BAND, GANG, WHAT HAVE YOU)

In BGWWW players typically will have no more than a few dozen figures, and often less. Organization is determined by the requirement to keep Card Deals to a base of five cards. So a gang of ten banditos may have two leaders with their own cards, and three groups of bandits to bring the total card number to five. In a larger skirmish, for example, a band of Plains Indians with 40 figures may have one leader section card, a shaman section card and three groups of around a dozen warriors activating on their cards – keeping the number of cards drawn to five.
MORALE AND LEADERS

BGWWW adds "Leading Characters" to the unit mix, in addition to standard morale grades. Other Morale and Leaders rules remain the same.

Leading Characters: These are the heroic men and women who made The West a place of legend. In addition to their standard morale status, a Leading Character may receive extra actions and Hero Points. They come in two types:

- "A" List: This Leading Character receives one extra action and two Hero points.
- "B" List: This Leading Character receives no extra actions, but gets one Hero point.

Drunken Fool: If yer gonna fight in the Old West, yer gonna see drunken fools trying to shoot each other. This is a special Morale effect. Depending on the scenario, a figure may start drunk, or get drunk during the course of a game. Usually, getting drunk means failing a morale test in a Saloon or house of ill-repute and hitting the bottle. To sober up, make a modified Morale check at +5, reduce that to a +2 if the drunk gets dunked in cold water.

- Drunks Lose one Action. All skill checks (shooting, fighting and morale, etc.) have a +5 penalty.
- Drunks Ignore Suppression & Morale checks – yer too drunk ta notice all that lead ‘a flying!
## SAMPLE UNITS

<table>
<thead>
<tr>
<th>Type</th>
<th>Morale</th>
<th>Action Notes</th>
<th>Type</th>
<th>Morale</th>
<th>Action Notes</th>
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<tr>
<td><strong>Lawmen</strong></td>
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<td>3</td>
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<td>Gambler</td>
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<td>2</td>
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<tr>
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<td>2</td>
<td>Doc</td>
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<td></td>
<td><strong>Soiled Dove</strong></td>
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<td>Citizen</td>
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<tr>
<td>Shaman</td>
<td>14-2</td>
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</table>
* Shaman special actions: Once per game the Shaman figure may attempt one (only) special action via a modified skill check as follows:

- Spirit Chant: The Shaman may make a +2 Skill Check to perform a Spirit Chant that rallies all friendly troops from morale effects.
- War Dance: The Shaman may make a +4 Skill Check to perform a War Dance that provides all friendly troops with a -2 modifier on all combat rolls this turn.
- Curse: The Shaman may make a +6 Skill Check to rattle his curse stick and give all enemy figures a +2 on all action rolls this turn.

* Soiled Dove/Any Female: Any figure must pass a +2 Gut Check to attack a Soiled Dove or female figure unless she’s a shootin’ at ‘em.

**ACTIONS**

Actions in BGWWW are per normal BGWW2 rules unless otherwise noted.

**Two-gun Shootin’ Action:** A figure armed with two pistols may fire both guns and double-fire during their action phase, taking one extra attack per attack action. Each shot is made with a +3 to hit modifier. This may be used in conjunction with Quick Draws.

**SPECIAL ACTIONS**

**Showdowns:** What Western would be complete without dramatic showdowns? Any Leading Character figure may force a Showdown on any enemy group (figure or single group of figures) during the Special Phase by announcing a “Showdown!” The figure makes an opposed Morale/Skill check against the opposing group, and if successful pre-empts that group’s actions and forces it to act against the figure during its turn. It must attack that figure and move to keep that figure in sight, rather than taking other actions the controlling player would prefer to do.

