

“Rules With No Name” Scrapboard.

*Howdy! This page contains a few rule variations for the Wild West game “Rules with No Name”. Most of these are just tweaks of the official or fan written rules. The idea for the “**BOOM!**” card was taken from this [page](#) by Walter O’Hara.*

*Pages are in PDF format for easy printing and Landscape for easy reading on screen. You can click on the **Contents** table to jump to a section.*

Some useful pages with more “Rules with No Name” rules:-

[*Gisby's Rules with No Name page.*](#)

[*"Three Coffins" Rules with No Name page.*](#)

[*TRWNN Addendum Material*](#)

[*Scary Monsters of the Golden West.*](#)



Contents

<i>New Shotgun Rules.</i>	<i>2</i>
<i> Using the Shotgun Templates.</i>	<i>3</i>
<i>New Dynamite Rules.</i>	<i>4</i>
<i>Dynamite Bow.</i>	<i>8</i>
<i>Firebombs and Lanterns.</i>	<i>8</i>
<i>New Firearms Types.....</i>	<i>9</i>
<i>Undead of the Old West.</i>	<i>10</i>

New Shotgun Rules.

Shotguns are often encountered in the Old West. The stagecoach guard has his coach gun and many barmen have a shotgun below the counter. Many farmers and shopkeepers favour the shotgun to defend their property. During the Civil war some cavalrymen preferred the shotgun to their carbines. It is also the choice of many lawmen and some outlaws. Arguably the most famous Old West user of a shotgun was Doc Holliday at the Gunfight at the O.K. Corral. His weapon of choice was a 10 gauge hammer gun with a cut down stock and barrels.



Keeping Track of Shotgun Ammo.

Each character with a shotgun is given two ammo tokens, each representing a loaded shotgun chamber. Characters with single barrelled guns are only given one token, obviously. Whenever a barrel is fired the player surrenders a token. A reload action reloads any empty chambers and the appropriate number of tokens are returned to the player.

Shooting Shotguns.

A loaded single-barrelled shotgun can only fire once per turn. A fully loaded double-barrelled gun can fire once, twice or fire both barrels at the same aiming point.

A character may choose to fire one barrel in a turn and retain a loaded barrel to fire in their next turn. If a character wishes to fire twice then both barrels do not need to be fired at the same aim point. Work out deviation for each shot independently.

Other than the change that each barrel can have its own aim point the Shotgun rules are as described in the main rule book. The aim marker is placed 12" from the firer unless a pistol-type shotgun is being used, in which case it is placed 3" away. To make things easy I have designed a pair of templates. Understand that the template does not represent the physical spread of the shot, but instead represents an area of high hit probability. While I have made the template 12" long bear in mind that the range of shotguns is in excess of 18".

A version of the templates that should print out on a single sheet of A4 is given [here](#). Templates should be 2 or 3" wide and assembled to be 12" long overall.

Using the Shotgun Templates.

3" EFFECT +1	6" EFFECT NORMAL	6 TO 18" EFFECT -1	18"+ EFFECT -2
◀ SHOTGUN:	2 WOUNDS ▶	◀ SHOTGUN: 1 WOUND	▶

3" EFFECT +1	6" EFFECT NORMAL	6 TO 18"+ EFFECT -2
◀ SAWN-OFF: BLUNDERBUSS:	3 WOUNDS 6 WOUNDS ▶	◀ 1 WOUND ▶

Place the base end of the template at the shooter's head and the cut out at the other end over your aim point marker. For when the marker is placed at 3" the Sawn-off template has a circular cut out that allows it to be seen. A red and a black dice are rolled for deviation. The Red dice represents right and the black dice left (this can easily be remembered since Red and Right both begin with "R"). The templates have their right side red and left side grey as a reminder. The difference in dice scores is the number of inches the template is pivoted away from the marker in the direction of the higher scoring dice. If the shotgun is fired by a moving figure there is a risk of firing too high or too low. If the deviation rolled is an even number (2 or 4) the shot missed completely and no one is harmed.

Any figure with their head under the template, or any part of their body if a horse or steer is hit. If range is greater than 12" continue the centre line projection and treat any figure within 1" to either side as hit.

"Give 'im both barrels".

