

# ONE IN THE CHAMBER

You and your “friends” have just finished relieving a passenger train of its valuables. Only problem is all of the horses except one got lost in the mess, and now you all have to spend the night in a small town waiting for the next train out. Each of you has your trusty six-shooter, but you’re low on ammo and this town doesn’t sell any to strangers. You just need to last the night, hop on that train, and you’re set. As long as you have one in the chamber, ain’t nothing going to get in your way.

## Outlaw Creation

Each Outlaw rolls on the secret motive table.

1	Walk away with the stash, all to yourself
2	Make sure this town remembers you
3	Make sure nobody in this town remembers you
4	Grab some more money while you’re here
5	Help a local in need
6	Have all of your friends survive this

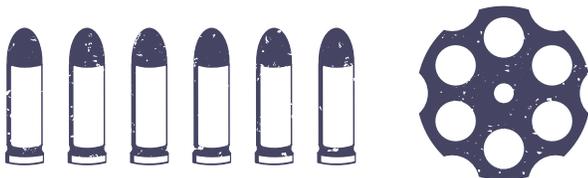
Each Outlaw collects 6 tokens (coins, buttons, dice, bullets) and place them in a circle in front of them. These represent the bullets left in their six-shooter.

Lastly, each Outlaw rolls on the talent table.

1	<b>Silver tongue:</b> know exactly what needs to be said
2	<b>Card shark:</b> analytical mind, gambling addict, sleight of hand
3	<b>Brawler:</b> bar fights, lifting things, kicking down doors
4	<b>Thief:</b> quiet, and with a lockpick hidden away
5	<b>Resourceful:</b> 6 extra bullets in your pocket
6	<b>Fastest gun in the west:</b> what else would you need?

As a group answer the following questions:

- How long have you been riding together?
- Where is the stash right now?
- What will you do if you make it through this job?



## Core Mechanic

Whenever a Outlaw does something risky, roll 1d6. Add 1d6 if their talent would help, and an additional d6 if another Outlaw is helping them. Keep the highest roll:

- 1-3: Failure, with a consequence
- 4-5: Success, with a consequence
- 6: Success, with no consequences

If a Outlaw is shooting, they need to spend bullets. One bullet can be spent to drop anyone who is defenseless; no need to roll. Anyone who can defend themselves requires a roll from the Outlaw.

Each bullet spent adds 1d6 to the Outlaw’s roll. A success means they hit their target and their target hits the dirt.

Bullets spent are gone for the rest of the game. Outlaws can give each other bullets.

Outlaws can lose one gun fight, taking a wound. If they take another wound, the Outlaw is dead. Outlaws who have a wound roll one fewer die on all non-combat rolls. If this would put them at zero dice, roll 2d6 and keep the lower roll.

GM, roll to see what complicates the night.

1	Another gang is looking to make some money
2	There is no law here
3	Marshals are looking into trouble in town
4	This town has some mighty peculiar laws
5	Wanted posters of the Outlaws are all over town
6	Ghosts

