

GUNSLINGER IS AVALON HILL'S TRADEMARK NAME FOR ITS WESTERN GUN FIGHT GAME

RULES OF PLAY

1. INTRODUCTION

1.1 In *GUNSLINGER* up to seven people can play the part of characters in a western gunfight. The game includes a variety of gunfights, each termed a "SHOWDOWN". Several showdowns can be linked to form a longer game termed a "CAMPAIGN". The showdowns and campaigns are listed in the SHOWDOWNS and CAMPAIGNS sections in this rulebook.

1.2 The *GUNSLINGER* rules are divided into eight sections that gradually introduce the elements of the game. Sections I, V, VI and VII introduce main game systems and the other sections add new elements to these systems. There are practice games for each section.

1.21 Section I introduces the GUNFIGHT rules that explain split-second gunfighting.

• **1.22** Section II introduces BRAWLING rules for throwing, attacking and defending.

1.23 Section III adds special weapons and skills.

1.24 Section IV explains terrain and sighting.

1.25 Section V's HUNTING rules allow players to maneuver when out of sight of each other.

1.26 Section VI explains how to combine showdowns into longer campaigns.

1.27 Section VII explains ROLE-PLAYING, where players can keep the same characters from game to game and modify their abilities.

1.28 Section VIII explains optional rules that can be added to the game.

2. COMPONENTS

2.1 Mapboards: The mapboards show a grid of hexagons (hexes) superimposed on terrain. Each hex contains an identifying coordinate. Building interiors are portrayed with their roofs removed. For an explanation of terrain and its effects on play, see the TERRAIN EFFECTS CHART, the HEIGHTS list and rules section IV. Ignore paths until hunting movement is explained in section V.

2.2 LEGEND sheet: Each player gets one LEGEND sheet, where he records various information about his character and his weapons.

2.3 Action cards: An action card shows one action on each side. When a card is played the faceup action counts and the face down action is ignored.

2.31 There are seven sets of action cards (each set is numbered 1 to 12 and is marked with the same symbol) and extra bonus cards numbered B1 to B9. Each player gets one set plus any bonus cards he is entitled to. He uses these cards to control his character in the game.

2.32 There are five types of actions: foot, hand, attack, defense and strength. The card lists the action's type, the time it costs, what happens when a player does the action, the restrictions he must obey and the penalties he suffers. (He gets an *If DO WN* penalty only if he is DOWN when he does the action.)

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2.4 Result cards are picked randomly to determine the result of chance events in play. The TAC entry is explained in optional rule 9.

2.5 Each player uses a **body counter** to represent his character on the map. Each player also gets a **head counter** as explained in section IV.

2.6 Each player keeps his character's **weapons** in

the weapon boxes on his **LEGEND** sheet. Only unowned guns are put on the board. Ammo sources are explained in section VII.

2.7 Markers are put aside until needed. A player uses **DELAY markers** to show how many *delay points* he has and uses **AIM markers** to show how many *aim points* he has on his target. When a marker is in play, only its face-up side counts;

markers can be exchanged for other markers of the same type as needed to show the proper number of points. **BLAST markers** show the bias pattern when a shotgun fires.

2.8 Horses, Wagons, Tables, Chairs, Bales of Hay, Rocks, Bottles, smoke, TAC markers and Reflex markers are explained in the optional rules.

I. GUNFIGHT RULES

3. PREPARE FOR PLAY

3.1 The boards are positioned as shown in the showdown's MAP diagram.

3.2 Each player takes a set of action cards and two AIM markers showing the same symbol. Then he takes a **LEGEND SHEET** and crosses off all but twenty of its endurance boxes (the remaining twenty boxes are crossed off during play).

3.3 Each player selects his character and takes his character's body counter and weapons. The owner of the first character is the first player, and so on. The players seat themselves in order around the table (second player to the first player's left, etc.)

3.4 The players put their body counters on the map and their weapons on their sheets as directed in the showdown's SET UP.

4. OUTLINE OF PLAY

4.1 The game is played in turns. Each turn is divided into five "segments" numbered one to five. Each turn represents two seconds of game time.

4.2 The players use action cards to control their movement and combat in the game. At the start of each turn the players secretly play action cards, and during the turn each player does the actions listed on the cards he played. If a player plays several actions he stacks them and does them from top to bottom, one at a time.

