Untamed West Character Catalog

APPENDIX A: WEAPONS/ARMOR

Each entry shows damage rating / heft.

MELEE WEAPONS

Lance/Spear strikes first, even in foe's turn.

Knife d6 (d6+2 grappling)
Club d6/8
Tomahawk d6+1/9
Cavalry Saber d6+2/10
Javelin 2d6-1/11 (missile)
Bow d6/9
Long Bow d6+2/11

GUNS

Armor is ineffective against firearms.

Revolver 2d6-1/8
Rifle 2d6/9 (2 hands)
Musket 2d6/10
Shotgun 3d6/10

EXPLOSIVES

Dynamite 2d6+2/6 (no armor)
Thrown; 5hex diameter damage area.

Molotov d6/6
Thrown: 3hex diameter damage area. Fire space burns 2 damage.

ARMOR & SHIELDS

Firearms ignore all armor.

Canvas Coat 1/0
Leather coat 2/1
Shield 2/1

APPENDIX B: SKILLS

Skills

Skills allow or assist an action. For example, Swimming allows you to swim. Charisma assists a character in manipulating an NPC.

ATHLETIC

Acrobat 3/DX
+1DX to dodge or climb. Fall damage -1d6.
Riding 3/DX
Swimming 3/ST

COMBAT

Each level gives +1DX and +1 damage.
HTH: +1ST/DX Hand-to Hand/Unarmed.
Ax: +1 with Ax, Mace, or Club.
Bow: +1 with Bow, or Crossbow.
Knife: +1 with Dagger.
Sword: +1 with Sword.

Pistol: +1 with Pistol.
Rifle: +1 with Rifle.

SOCIAL

Charisma 3/IQ
Control non-hostile NPC. No suicidal actions.
Leadership 3/IQ
Add leadership rating to all friendly characters' attributes during battle.
Language 3/IQ
Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navajo, Pawnee, Sioux, Spanish, Ute. Indian Sign Language included with any Indian language. Also English literacy.

SURVIVAL

Naturalist 3/IQ
Find one unit healing herbs per day.
Navigation 3/IQ
Move extra instruction per day.
Stalker/Stealth 3/DX
Character gets free unopposed turn.
Survival 3/IQ
Character requires no daily ration.
Tracker 3/IQ
Identify, follow, erase tracks.

TRADES

Alchemist 3/IQ
1XP to make potion. Heals (level) damage.
Animal Handler 3/IQ
Prevent wild animal attack. Tame beast.
Bard/Storyteller 3/IQ
Gives 1 karma point (per bard level) to each character per day, to be used in this day.
Craftsman 3/IQ
Earn skilled labor rate per day working.
Medic 3/IQ
Heal 1 damage point per level for damage in current combat. Used after combat is over.
Merchant 3/IQ
Purchase or sell goods at 10% discount or profit per merchant level.
Sailor 3/DX
Handle boats and ships.
Scholar 3/IQ
Read one instruction ahead. Suffer 1 fatigue.
Thief 3/DX
One try at picking a lock or disarming a trap. Take one item from store or NPC. If caught, 2x guards ST10 DX10 IQ10 attempt to capture thief for punishment.

APPENDIX C: HORSES

Mobility and Fighting

Riders have MA12 when mounted. Mounted riders cannot dodge, but are -1 DX to hit. Melee attacks down from a mounted rider against a man on foot are +1 damage.

Running Battles

A mounted party pursuing another mounted party results in a running battle. Running battles take place along the length of the game board.

The pursuing force lines up on the short edge of the game board (usually at A or C). The fleeing force lines up in the middle of the board.

Each player's turn, the side winning 3/DX +Riding, advances a number of spaces equal to the difference of the win.

If the fleeing party exits the far edge of the map, they escape. If the pursuing party catches up to the fleeing party, all characters must stand and fight.

Example

Ajax (DX11, Riding+1) and three companions are mounted. Hector (DX12, Riding+1), is alone but mounted. Ajax's party is pursuing Hector in a running battle. Ajax and his three companions line up on the short end of the board at A. Hector starts in the middle of the board.

Example: Ajax's Turn

Ajax checks DX+Riding against Hector. Ajax rolls 13, Hector rolls 9. Hector wins by 4. Hector advances towards the far end of the board by 4 hexes. Ajax shoots at Hector, but misses.

Example: Hector's Turn

Hector rolls against Ajax. Hector rolls 9, Ajax rolls 12. Ajax wins. Ajax and his party move 3 hexes into the board.

Example: End

Players continue the running battle until either Hector makes it off the far side of the board, or Ajax catches up. If Ajax catches up, Hector must stand and fight.

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