

## BLOOD HORIZON – RULES 2 GO

### CHARACTER

- Create an Exotic with Rep 5. Roll for a random Attribute, choose a second Attribute, then roll for a Weapon.
  - **1 – 3:** Rifle (R-1)
  - **4 – 5:** Shotgun (S-2)
  - **6:** Big A\$\$ Pistol (BAP-2)

### ATTRIBUTES

- Random: 1/2d6 for Table, then 1d6 for Attribute.

#	ATTRIBUTES – TABLE 1
1	<b>COWARD:</b> Always the first Character to Leave the Battle Board.
2	<b>CLUMSY:</b> Count Rep at 1 point lower than actual on the Stealth Table.
3	<b>RUNT:</b> Counts a -1d6 penalty when in melee.
4	<b>SLOW TO REACT:</b> Counts Rep at 1 point lower than actual when shooting <i>if its side won</i> on the Action Table.
5	<b>CRUEL:</b> Counts a +1d6 when Interacting with Characters with a lower Rep.
6	<b>DIM:</b> Counts a -1d6 when Interacting.

#	ATTRIBUTES – TABLE 2
1	<b>BOXER:</b> Ignores the first -1 to Rep suffered when fighting on the Melee Table.
2	<b>SPRAY AND PRAY:</b> Count Rep at 1 point lower than actual on the Shooting Table.
3	<b>NERVES OF STEEL:</b> Always the last Character to Leave the Battle Board.
4	<b>RAGE:</b> Counts a +1d6 bonus if in melee.
5	<b>SMOOTH:</b> Can re-roll any 1d6 when Interacting.
6	<b>TOUGH:</b> Once during each Encounter the Character will treat the first Leave the Battle Board result as a Duck Back result.

#	ATTRIBUTES – TABLE 3
1	<b>BORN LEADER:</b> Rolls 3d6 counting the lowest 2d6 results on the Will to Fight Table.
2	<b>CRACK SHOT:</b> Roll 3d6 when shooting, counting the best 2d6 results.
3	<b>HARD AS NAILS:</b> Once during each Encounter will treat its first Obviously Dead result as Out of the Fight instead.
4	<b>STEALTHY:</b> Opponent counts its Rep at 1 point lower than actual when rolling on the Stealth table. If alone, also counts for Action table.
5	<b>QUICK REFLEXES:</b> Count Rep at 1 point higher than actual when rolling on the Action Table.
6	<b>RESILIENT:</b> Once during each Encounter will treat its first Out of the Fight result from Shooting as Duck Back – or if from Melee, as -1 to Rep.

### GUN STORE

- Sell equipment to the Gun Store for half its cost rounded down (minimum 1 Increasing Rep d6).

WEAPON	BUY COST
Knife	1 Decreasing Rep d6
Rifle (R-1)	1 Decreasing Rep d6
Shotgun (S-2)	2 Decreasing Rep d6
Pistol (P-1)	2 Decreasing Rep d6
Big A\$\$ Pistol (BAP-2)	4 Decreasing Rep d6
Automatic (A-3)	6 Decreasing Rep d6
Dynamite (5, single use)	5 Decreasing Rep d6

### HIRED HANDS

In a Daytime Chillin' Encounter, resolve a PEF as Gun Store. Then roll 1/2d6 for number of hired hands and 1d6 each for Class, Rep, and Weapon.

#	CLASS	REP	WEAPON
1, 2, or 3	Citizen	3	R-1
4 or 5	Outlaw	4	S-2
6	Hired Goon	5	BAP-2

- **Decreasing Rep d6 Upfront Cost** = Hired Hand's Rep minus 2.

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### WHO ARE THEY?

- Unless specified by Encounter rules, use the following Tables to resolve a PEF:

#### CITIZEN (1 – 3)

- Citizens are always friendly. However, this group might be Police (1), who are hostile.

#	ATTRIBUTE	REP	WEAPON
1	RANDOM	5	S-2
2	RANDOM	4	R-1 <sup>(1)</sup>
3	RANDOM	3	R-1 <sup>(1)</sup>
4+	RANDOM	3	Unarmed <sup>(1)</sup>

(1) If Police, armed with Big A\$\$ Pistol (BAP-2) instead.