4.3 The time numbers on the actions determine which players do their actions first. A time number shows how many segments are needed to do the action. Thus, a two-point action is done on segment 2. If several players play two-point actions, they all execute their actions on segment 2.

4.3.1 Once a player does an action, its time points count against the actions he does later that turn. For example, if he plays two actions each worth two time points, he will do the first one on segment 2 and the second one on segment 4.

4.3.2 Players can get delay points during play. When a player gets delay points they delay his actions for the rest of that turn. *EXAMPLE:* If he has a two-point action and three delay points he does the action on segment 5.

4.3.3 Each player keeps track of his delay points and the actions he has done by putting them in the **ACTIONS AND DELAY** section of his **LEGEND** sheet. He can find how much his next action is delayed by counting the time points on his sheet.

4.4 Shots are resolved before other actions each segment, but actions done on the same segment are simultaneous and cannot interfere with each other. *EXAMPLE:* If a character moves and is shot at on the same segment, the range is calculated and the shot is resolved before he moves, but the shot does not take effect until after he moves.

4.5 At the end of the segment all penalties incurred during the segment go into effect. Then each player who did an action this segment (start-

ing with the first player and going to the left) reveals his next action and states exactly how he will do it.

4.6 Foot actions control all movement (moving from hex to hex, turning and getting up or down). Hand actions are used to aim, shoot, load and move guns and other weapons.

4.6.1 When a player shoots, he draws a result card. If he draws a **MALFUNCTION** card his gun may misfire, jam or explode; if he draws a **FIRE** card he consults the hit chart and Target Status on the card to find where his shot hits. The time he has spent aiming, the range to the target and the target's status determine the location of the hit.

4.6.2 The shooter then consults the **IMPACT TABLE** to find the result that is inflicted on his target. His gun and the location of the hit determine the result.

4.7 The showdown ends when the players have completed the number of turns specified in the showdown's **GAME LENGTH** section (presumably, circumstances or townsfolk intervene to stop the fighting). The players use the **TIME TRACK** on the player aid card to keep track of the segments, and check off the passing turns on the turn tracks on their sheets.

4.8 When the showdown ends, the players consult the **VICTORY POINTS** schedule and the player who has earned the most victory points wins the game.

5. GUNFIGHT TURN SEQUENCE

5.1 Use a coin or spare counter as a time marker. The time marker is placed on "0" on the **TIME TRACK**.

5.2 The players secretly select and play action cards to control what they will do this turn.

5.3 Each player crosses off endurance boxes and draws fatigue cards for his **SERIOUS** wounds.

5.4 Starting with the first player and going to the left each player reveals his first action and states how he will execute it. He does not do it at this time.

5.5 The players step through each of the five segments as follows:

5.5.1 The time marker is advanced one segment.

5.5.2 Each player adds the points on his sheet to his next action's time points. If the total equals the current segment he will do his next action this segment.

5.5.3 Each player who is firing a shot this segment resolves his shot. Damage caused by the shot does not go into effect at this time.

5.5.4 Each player who is doing any other action (not a shot) this segment does it.

5.5.5 Penalties incurred this segment go into effect.

5.5.6 Starting with the first player and going to the left, each player who did an action this segment puts the action on his sheet and states how he will do his next action.

5.6 At the end of segment 5, unexecuted actions are cancelled and the turn ends. Each player removes half (rounded up) of the **DELAY** points from his sheet.

5.7 All result cards are returned to the result deck and the result deck is reshuffled each time any player requests it.

6. DELAY MARKERS



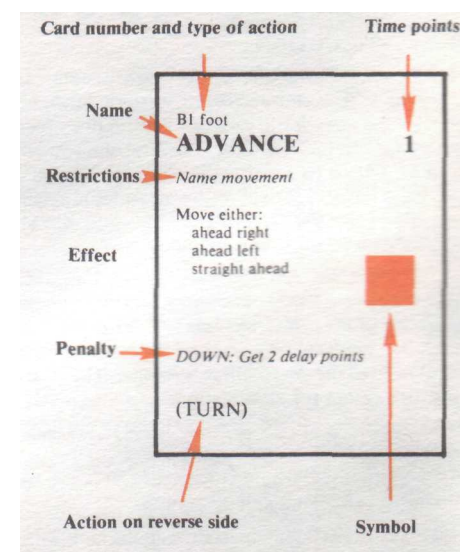
6.1 A character gets delay points by moving --;--DOWN or by drawing delay, fatigue or wound cards (see rule 14.3). The points count on the next segment after he gets them.