*Example: Stinky Pete declares a Showdown against a group of two Banditos during the Special Fire phase. He makes an opposed Morale roll, pitting his Morale of 14 against their average Morale of 10. He rolls an 11, the Banditos roll an 8, and he beats their target roll. The Banditos are forced to react to Stinky Pete during their turn rather than continue moving into the bank to steal cash from the vault.*

**Quick Draws:** This is an Opportunity Fire attack that may be made only by Leading Character figures, but unlike Opportunity Fire it does not have to be announced during the Special Phase. A Leader/Hero may, at any point during another group’s activation turn, declare a Quick Draw attack on it, and draw and shoot. The attack is made with the +2 Snap Shot modifier. It may be combined with Two-Gun Shootin’.

*Example: Stinky Pete has forced a Showdown on the two Banditos, but the Card draw results in their activating first, so Stinky Pete declares a Quick Draw and opens fire on the Banditos. As*
**BGWWW: Battle Ground Wild Wild West**
*(FAN rules – not for commercial sale)*

This is an Opportunity Fire attack. Stinky Pete only gets one shot with his pistol – but since the figure has two pistols, the player decided that Stinky Pete will shoot with both pistols using the Two-Gun Shootin’ rules to take two shots. The shots have a +2 to hit penalty for Snap Shot, and a +3 penalty to hit for Two-gun Shootin’, for a combined +5 to hit modifier for each shot.

**Fanning and Lever Action:** This is a Spraying Fire mode that figures with six shooters and lever-action rifles may perform, the figure will pump lead into a 2” wide area as fast as they can per Spraying Fire rules. This must be declared during the Special Phase. The figure must also roll an Out of Ammo check with a +3 modifier to see if they burn all their ammo.

**GETTING’ AROUND: HORSES, WAGONS & TRAINS**

**MOUNTED COMBAT**
Mounted figures use their Skill level for any checks related to mounted movement
- **Movement:** Mounted units move 8” per action. Any obstacles that require infantry one action to cross (stone walls, etc.), may be crossed with a one inch movement penalty. Otherwise, horses use the same terrain modifiers as infantry. Two soldiers may ride a horse, but movement drops to six inches per action and may not be toward known enemy positions. Soldiers riding double saddle may not fire their weapons. Horses may only move into buildings through large doors or the equivalent.
- **Mounting/Dismounting:** Mounting or dismounting takes one action.
- **Dismounts:** One horse holder is required for each five horses when dismounted. Horses may be left unattended. However, if fired at, any result of suppression or better will cause the horse to bolt, as will any HE hit within 12” and in line of sight. Horses that bolt are removed from play.
- **Firing from horseback**: Only small arms -- rifles, shotguns, bows or pistols -- may be fired from horseback. If the horse is stationary the rider must make a skill check to avoid a combat penalty. A failed Skill check results in a +2 to hit as the horse’s motion throws off the accuracy of the shot. Small arms may also be fired while the horse is in motion, but must take a +12 to-hit modifier for firing on the move.

- **Mounted infantry as targets**: When firing at mounted riders, apply a -1 to-hit modifier, and a +1 modifier for each three inches of movement during the last action, or for each three inches of intended movement during the current action (if engaged by units on OP Fire). All other infantry to-hit modifiers apply. For each hit, roll a d6; on a 1-4 the horse is hit, on 5-6 the rider is hit. Resolve hits on riders normally, but ignore suppression results. If a rider is light-wounded, roll an immediate skill check to avoid falling from the horse. If the skill check is failed, see "Knocked off horse". Horses ignore all results except for HWs or KIAs, which result in mortal wounds. If a horse is moving when mortally wounded, it spills its rider d4 inches from where it is hit in line with it's last movement. Otherwise the spill occurs where hit. In either case see "Knocked off horse".

- **Knocked off horse**: If a rider fails a skill check and falls, or if a horse takes a HW or KIA and spills the rider, the rider may be injured. Riders taking a spill from a stationary horse take a hit on the E table with a +3 modifier. Falling from a moving horse results in a hit on the E table with no modifier.

