

# DEADSHOTS

Deadshots is a game for one **Sheriff** and several **Deadshots** that takes place in a fictionalized version of the Wild West called the Witching West where dark magic is commonplace. The Deadshots are a sacred order of gunslingers that put down magical threats and keep the peace. Your posse will be dispatched to handle a problem, and recalled to the Sanctuary once your task is complete.

It falls to your posse to keep the law in this bewitched land.  
You have two tools to aid you in this grim business.

**Your Revolver.** This is a magical 6-shooter that fires enchanted bullets. You have six bullets, each represented by a die of ascending size - the d4, d6, d8, d10, d12, and d20.

**Your Icons.** These are whatever parts of you the fine folk will remember. Iconic clothing, phrases, techniques, motifs, of whatever else distinguishes you from other Deadshots. You have two Icons.

Eventually you'll run into a problem that only lead can solve. Your posse will alternate turns with your enemies. The first round of combat runs around the table, starting with **who shot first**. After the first round, **the people with more bullets act first**. Whenever you have a turn, you can fire any number of your loaded bullets by rolling the corresponding dice, or you can reload. If the sum of your rolled dice equals or beats a difficulty number, you are successful. After firing a die, you can't use it again until it is reloaded. You can add 5 for each Icon that you're demonstrating, but you can only call upon each Icon once per combat.

When you reload, roll all the dice that you've rolled so far. Any that roll a **4 or lower** are loaded back into your Revolver and ready to fire next turn.

Difficulty numbers range from 6 to 20 and your Sheriff will tell you the difficulty number before you roll anything. Sometimes you can solve problems with your Revolver without being in combat. Different enemies take different numbers of successes to kill - succeeding once against a common outlaw may be enough. If you want, you can have a rifle instead of a standard issue Revolver that uses the same rules. Using two revolvers is an Icon.

Magical enemies are inherently evil. People are inherently evil, but redeemable.