

THE FATE DECK

Over the following few pages are all the cards you'll need to make up the Fate Deck. Photocopy or cut the cards out and stick them on some card for strength. Alternatively, you can download sets of cards from our website: www.wargamesfoundry.com.

<p>CITIZEN ACTION CARD</p> <p>The next player to draw a character card of Citizen class or higher takes this card into his hand. This card may be used to give a free turn to any of your characters of a Citizen class or higher <i>at any time</i>, even part way through someone else's turn.</p>  <p>CITIZEN</p>	<p>GUNMAN ACTION CARD</p> <p>The next player to draw a character card of Gunman class or higher takes this card into his hand. This card may be used to give a free turn to any of your characters of a Gunman class or higher <i>at any time</i>, even part way through someone else's turn.</p>  <p>GUNMAN</p>	<p>SHOOTIST ACTION CARD</p> <p>The next player to draw a character card of Shootist class or higher takes this card into his hand. This card may be used to give a free turn to any of your characters of a Shootist class or higher <i>at any time</i>, even part way through someone else's turn.</p>  <p>SHOOTIST</p>	<p>LEGEND ACTION CARD</p> <p>The next player to draw a character card of Legend class takes this card into his hand. This card may be used to give a free turn to any of your characters of a Legend class only <i>at any time</i>, even part way through someone else's turn.</p>  <p>LEGEND</p>
<p>YOUNG BLOOD ACTION CARD</p> <p>The next player to draw an Indian character card of Young Blood class or higher takes this card into his hand. This card may be used to give a free turn to any of your characters of a Young Blood class or higher <i>at any time</i>, even part way through someone else's turn.</p> <p>INDIAN WARBANDS ONLY</p>  <p>YOUNG BLOOD</p>	<p>WARRIOR ACTION CARD</p> <p>The next player to draw an Indian character card of Warrior class or higher takes this card into his hand. This card may be used to give a free turn to any of your characters of a Warrior class or higher <i>at any time</i>, even part way through someone else's turn.</p> <p>INDIAN WARBANDS ONLY</p>  <p>WARRIOR</p>	<p>MIGHTY WARRIOR ACTION CARD</p> <p>The next player to draw an Indian character card of Mighty Warrior class takes this card into his hand. This card may be used to give a free turn to any of your characters of a Mighty Warrior class only <i>at any time</i>, even part way through someone else's turn.</p> <p>INDIAN WARBANDS ONLY</p>  <p>MIGHTY WARRIOR</p>	<p>JOKER</p> <p>All the cards in the discard pile are shuffled back into the Fate Deck. Any action cards held by players must be played immediately or discarded, either way, they are shuffled back into the Fate Deck too. This card is also shuffled back into the Fate Deck.</p>  <p>JOKER</p>



SAMPLE CHARACTERS

We've put together two sample sets of characters - the Posse and the Outlaws. The sides are evenly matched so all you need to do to get started is find some suitable miniatures, cut out the cards below and add them to the Fate Deck. Remember, all these cards can be downloaded from our website: www.wargamesfoundry.com.

<p>TUCO OUTLAW</p>  <p>SKILLS & ATTRIBUTES</p> <p>CITIZEN</p>	<p>SKILLS & ATTRIBUTES</p>	<p>BITTER CREEK TODD OUTLAW</p>  <p>SKILLS & ATTRIBUTES</p> <p>GUNMAN</p>	<p>SKILLS & ATTRIBUTES</p>	<p>NED BUCK OUTLAW</p>  <p>SKILLS & ATTRIBUTES</p> <p>SHOOTIST</p>	<p>SKILLS & ATTRIBUTES</p>	<p>BLUE DOG OUTLAW</p>  <p>SKILLS & ATTRIBUTES</p> <p>LEGEND</p>	<p>SKILLS & ATTRIBUTES</p>	<p>HUCK KLOSTERMAN POSSE</p>  <p>SKILLS & ATTRIBUTES</p> <p>CITIZEN</p>	<p>EMMET GATES POSSE</p>  <p>SKILLS & ATTRIBUTES</p> <p>GUNMAN</p>	<p>EARL JONES POSSE</p>  <p>SKILLS & ATTRIBUTES</p> <p>SHOOTIST</p>	<p>THE REV'D JOHN WESLEY CARRINGTON POSSE</p>  <p>SKILLS & ATTRIBUTES</p> <p>LEGEND</p>	<p>SKILLS & ATTRIBUTES</p>
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INDIAN WARBAND & BLANK CHARACTER CARDS

As well as the Posse and the Outlaws, we've included a set of sample character cards for an Indian warband. Most players, however, will want to create their own posses, gangs and warbands, so we've included some blank character cards. Fill out a card for each character, writing down his name and class, and attaching a picture if possible. There's also a place to record any skills.

