

# ***Grit and Bullets***

## ***2nd Edition***

Wild West Role Playing Game

ADDENDUM

29 MARCH 2026



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This work is available as a PDF and has been designed for optimal printing as a booklet. Most printers have an option where you can select ‘booklet printing’ and then the print driver arranges the pages and then provides instructions on how to insert the paper to get the desired outcome. Many PDF readers also have this option.



# ***Addendum***

This material is either new items that have been added to the rules, or corrections for the last issued update of 18 FEB 2026. These items will be included in the next major update.

Please feel free to comment with thoughts and suggestions on how to further improve the rules.

***Until then here they are:***

*Replace section 'Preferred Weapon' on page 11 – 12.*

## **Preferred Weapon**

Preferred Weapon – Select one specific weapon (such as a sword, saber, warclub, pistol, rifle, bow, etc.) as your favorite weapon. It does a critical hit on a natural 17, 18, 19, or 20 that would otherwise hit. Once per combat round if using this favorite weapon and you miss, you get reroll. (Requires 'Fighting Ability')