- **Fear of Charge**: Being charged by mounted troops can be unnerving. If mounted troops move six or more inches to get to close combat it is considered a charge. When charging cavalry comes within four inches of infantry the infantry must take a gut check unless they are in +5 cover (not counting prone). If the gut check is passed the charge continues normally. The cavalry finishes their move and a close combat occurs. If the gut check fails, the infantryman must immediately move up to four inches towards cover (+5 or better). If there is no cover for the infantry within four inches then the cavalry may catch them in the open. Fear of Charge checks are made per charge, not per horse, and apply to all infantry within four inches.

- **Close Combat**: If a mounted rider comes into base to base contact with infantry on open ground, the infantry soldier must take an immediate skill check. If the infantry is prone, apply a +5 modifier. If passed, continue with hand to hand combat. If the skill check fails the infantryman rolls immediately on the C column with no modifiers. If applicable, then continue with hand to hand combat. Mounted riders receive a -4 modifier in close combat in addition to any other modifiers (pistol, morale, etc.). Infantry in cover do not need to take a skill check when base to base contact occurs, so the hand to hand combat is resolved immediately (with the -4 modifier for the mounted riders). All other modifiers for hand to hand combat apply. Mounted figures may engage more than one infantryman in hand to hand combat during an action, but only if they are able to be in base to base contact simultaneously (i.e., they may not expend their movement along a line of infantry and then go back and resolve individual hand to hand actions). Mounted riders in buildings may not engage in hand to hand combat unless specifically noted in the scenario (due to the large size of the building).

- **"Final Charge"**: If a mortally wounded horse is moving when killed, the d4 roll mentioned above is made to determine where the rider spills. If this movement brings the horse into base to base contact with an infantryman, the soldier must take an immediate skill check. If failed, roll on the E column with no modifiers.
WAGONS AND STAGE COACHES

- Movement: Movement of wagons and stagecoaches is in part dependent upon the number of horses pulling it.
  - 1-2 horse wagon or coach: 6”/action
  - 3-8 horse wagon or coach: 7”/action
- Turning: Wagons and stagecoaches may make up to a 90 degree turn per movement action.
- Terrain: Wagons and coaches going through soft ground or uneven terrain must make a “bog” check to avoid getting stuck (soft ground) or losing a wheel (uneven terrain). If a wagon loses a wheel it will crash.

- Targeting wagons and stagecoaches: A unit may fire in general upon a wagon/stagecoach as a unit and roll on the wagon diagram table, or if they are a Marksman (Sniper) they may fire upon horses, drivers, or passengers.
  - Drivers have +1 cover modifier
  - Passengers have a +3 cover modifier
  - Horses may be specifically targeted with a +2 modifier. If hit, Horses ignore all results except for HWs or KIAs, which result in mortal wounds. If a horse is killed “in the traces” of moving wagon or stagecoach the driver must make an immediate Skill check. If they fail, the wagon/coach crashes. The dead horse will also force the wagon or coach to a halt until a figure spends one action cutting the dead horse loose (Skill check), allowing it to move again. A wagon or coach may not move if it has lost half the original horses that drove it.
  - If a driver is injured they must make a Skill check to continue driving or lose control. If they lose control, make another Skill check to avoid crashing. If the wagon doesn’t crash the horse team will run the wagon in a random direction for both movement actions each turn. Roll 1d12 to determine the direction each turn of uncontrolled movement.
- Crashing: If a wagon or stagecoach crashes, all passengers and drivers must check for injury. Roll 1d20 on the “F” table for each figure involved. If the figure makes a Skill check it may jump clear from the crash and get a +2 modifier on the injury roll.

