

True Lead v0.8

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Groups and Models: Each group consists of one or more models that act independently. Each model is defined by its type and whatever weapons it has.

Accuracy Tests: Whenever a rule states that you must take an accuracy test roll one six-sided die trying to score the model's accuracy value or higher, and if it does that counts as a success.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Preparation: The game is played on a flat 4'x4' surface, with at least 15 pieces of terrain on it.

Players then choose one of three locations:

- **Saloon:** Set up a 2'x2' building filled with tabled, chairs, barstools, etc, somewhere at least 6" away from any table edge. The remaining terrain should be buildings forming the rest of the town.
- **High Noon:** Draw a straight line from one end of the table to the other, and deploy all terrain (mostly buildings) at least 3" away from the middle line and within 3" of another building.
- **The Mesa:** Set up a scattering of outdoor cliffs, vegetation, and maybe a shack or two. You can add canyons and rivers, but make sure that models can reach every point of the table without getting stuck.

The players roll-off, and the winner chooses on what side to deploy and has to start first. The players then alternate in placing one group each within 12" of their table edge.

Objective: After 6 rounds the game ends, and both players sum the point value of all enemy groups destroyed. If a player only managed to kill half or more models in a group but did not manage to destroy it he gets half as many points (rounding down). The player with the highest total points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single model each until all models have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which model he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Ambush	0"	React to enemy move.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Brawl	12"	Move into melee.

Moving

Models may move and turn in any direction regardless of their facing, and they may only move within 1" of other models if brawling.

Shooting

Models that are in range and have line of sight of enemy models may shoot with all weapons at them, however they may not shoot into or out of brawls. Shooting model must pick one of these when firing:

- Normal
- Pinning
- Duel

Normal: The attacker takes one accuracy test per FP used, and each success causes one wound to the target. On a roll of 1 the weapon runs out of ammo and the model must spend the next round reloading (can't use any type of shooting).

Pinning: The attacker may declare one enemy model within range and line of sight as the target of his pinning, which lasts until the attacker's next activation. For each model that is pinning the target it has -3" movement if it is in the open, and -6" movement if it is in cover. Regardless of whether the target moves, the attacker must spend the next round reloading (can't use any type of shooting).

Duel: The attacker may declare to duel one enemy model within 12" that it has line of sight to, and that is not within 3" of any other models, but only as long as the attacker himself is not within 3" of any other models. Both the attacker and the defender secretly select a number between 1-6, and reveal it at the same time. The player that chose the lower number gets to shoot that amount of normal shots first. Then if the opponent survives he may fire as many shots as the number he chose, minus one for every wound it took (if he took any). If both players picked the same number then they must shoot simultaneously. Models in a duel may never use more attacks than their full FP regardless of the number they chose, and targets of a duel that are reloading may not use any attacks whatsoever.

Ambush

Models set on ambush do nothing during their activation, however they may react to enemy movement within line of sight once by using a normal shooting attack with a -1 to their shooting.

Brawls

When using a brawl action, move the attacking model into base contact with the target, and then it may strike with all of its melee weapons. Take one accuracy test per FP used, and each success causes one wound to the target. If the defender survives it may immediately strike back in the same way. If neither model is killed the combat starts over again as soon as one of the models is activated again, which uses a brawl action against its target for that round. If a model uses a brawl action against a model that is already in a brawl, it gets +1 to brawl attacks for that round.

Wounds

Every wound taken by a model reduces its health by 1, and if its health is reduced to 0 it is killed (remove model from the table). A model whose health would be reduced to 0 by a brawl attack using Fists is stunned instead and counts as activated for that round. Stunned models are placed on their side to mark their status, and they must spend their next activation doing nothing to stop being stunned (stand model back up). If a stunned model's health is reduced to 0 by a brawl attack using Fists, then it is killed. Note that stunned models don't provide any brawl attack bonus.

Terrain

Cover (tables, windows, trees, etc.): If a model is touching an obstacle that hides at least half of it from the perspective of the attacker, then it's in cover. If a model in cover is targeted by an attacker that sees more than half of it, then it is flanked. When shooting at models in cover the attacker gets -1 to shooting attacks, and when shooting at flanked models the gets +1. If this brings its accuracy value to 7 or higher, then he must roll a 6 followed by a 4+ to hit. Note that a roll of 1 is always a miss, regardless of elevation modifiers.

Difficult Terrain (woods, mud, rivers, etc.): Models halve their movement when crossing this terrain.

Elevation (cliffs, roofs, ledges, etc.): Models may move onto steep elevation up to 3" tall, counting the upward movement distance. When firing at or moving into close combat from elevation at least 2" taller than the target, the gets +1 to all of its attacks. Note that a roll of 1 is always a miss, regardless of elevation modifiers.

Force Composition

Each player may take up to 100pts or 200pts worth of groups (you decide), organized this way:

Group	Composition	Points
Mob	6 Thugs	35pts
Posse	4 Thugs on Mounts	30pts
Crew	4 Thugs and 1 Boss	40pts
Gang	3 Bosses	45pts
Due	2 Veterans	55pts
Marshals	2 Veterans on Mounts	60pts
Partners	2 Legends	90pts
Lone Rider	1 Legend on Mount	50pts

All models are armed with Revolvers and Fists, and any model may be upgraded with one melee and one ranged item from the weapons section, adding its point cost to that of the group.

Model Types

Each model in a group has a type, which confers a different health and accuracy value

Type	Health	Accuracy
Thug	1	5+
Boss	3	4+
Veteran	5	3+
Legend	7	2+

Mounted models need two miniatures each: the rider on foot, and the rider on mount (used when deploying). Mounted models add 6" to their movement across open terrain, however they may not move into buildings or climb steep elevation. Riders may get off their mounts when activated before using any action (replace the rider on mount miniature with the rider on foot, and place a mount marker where he got off). The rider may use a walk or run action to get onto its mount by moving into contact with the marker, which ends its activation (replace the miniature and remove the marker). Note that any model can get onto a mount by moving into contact with the marker, even if it didn't have a mount to begin with. Whenever a mounted model is stunned or killed it is thrown off its mount, and the mount marker is placed within 1" of the rider's position.

Weapons

Each ranged weapon provides as many dice to shooting as its firepower, and range less weapons provide firepower to brawl attacks.

Name	Range	FP	Points
Fists	-	1	-
Knife	-	1	5pts
Tomahawk	-	2	10pts
Saber	-	3	15pts
Derringer Pistol	6"	1	5pts
Revolver ¹	12"	1	10pts
Shotgun ²	18"	2	15pts
Bow ³	30"	1	15pts
Repeating Rifle	30"	2	20pts
Buffalo Rifle ⁴	36"	1	20pts

¹Revolvers count as having FP6 in duels.

²Shotguns give pinned targets -6" movement when the target is in the open, and -12" movement when the target is in cover.

³Bows never have to be reloaded.

⁴Buffalo Rifles cause three wounds instead of one, and they must be reloaded every time they fire.