*If both chambers of the shotgun are loaded then both barrels can be fired at the same target simultaneously or in rapid succession. The player must declare this is being done before deviation is worked out. Only one aim point is placed. Firing both barrels is treated as a single shot that adds +1 to the number of wounds per hit and a +1 effect modifier at all ranges. Obviously, once fired this way the shotgun is **Out of Ammo** and may not fire again until a **Reload** action has been made.*

Shotgun Aiming.

*A character with a shotgun can use an **Aim** action to be surer of his shot. Aim is spoiled if you lose sight of your target, you move, or you suffer a wound. A carefully aimed shot allows the player to reduce deviation by up to 2". One or both barrels can be fired for the aimed shot. If one barrel was fired and the player fires the other barrel in the same turn then no deviation modifier can be used for the second shot.*

Shotguns in Close Combat.

At very close range the spread of shot from a shotgun is negligible. In close combat a shotgun or sawn-off is treated as a rifle and a pistol-type shotgun or Le Mat shotbarrel treated as a pistol. Shotguns still fire a large charge of lead, however, so rolls of effect have a +1 modifier.



New Dynamite Rules.

*The character employing dynamite has a finite number of sticks and a record is kept of this. One way to do this is to give them a "**BOOM!**" card for each stick. Another nice idea is to give them tokens that can also be used as markers for thrown sticks. Dynamite can easily be made from sprue and wire and glued to a penny as a marker/token.*

A character throwing or placing dynamite must NOT be engaged in Melee Combat at the time of use.

Throwing dynamite requires two actions, one to light the fuse and another to throw it. The throwing action may either be a **Throw**, **Throw with Run-up** or a **Throw from Horseback**.

A **Throw** action has a maximum range of 9". It is treated like a **Fire** action for purposes of fire arc, line of sight etc.

A **Throw with Run-up** is treated as a **Move and Fire** action. The thrower moves two dice of movement and then throws the dynamite. The extra impetus this gives increases the range to 12" but at the expense of accuracy. Add an additional +1" to the deviation distance rolled.

Throwing from Horseback increases the range of the throw to 12" but adds an additional +2" to the deviation distance rolled. The **Throwing from Horseback** rule assumes the horse is moving at at least a gallop (7" or more per turn). If the horse is moving slower or stationary treat the throw as a **Throw** action as described already.

Scatter for Dynamite etc.

Place a marker such as a small coin at any distance out to maximum throwing range (either 9" or 12" as detailed above).

Throw a pair of dice. Subtract the lower score from the higher. The difference is the number of inches the dynamite bounces, scatters or misses the point of aim by. The relative positions of the dice determine scatter direction. Visualize a line running from the lower scoring dice towards the higher scoring dice. The dynamite scatters the rolled difference in a direction along this line or parallel to it. Move the marker to the new position.

If a double was rolled the dynamite does not deviate and stays in the original position of the marker. If two 1s were rolled, however, something has gone wrong. The fuse detached, the dynamite landed in a puddle or it was a dud. The dynamite does not explode.

Dynamite Detonation.

Providing that two 1s were not rolled, a **"BOOM!"** card is added to the Fate Deck. When the **"BOOM!"** card is draw the dynamite explodes. To add a **"BOOM!"** card to the Fate Deck take the top three cards of the deck, add the **"BOOM!"** card, shuffle them and return the four cards to the top of the deck. Proceed to draw Fate cards as normal, and when the **"BOOM!"** card is drawn the dynamite explodes and results are worked out.

It is possible that more than one stick of dynamite might be in play at the same time. In such a case additional **"BOOM!"** cards must be added to the Fate deck for each stick. These cards should be numbered so that it is apparent which stick the card is for. To add a second **"BOOM!"** card take the top five

cards, add the second “BOOM!” card, shuffle and return to the top of the pack. To add a third “BOOM!” card take the top seven cards, add the “BOOM!” card, shuffle and so on...

Throwing Dynamite Back

While the stick of dynamite lies on the ground, its fuse burning, there is a chance someone may pick it up and throw it back. If a figure is within 1” of a stick of dynamite and has an action they may attempt to throw the stick away from them. Characters on horseback cannot throw dynamite back.

Sticks can only be thrown forward (within the forward arc). The thrower declares an aim point and a marker placed there. Because the throw is in haste the stick will be thrown 2D6” and the marker should be moved to this new range. Deviation is then worked out to find the final new position of the stick.