TRAINS

- Movement: Trains move at a set speed of 7” at normal pace, 12” per action with the throttle wide open. Trains will usually not run with the throttle open unless the engineer is threatened or attacked. Trains steaming up-hill move at half speed. To stop a train the engine must be boarded and the engineer replaced or forced to throw the brakes. Throwing the brakes is a single action which stops the train 12” from the point at which the brakes are thrown. All figures on the train must make a modified skill check (+2) to avoid being thrown prone and Suppressed.
- Boarding trains on the fly: To board a train on the fly a figure must move adjacent to the train during a move, and spend an action to attempt to board the train. The figure must
make a modified Skill check with a +2 for each inch of movement the train is going faster than the figure. Mounted figures have an additional +1 skill check modifier.

- Jumping between cars: Climbing up on top of a moving train, and jumping between cars takes some skill. Figures may climb onto or off of the roof of a car by making a base skill check. They may jump between cars by making a modified skill roll with a +2 modifier.

- Falling off a train:
  - Figures that fall from a stationary train take a hit on the E table with a +1 modifier
  - Falling from a normal speed train results in a hit on the D table
  - Falling from a “throttle wide open” train results in a hit on the C table
## OLD WEST WEAPONS

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<tr>
<th>Weapon</th>
<th>Type</th>
<th>ROF</th>
<th>Crew</th>
<th>Range</th>
<th>Effect</th>
<th>Jam</th>
<th>Set</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Derringer</td>
<td>P</td>
<td>1</td>
<td>1</td>
<td>P*</td>
<td>P+1</td>
<td>18</td>
<td>N</td>
<td>All ranges are <em>halved</em></td>
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<td>Pepperbox</td>
<td>P</td>
<td>2</td>
<td>1</td>
<td>P-1&quot;</td>
<td>P+1</td>
<td>18</td>
<td>N</td>
<td>One volley only. Take one action to reload.</td>
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<td>Cap ‘n Ball Pistol</td>
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<td>P</td>
<td>P</td>
<td>16</td>
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<td>Six gun</td>
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<td>1</td>
<td>P</td>
<td>P</td>
<td>18</td>
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<td><em>Note that “breakfront” pistols like the Schofield are easier to reload and have a -2 Un-jam/Reload roll modifier</em></td>
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<td>Horse Pistol</td>
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<td>P+2&quot;</td>
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<td>Unwieldy +1 to hit</td>
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<td>Le Mat Pistol</td>
<td>P</td>
<td>1/S</td>
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<td>P/S</td>
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<td>18</td>
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<td>Can fire as pistol, or can use shotgun barrel for one shot using the Shotgun template.</td>
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<td>R</td>
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<td>Inaccurate +2 to hit, Takes one action to reload.</td>
</tr>
<tr>
<td>Sharps Carbine</td>
<td>R</td>
<td>1</td>
<td>1</td>
<td>R-2&quot;</td>
<td>R+1</td>
<td>18</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Winchester Rifle</td>
<td>R</td>
<td>1</td>
<td>1</td>
<td>R</td>
<td>R</td>
<td>18</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Henry Rifle</td>
<td>R</td>
<td>1</td>
<td>1</td>
<td>R</td>
<td>R-1</td>
<td>18</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Buffalo Gun</td>
<td>R</td>
<td>1</td>
<td>1</td>
<td>R</td>
<td>R-3</td>
<td>18</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Gatling Gun</td>
<td>HMG</td>
<td>4</td>
<td>3</td>
<td>HMG</td>
<td>HMG</td>
<td>17</td>
<td>6</td>
<td>On a wheeled carriage, treated as an artillery piece for movement, morale, etc.</td>
</tr>
<tr>
<td>Bow</td>
<td>P</td>
<td>1</td>
<td>1</td>
<td>P</td>
<td>P+2</td>
<td>20</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Thrown Knife</td>
<td>HTH</td>
<td>1</td>
<td>1</td>
<td>6&quot;</td>
<td>P+1</td>
<td>20</td>
<td>N</td>
<td></td>
</tr>
<tr>
<td>Thrown Tomahawk</td>
<td>HTH</td>
<td>1</td>
<td>1</td>
<td>6&quot;</td>
<td>P</td>
<td>20</td>
<td>N</td>
<td></td>
</tr>
</tbody>
</table>
Shotguns: The shotgun can fire slugs or shot ammunition. When firing slug ammunition it has a Rate of Fire of 1, uses the range of an SMG, and hits like an HMG. When using shot ammunition, lay out the shotgun template. Each band of the template is marked with a letter – roll for Effect for any figure under the template, using the column indicated by the letter.