#### OUTLAW (4 – 5)

- Outlaws are hostile

#	ATTRIBUTE	REP	WEAPON
1	RESILIENT	5	A-3
2	QUICK REFLEXES	4	S-2
3	TOUGH	4 <sup>(1)</sup>	S-2
4+	RANDOM	3	P-1

(1) Chance (1 – 2) of Rep 3.

#### HIRED GOON (6)

- Hired Goons are hostile.

#	ATTRIBUTE	REP	WEAPON
1	BORN LEADER	5 <sup>(1)</sup>	A-3
2	CRACK SHOT	5	A-3
3	RESILIENT	5 <sup>(2)</sup>	BAP-2
4+	RESILIENT	4	BAP-2

(1) If Ambush Encounter, chance (1 – 2) of Rep 6.

(2) Chance (1 – 2) of Rep 4.

### ASSASSIN (SPECIAL)

- Leader is always row “1”. If you are alone, Assassin Leader faces you alone. Whole side is always in Cover.

#	ATTRIBUTE	REP	WEAPON
1	CRACK SHOT, HARD AS NAILS	7	2x BAP-4
2+	CRACK SHOT	5	A-3

### STEALTH

- 2d6 for sneaking Character and 2d6 for enemy Leader.
- If you have Band members with you, each must Stealth separately.

ATTRIBUTE
<b>STEALTHY:</b> Opponent counts its Rep at 1 point lower than actual.
<b>CLUMSY:</b> Count Rep at 1 point lower than actual.

#D6 PASSED	RESULT
More d6	Success! Avoided detection by Police, Outlaws, or Hired Goons.
Same # of d6	<i>If opponent Outlaws or Police:</i> Success! Avoided detection. <i>If opponent Hired Goons:</i> Failure! Go to the Action table.
Fewer d6	Failure! Go to the Action table.

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### ACTION

- 1d6 for Advantage (1,2,3 = yours; 4,5,6 = theirs), then 2d6 for each side.

<i>ATTRIBUTE</i>
<b>STEALTHY:</b> If the Stealthy Character is alone, Opponent counts its Rep at 1 point lower than actual when rolling on the Action Table.
<b>QUICK REFLEXES:</b> Count Rep at 1 point higher than actual.

<i>#D6 PASSED</i>	<i>RESULT</i>
More d6	The figures on the side that passed more d6 can: <ul style="list-style-type: none"> <li>• Shoot.</li> <li>• Charge into Melee.</li> <li>• Recover from Duck Back.</li> <li>• Leave the Battle Board.</li> </ul>
Same # of d6	Side with the Advantage counts as passing more d6.

### SHOOTING DAMAGE

- 1d6 per damage for each Character who took damage.

<i>ATTRIBUTE</i>
<b>HARD AS NAILS:</b> Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.
<b>RESILIENT:</b> Once during each Encounter, treat first Out of the Fight result as Carry On result instead.

<i>#</i>	<i>RESULT</i>
“6”	Target is Obviously Dead.
Rep or higher, but not a “6”	Target is Out of the Fight.
Lower than Rep	Target Ducks Back.

### SHOOTING

- 2d6 for each shooter.

<i>ATTRIBUTE</i>
<b>CRACK SHOT:</b> Roll 3d6 when shooting, counting the best 2d6.
<b>SPRAY AND PRAY:</b> Count Rep at 1 point lower than actual when shooting.
<b>SLOW TO REACT:</b> First time firing, if its side won on the Action table, count Rep at 1 point lower than actual.
<i>CIRCUMSTANCE</i>
<b>Assassin</b> – Always in Cover.

<i>#D6 PASSED</i>	<i>RESULT</i>
2	Hit all Targets.
1	Miss: <ul style="list-style-type: none"> <li>• If shooter is a Citizen.</li> <li>• If being charged. Chargers continue.</li> <li>• If the target is in Cover. Targets return fire. If already returned fire, Duck Back instead.</li> <li>• If the 2nd or higher target. Targets return fire. If already returned fire, will Duck Back instead.</li> </ul> Otherwise: <ul style="list-style-type: none"> <li>• Hit.</li> </ul>
0	Miss all Targets: <ul style="list-style-type: none"> <li>• Chargers continue into contact.</li> <li>• Targets return fire.</li> </ul>

## BLOOD HORIZON – RULES 2 GO

### MELEE

- 2d6 for each Melee combatant.