Dynamite Explosion Effects.

When the appropriate “BOOM!” card is drawn the stick of dynamite explodes. Any figure within a 1½” radius of the marker is affected. Roll a D6 for each.

- 1-2 ***Knocked Down.*** Must make a ***Get up*** action before making any other action other than recovering.
- 3-4 ***Knocked Out.*** Must attempt to throw a 6 each time they have a turn. Until they succeed they may make no actions
- 5-6 ***Wounded.*** Roll on the Hit Location & Effect chart with a +1 modifier.

If the wall of a building or other object is within the blast radius it is destroyed/breached on a roll of 4+. Rather than present a lengthy set of rules here it is up to the GM and players to determine what may realistically happen under different circumstances. A stick exploding near a barrel might destroy it, but due to a barrel’s shape and strength it may instead be thrown in a direction away from the blast. A stick of dynamite inside a barrel is nearly certain to destroy it, however. Dynamite has a lot of power but is unlikely to cause a fire unless it explodes near something highly inflammable. The explosion of a single stick of dynamite is unlikely to throw up enough dust to affect visibility. A bundle of dynamite, however, may do.

It is worth bearing in mind the psychological effects of an explosion. Cattle or riderless horses within 12” of an explosion are almost certain to attempt to run off. If there are more than four animals together this may be treated as a stampede. Riders of horses within 6” of a blast must test for Loss of Control.

Placing Dynamite .

*There may be situations when a character wants to place dynamite rather than just throw it in combat. They may wish to blow a safe, break someone out of jail and so on. **Placing Dynamite** is an action. Throw three movement dice. One dice is used to move to where the dynamite is to be placed, another is used to retreat to a safe distance and the third dice is used up placing the charge. If your figure is already standing where they want the charge then two dice can be used to move away.*

Dynamite is a finite resource; i.e the character can only carry so many sticks. When used in combat only a single stick of dynamite is thrown. Tasks such as opening safes or demolishing gates will obviously need bigger charges. When placing charges the GM and the player should agree what is a reasonable number of sticks that needs to be used to do the intended job.

Oops!

If a character holding a lit stick of dynamite is shot there is a risk they may drop the dynamite. If a shot causes a wound, graze or forces a duckback they drop the dynamite on a roll of a 1, 2 or 3. The same rules are used if a character with a lit stick of dynamite falls over, is knocked down or thrown from their horse. If on foot the character can attempt to throw the dynamite a safe distance. Roll a D6 and use the following table:-

1 Fumble –Dynamite goes off prematurely. Roll twice on the Hit Location & Effect Chart.

2 Thrown or kicked 6" behind

3 Thrown or kicked 6" to the left

4 Thrown or kicked 6" to the right.

5-6 Thrown or kicked 6" ahead.

If the dynamite is successfully thrown or kicked, roll for deviation as normal. Alternately the character can attempt not to throw the dropped dynamite and instead take their chances running.

Dynamite Bow.

*A stick of dynamite attached to an arrow can be projected up to 18". The dynamite must be lit beforehand as usual and the usual restrictions for bow firing apply, such as a model on foot cannot **Move and Fire**. Only one dynamite arrow per action can be launched. Since the dynamite affects the aerodynamics of the arrow deviation is rolled to determine where the arrow actually lands. Treat a dynamite arrow in the same way as a thrown stick of dynamite. Place a **"BOOM!"** card in the deck as normal.*

A character may attempt to throw the dynamite arrow away from them. A character with a bow that is eligible to shoot it may attempt to use it to shoot the dynamite arrow back or away. Roll a D6. On a 4+ they shot the arrow 3D6" away. Determine deviation from the landing point. On a score of 1-3 they took too long and the arrow immediately explodes with them handling it. Work out explosion consequences centred on the character. The character makes two rolls on the Hit Location and Effects Chart.



Firebombs and Lanterns.

Whilst they do not have the potency of modern petrol bombs, firebombs of oil or whiskey were sometimes used in the Old West.

*Firebombs follow the rules given for throwing dynamite with the exception that no **"BOOM"** card is necessary and they cannot be thrown back. Firebombs are assumed to shatter on impact unless a double 1 was rolled on the deviation dice. A double 1 indicates something happened to the bomb that prevents it shattering or igniting.*

Oil Lanterns can be used as firebombs. On the plus side they can often be found in environment and may already be lit, so may not require a lighting action. On the downside lanterns are more robust so are less likely to shatter on impact. Any odd double rolled on the deviation dice (double 1, double 3 etc) means the lantern did not shatter and may have gone out.