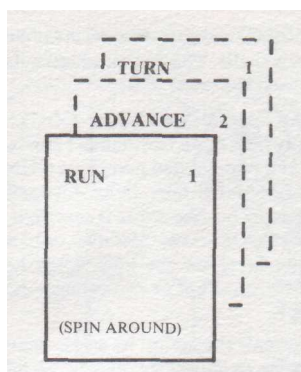
6.2 When a player gets delay points, **DELAY** markers showing the proper number of points are put on his **LEGEND** sheet. These points show the number of segments he loses that turn. They are added to his total when he totals his time points to find when he executes his next action.

6.3 At the end of the turn each player removes half (rounded up) of the delay points from his sheet. The other half remain on his sheet. *EXPLANATION:* Delay points represent the effects of shock, so their effects linger from turn to turn while the character recovers. *EXAMPLE* A player gets 5 delay points on turn one. At the end of turn one he removes 3 delay points (half of 5, rounded up), leaving 2; on turn two he removes 1, leaving 1; and on turn three the last delay point is removed.

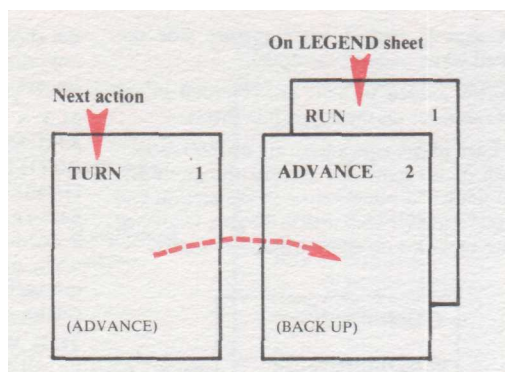
7. ACTIONS

ACTION CARD

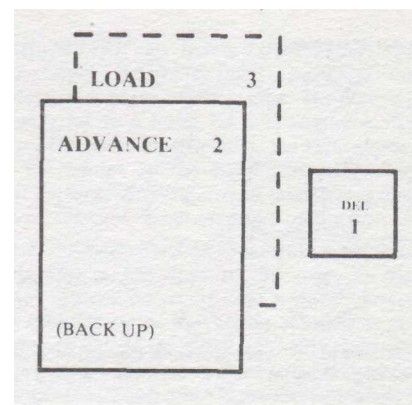




The cards are spread to show their order; in play, they are stacked so only the top action (RUN) shows. The player will RUN on segment 1, ADVANCE on segment 3 and TURN on segment 4.



After doing ADVANCE, the player moves it to his LEGEND sheet, reveals TURN as his next action and immediately states how he will turn. He adds the TURN'S time to the points on his sheet. The total is four, so he will TURN on segment 4. If he gets one delay point before then, his total becomes five and he will TURN on segment 5. If he gets two delay points his total is six and the TURN is cancelled.



Illegal play: Total is more than five points (including delay points).

8. BODY COUNTERS



7.1 A player can use only his own action cards.

7.2 Each card can be played only once per turn, and when it is played only the faceup action counts. Thus only one side of the card can be used in a turn. This limits what a player can do; he cannot RUN twice nor RUN and SPIN AROUND in the same turn, for example.

7.3 Actions are played only at the start of a turn. A player can play up to five time points' worth of actions; his delay points count against these points (so if he has two delay points he can play only three points of actions). He arranges his cards from top to bottom in the order he will do them and piles them so only the top one shows.

7.4 After actions have been played each player reveals his first (top) action. Each of his other actions is revealed when the action ahead of it is executed or cancelled. When a player reveals an action he states how he will execute it but does *not* do it at that time. The action remains on top of his pile and is his "next action" until it is executed or cancelled.

7.5 An action's time points show how many segments are needed to complete that action; it is executed only *after* these segments have passed.

7.51 On each segment, the player adds his next action's time number to the action points and delay points on his sheet. If this total equals the number of the current segment he will execute his next action this segment. Note that his delay points delay his actions.