ATTRIBUTE
<b>HARD AS NAILS:</b> Once during each Encounter, treat first Obviously Dead result as Out of the Fight instead.
<b>RESILIENT:</b> Once during each Encounter, treat first Out of the Fight result as -1 Rep result instead.
<b>BOXER:</b> Ignores the first -1 to Rep suffered when fighting melee.
<b>RAGE:</b> +1d6
<b>RUNT:</b> -1d6

#D6 PASSED	RESULT
Passed 2d6 more	If winner using a Lethal Weapon – Loser is Obviously Dead. Otherwise, Loser is Out of the Fight.
Passed 1d6 more	If winner using a Lethal Weapon – Loser goes Out of the Fight. Otherwise, Loser suffers -1 to Rep. Fight another round of melee.
Passed same	Both suffer -1 to Rep. Fight another round of melee.

### PURSUIT

- 2d6 for your Band and 2d6 for Pursuers.

#D6 PASSED	RESULT
2	<i>Carry On!</i> Both sides continue the Pursuit.
1	<i>Losing ground!</i> Reduce current Rep by 1 point. If reach “0” Rep: <ul style="list-style-type: none"> <li>• The Posse abandons the Pursuit.</li> <li>• The Satchel Band stops running.</li> </ul>
0	<i>End of the Pursuit!</i> Reduce current Rep to “0” Rep: <ul style="list-style-type: none"> <li>• The Posse abandons the Pursuit.</li> <li>• The Satchel Band stops running.</li> </ul>

### WILL TO FIGHT

- 2d6 for the Leader of each side.

ATTRIBUTE
<b>BORN LEADER:</b> Rolls 3d6 counting the lowest 2d6 results.
<b>COWARD:</b> Always the first to Leave the Battle Board regardless of Rep or situation.
<b>NERVES OF STEEL:</b> Always the last to Leave the Battle Board.
<b>TOUGH:</b> Once during each Encounter the Character will treat the first Leave the Battle Board result as a Duck Back result.

#D6 PASSED	RESULT
2	If more than 50% Out of the Fight, Obviously Dead, or Left the Battle Board, count as passing 1d6. Otherwise, Carry On.
1	<b>Citizen, Police, Outlaw</b> – Two figures Leave the Battle Board. Duck Backs leave first, then lowest Rep. <b>Hired Goon, Assassin, Exotic</b> – One figure Leaves the Battle Board.
0	<b>Citizen, Police, Outlaw</b> – Whole side Leaves the Battle Board. <b>Hired Goon, Assassin, Exotic</b> – Two figures Leave the Battle Board.

### RECOVERY

- 2d6 for each recovering Character.

#D6 PASSED	RESULT
2	Character returns to the Encounter.
1	Out of the Fights return to the Encounter.
	Anyone who involuntarily left the Battle Board does <i>not</i> return to the Encounter or Band.
0	Character does not return to the Encounter or Band.

## BLOOD HORIZON – RULES 2 GO

### CAMPAIGN SEQUENCE

Start Campaign in **East Texas**. Weekly tasks:

1. Pay upkeep for everyone including yourself. Start Week 2.
2. Roll 1/2d6 for Assassin Movement.
3. Player moves up to 3 spaces.
4. Roll 1d6 for Hired Goons movement.
5. If no clash between Player and enemy counters, roll for Random Encounter.

### RANDOM ENCOUNTER

Roll 1d6:

- (1) **CHILLIN'** (page 18)
- (2) **ON THE RUN** (page 20)
- (3) **HOLD UP** (page 21)
- (4) **PURSUIT** (page 22)
- (5) **DEFEND** (page 23)
- (6) **AMBUSH – OUTLAW GANG** (page 23)

### CAMPAIGN MOVEMENT

1/2d6 for Assassin Movement and 1d6 for each Goon Squad Movement. All campaign counters stop when crossing an enemy counter.