*When a firebomb or lantern shatters it spreads inflammable liquid over a 1½" radius area. Any figure in this area takes an injury but since the quantity and heat of the fuel is limited this is with a -1 modifier. On most types of ground the burning liquid will soak in and extinguish after a short while. Firebombs that land on wooden surfaces, carpet, straw, curtains etc may start a fire on a roll of 5+. Treat this as a 1" area fire and then follow the official fire rules given in the section **"Burning Down the House"** on page 57 of the Rulebook.*



New Firearms Types.

These ideas for additional firearms types have been adapted from this [page](#).

Buffalo Gun

Buffalo guns are hard hitting, long ranged weapons.

Has a Long Range of up to 36”.

Needs to reload after any turn it fires .

Adds +1 to the severity die roll when rolling for effect.

May NOT Blaze away.

Sharps Rifle.

Sharps rifles were synonymous with long accuracy.

Has a Long Range of up to 36”.

Needs to reload after any turn it fires

May add or subtract one to the location die when rolling for hit location.

May NOT Blaze away.

Derringer.

-1 Die for any range over Point blank,

Cannot be used at ranges greater than 12”

May only inflict a maximum of two hits when fired Blazing Away.

Percussion Cap Pistol.

Fires as a normal pistol.

On a fumble result when firing, refer to FUMBLE TABLE if using Fumble rules, otherwise treat as a normal pistol.



Reloads using Muzzle-loader Reload card.

Le Mat Revolver.

Early Le Mat revolvers were Cap and Ball weapons. Later models used Pinfire cartridges so are treated as normal pistols. The Grapeshot barrel was muzzle loaded in both models. The shotgun barrel can only be fired once per gunfight. It works like a ordinary sawn-off shotgun, except that it only has one marker spot, placed 3" just like any other one-handed sawn-off.

Pepperbox.

Pepperboxes were commonly used weapons and offered features such as double-action many decades before such options became standard with revolvers. On the other hand, pepperboxes were not noted for their accuracy and "flash-over" could sometimes fire all the barrels at once.

-1 Die for any range over Close.

On a Fumble result when firing, roll another D6. On a 3-6, the player must roll an automatic attack on his shooting arm (All the barrels went off at once). Thereafter, the Pepperbox is useless.

Most Pepperboxes were Cap and Ball weapons so reload using the Muzzle-loader Reload Card.

Shoulderstock Pistol.

Fires as a normal pistol at Close Range. At Point Blank range rolls one less Die if stock is fitted. At ranges greater than Close adds an additional 1Die if stock is fitted.



Undead of the Old West.

The [Scary Monsters of the Golden West](#) rules only allow Zombies to use pistols. This is a shame since there are some rather nice Zombie Cowboy models available with rifles or shotguns. It is also more likely that a Zombie created from a farmhand would be armed with something like a shotgun.

One solution would be to treat all weapons as behaving like pistols when fired by Zombies. Alternately, use the following rules:-

- *Zombies move the full roll of a 1D6 or not at all. Control by a Hougoun can increase this to 2D6.*
- *Zombies are used in groups of up to 7, one Action card being used for each group.*

- *Only Head shots and Limb breaking shots on the injury table can stop a zombie.*
- *Zombies always fire as though Blazing Away and never use Aimed Fire. Zombies Blaze Away with weapons that could not normally be used to Blaze Away. They may score no more than one hit with a breech loader, two with a repeating rifle and three with a six-shooter.*
- *Zombies fire as CITIZENs so use one less dice at any range. Since Zombies always Blaze Away this results in a modifier of 0 dice for a breech loader, one dice for a repeating rifle and two for a six shooter.*
- *More 1's than 6's results in the gun jamming or being out of ammo. Zombies can just about place a cartridge in a breech, they cannot perform complicated reloading actions such as loading revolvers during a fight.*
- *All firearms used by Zombies have a maximum range of no more than 24". Shotguns fire to no more than 12".*
- *Shotguns and Scatterguns used by Zombies add an additional +1 to deviation dice results.*

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