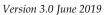
Starting Equipment





Set of clothes	Hat, shirt, vest, trousers, boots og gloves	Value of 18 USD
Poor Horse	STR score of 10. Roll other stats, skills and tricks at start	Value of 20 USD
Saddle, Briddle and pads	Used and in poor condition	Value of 10 USD
Saddle bags - used	One set of saddle bags (left + right)	Value of 2 USD
		Total Value 50 USD
Cash	Your life savings totalling 50 USD in cash This must be used to aqquire weapon, rations, ammonition, Gunbelt/holster etc. Incl. living costs.	50 USD
Background items	Bonus items/Equipment relating to your chosen	Value varries at

Purchase restrictions at start

Follwing four purchase restrictions is applied at character start/creation:

- Weapons bought cannot exceed 20 USD per weapon
 Shotguns or scatterguns are not available
 Dynamite / Black powder / Explosives are not avaiable
 No additional animals (Ox, Mule, Horse etc.) can be bought at start
- 5. If using optional rule for herbs and healing. No healing potions or treatment can be bought