COUNTER	MOVEMENT	DIRECTION	SPECIAL CONDITIONS
<i>ASSASSIN</i>	1/2d6 Regions	Directly towards player.	If Assassin lost fight, do <u>not</u> move for 1 Week.
<i>PLAYER</i>	3 Regions	Anywhere.	N/A
<i>GOON SQUAD</i>	1d6 Regions	Roll 1d6: 1: The North 2: East Texas 3: California 4: Washington 5-6: Directly towards Player.	Do not stack Goon Squads.

### GOON SQUAD REPLACEMENTS

- 2d6 versus Rep 4 after every Goon Squad Campaign Movement.

#D6 PASSED	RESULT
2	Add one Goon Squad counter to the North with a maximum of two.
1	If no Goon Squads are on the Campaign Map, add one to The North. Otherwise count as pass 0d6.
0	None.

### GUN STORE

- Sell equipment to the Gun Store for half its cost rounded down (minimum 1 Increasing Rep d6).

WEAPON	BUY COST
Knife	1 Decreasing Rep d6
Rifle (R-1)	1 Decreasing Rep d6
Shotgun (S-2)	2 Decreasing Rep d6
Pistol (P-1)	2 Decreasing Rep d6
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Dynamite (5, single use)	5 Decreasing Rep d6

### HIRED HANDS

In a Daytime Chillin' Encounter, resolve a PEF as Gun Store. Then roll 1/2d6 for number of hired hands and 1d6 each for Class, Rep, and Weapon.

#	CLASS	REP	WEAPON
1, 2, or 3	Citizen	3	R-1
4 or 5	Outlaw	4	S-2
6	Hired Goon	5	BAP-2

- **Decreasing Rep d6 Upfront Cost** = Hired Hand's Rep minus 2.

## BLOOD HORIZON – RULES 2 GO

### INTERACTION

- 2d6 for each side.

<i>ATTRIBUTE</i>
<b>CRUEL:</b> Counts a +1d6 when Interacting with Characters with a lower Rep.
<b>DIM:</b> Counts a -1d6 when Interacting.
<b>SMOOTH:</b> Can reroll any 1d6.
<i>CIRCUMSTANCE</i>
<b>Citizen</b> – If interacting Character is a Citizen and is interacting with a non-Citizen, count a -1d6 penalty.
<b>Sweet Talk</b> – Gain 1 additional d6 when Sweet Talking. Gain 1 Decreasing Rep d6 as well

<i>#D6 PASSED</i>	<i>RESULT</i>
Passed more d6	NPC gives you a favorable result. Gain 1 Increasing Rep d6. If attempt Further Interaction and succeed, can be Recruited. Gain 1 additional Increasing Rep d6.
Passed same	NPC ignores you.
Passed fewer d6	NPC gives you an unfavorable result. Gain 1 Decreasing Rep d6. If attempt Further Interaction and fail, you gain 1 additional Decreasing Rep d6.

### INCREASING REP D6

- Add to your satchel score.

<i>EVENT</i>	<i>D6 GAINED</i>
<b>Damage</b> – Each opponent that your side caused to go Out of the Fight, Obviously Dead or captured.	1
<b>Interaction</b> – A positive interaction with an NPC.	Varies
<b>Miscellaneous</b> – Any additional Increasing Rep d6 not on this table.	Varies

### DECREASING REP D6

- Subtract from your satchel score.

<i>EVENT</i>	<i>D6 GAINED</i>
<b>Leave the Battle Board</b> – If you left the Battle Board in defeat.	1
<b>Band Member Left Behind</b> – Each Out of the Fight Band member left behind when leaving the Battle Board.	1
<b>Interaction</b> – A negative interaction with an NPC.	Varies
<b>Cut Loose</b> – If you cut loose a Band member.	1
<b>Star Power</b> – Each time you reduced damage with Star Power.	1
<b>Sweet Talk</b> – Each additional d6 used when Interacting with an NPC.	1
<b>Upkeep</b> – At the start of each Week, each Band member including yourself.	1