Dynamite: Dynamite is treated like other area effect weapons in BGWW2.
- A single stick of dynamite has the same effect as a hand grenade, and uses the hand grenade template.
- A bundle of dynamite is handled like a cluster grenade. It takes 6 sticks to make a bundle, and it uses the Small HE effects template.

Cannon: Cannon encountered on the Frontier would be standard field pieces of the day, typified by the 12lb Napoleon cannon and the 12lb howitzer. These are treated as Artillery per BGWW2 rules and have a base crew of six, including an officer with Field Glasses (Binoculars).
- Cannon: Cannon (12lb Napoleon or 3” Ordinance Rifle) may only fire in Direct Fire mode. It may fire any type of ammunition. (see ammunition)
- Howitzer: Howitzers are short-barreled field guns designed primarily for Indirect Fire, firing Shells in a high arc. They may also fire Canister at targets in Direct Fire mode.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Gun</th>
<th>Load</th>
<th>Crew</th>
<th>Set-Up</th>
<th>Min. Range</th>
<th>Max. Range</th>
<th>Shot</th>
<th>Shell</th>
<th>Case</th>
<th>Canister</th>
<th>HE Size</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>12lb Napoleon</td>
<td>Std</td>
<td>4.6&quot;</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>6</td>
<td>3</td>
<td>Special</td>
<td>Template</td>
<td>Med</td>
<td>Direct Fire</td>
</tr>
<tr>
<td>12lb Howitzer</td>
<td>Short</td>
<td>4.6&quot;</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>24</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>Special</td>
<td>Template</td>
<td>Med</td>
<td>Indirect Fire</td>
</tr>
</tbody>
</table>

Ammunition:
- Shot: This is a solid iron cannonball that can cause immense damage. Shot was usually aimed to graze low along the ground, skipping through ranks of the enemy and often bouncing into more targets behind the initial target.
  - Targeting Infantry/Cavalry: Shot creates an initial “beaten zone” 1” wide and 2d6” long. All targets in this path are automatically hit with an attack on the “A” chart. The Shot will then bounce and possibly hit additional targets. Roll 1d6 for deviation and 2d6” bounce distance for the start of the next beaten zone. The second beaten zone will be 1” wide and 1d6” long and inflict an automatic hit on the “C” chart.
  - Targeting structures and vehicles: Treat as a direct fire artillery attack, comparing penetration values to the targets armor value. Shot will penetrate walls using the Medium artillery template.
Shell: This is a hollow iron ball filled with gunpowder set to explode at a certain distance from the firing cannon or howitzer. The distance is set by the length of the fuse used on the shell. It will explode using the Medium Artillery template. When attacking with Shell, roll 1d20 once the impact point is determined and on a “20” the fuse fails to set off the Shell and there is no explosion.

Case: This is a modified Shell, filled with musket balls or 1” iron shot for an enhanced anti-personnel effect similar to canister, and is fused to explode in mid-air over a target to scythe down infantry and cavalry at a distance. It uses a modified Small HE template, the rings reading A-A-B-C. It has no explosive effect on targets.

Canister: This is a hollow cylinder packed with musket balls or 1” shot, and when fired turns the cannon into a giant shotgun that can be devastating at close range. It uses a special template when fired.
12 pound Canister Template

BGWWW: Battle Ground West
(FAN rules – not for commercial sale)
Conestoga Wagon Template
BGWWW: Battle Ground Wild Wild West
(FAN rules – not for commercial sale)

Buckboard/Small Wagon Template