<p>RED WOLF COMANCHE</p> 	<p>SKILLS & ATTRIBUTES Warleader</p> <p>MIGHTY WARRIOR</p>	<p>CHARACTER</p>  <p>SKILLS & ATTRIBUTES</p> <p>CLASS</p>
<p>KICKING HORSE COMANCHE</p> 	<p>SKILLS & ATTRIBUTES</p> <p>WARRIOR</p>	<p>CHARACTER</p>  <p>SKILLS & ATTRIBUTES</p> <p>CLASS</p>
<p>GREY KETTLE COMANCHE</p> 	<p>SKILLS & ATTRIBUTES</p> <p>WARRIOR</p>	<p>CHARACTER</p>  <p>SKILLS & ATTRIBUTES</p> <p>CLASS</p>
<p>RUNNING WITH THE PACK COMANCHE</p> 	<p>SKILLS & ATTRIBUTES</p> <p>YOUNG BLOOD</p>	<p>CHARACTER</p>  <p>SKILLS & ATTRIBUTES</p> <p>CLASS</p>

SPECIAL CARDS

A number of the optional rules in this book require you to add certain special cards to the Fate Deck, and you'll find all of these below. The Muzzle Loader and Reload cards are needed when using one or more characters armed with muzzle loaders. The Bystander card goes in the Fate Deck if you're using the rules for Bystander Events, and once you introduce bystanders into your game, you'll need a character card for each one. We've provided two - a lady and a gentleman. Note down a name for each bystander you use.

<p>RELOAD</p> <p>Place this card face up on the table. While this card remains face up on the table, any stationary-character whose Muzzle Loader Firing Card is drawn may take that card into their hand.</p>  <p>RELOAD</p>	<p>BYSTANDER</p> <p>Draw a card from the Bystander Event deck and act upon its effects immediately!</p> <p>BYSTANDER</p>	<p>BYSTANDER CHARACTER CARD</p>  <p>BYSTANDER</p>	<p>BYSTANDER CHARACTER CARD</p>  <p>BYSTANDER</p>
<p>MUZZLE LOADER</p> <p>If the Reload Card is face up on the table, and the character named on this card is stationary, that character may take this card into his hand. Otherwise, discard.</p> <p>CHARACTER</p> <p>Write the character's name on this card, one card-per character armed with a Muzzle Loader.</p> <p>MUZZLE LOADER</p>	<p>MUZZLE LOADER</p> <p>If the Reload Card is face up on the table, and the character named on this card is stationary, that character may take this card into his hand. Otherwise, discard.</p> <p>CHARACTER</p> <p>Write the character's name on this card, one card-per character armed with a Muzzle Loader.</p> <p>MUZZLE LOADER</p>	<p>MUZZLE LOADER</p> <p>If the Reload Card is face up on the table, and the character named on this card is stationary, that character may take this card into his hand. Otherwise, discard.</p> <p>CHARACTER</p> <p>Write the character's name on this card, one card-per character armed with a Muzzle Loader.</p> <p>MUZZLE LOADER</p>	<p>MUZZLE LOADER</p> <p>If the Reload Card is face up on the table, and the character named on this card is stationary, that character may take this card into his hand. Otherwise, discard.</p> <p>CHARACTER</p> <p>Write the character's name on this card, one card-per character armed with a Muzzle Loader.</p> <p>MUZZLE LOADER</p>



Card backs aren't strictly necessary, but we've included a set here just in case. It's a good idea to use them if you're mounting the cards for your Fate Deck on scrap card, such as a cereal box, where some varmints might try using any marks or print on the card to tell which one is coming up next! We've arranged the card backs in 4 x 2, just like the cards themselves, so all you need to do is photocopy a set and glue them to the reverse of each set of cards you make up (before cutting them out!).



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