7.52 Shots are resolved before other actions each segment, but their results are not put into effect until the end of the segment. As a result, shots do not interfere with other actions executed that same segment.

7.53 Actions not executed by the end of the fifth segment are cancelled. Players get no credit for partially completing these actions and lose any segments they do not use. Unused time points cannot be saved and used on later turns.

7.6 A player must do each action as he stated. If the action violates the rules, the action is cancelled instead.

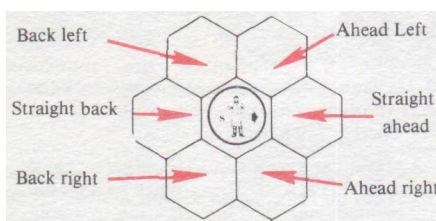
7.7 At the end of each segment, after that segment's actions have been completed, all penalties incurred during the segment go into effect. Then each action that was done or cancelled this segment is put on its owner's LEGEND sheet to show how many points he has used. When a player puts an action on his sheet he immediately states how he will do his next action. At the end of the turn each player picks up all his actions from his sheet to use again next turn.

8.1 A body counter must always be located in a hex. A hex can hold any number of body counters. Distorted and half-hexes are treated as whole hexes. A counter in a split hex must be put in one half or the other.

8.2 A body counter is turned DOWN side up when the player is lying or crawling and upright side up when he is standing, walking, sitting, etc.

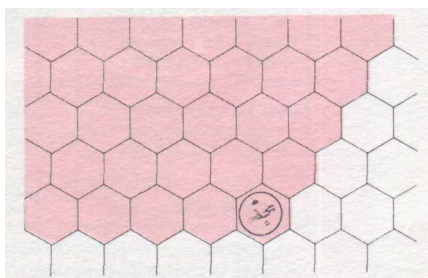
8.3 Six hex rows radiate from the body counter like the spokes of a wheel. The counter must be turned so its arrow points along one of these rows (even if it is in a split or distorted hex). It can face off the map as if the hex grid continued off the map.

8.31 The facing arrow defines which way the character is facing. The row the arrow points to is straight ahead of him, the next row to the right is to his ahead right, etc.



A's facing arrow must point along a hex row.

8.32 The rows to the character's ahead right and ahead left define his *aim zone*. All hexes in or between these rows are in his aim zone, and his own hex is in his aim zone. All other hexes are in his *blind zone*. He can aim and shoot only within his aim zone.



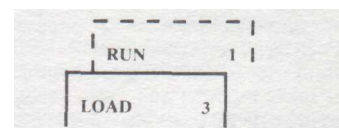
The shaded area is the counter's aim zone.

9. FOOT ACTIONS

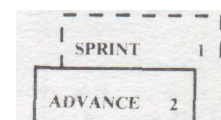
9.1 Foot actions cause a body counter to move, turn or flip over. An action causes only one type of movement—a counter that moves will not flip over or turn, for example.

9.2 *Movement*: When a player executes ADVANCE, BACK UP, RUN or SPRINT he moves to an adjacent hex. If he is DOWN he gets two delay points as a penalty for crawling.

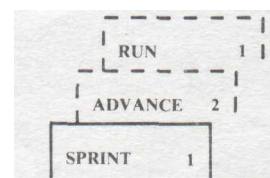
9.21 A player can play RUN only if he also plays ADVANCE that turn, and he can play SPRINT only if he also plays RUN (and ADVANCE) that turn. RUN, ADVANCE and SPRINT can be arranged in any order—ADVANCE need not precede RUN and RUN need not precede SPRINT.



Illegal play: Run cannot be played without ADVANCE.



Illegal play: SPRINT cannot be played without RUN.

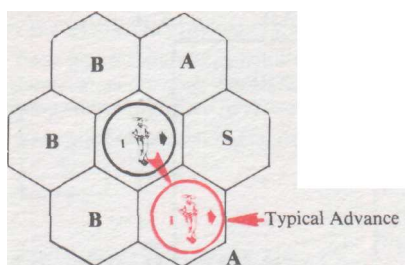


Legal play: the actions can be in any order.

9.22 When a player executes ADVANCE or RUN he moves one hex to his ahead right, ahead left or straight ahead. When he executes BACK UP he moves one hex to his back right, back left or straight back. When he reveals the action he names the hex he will move to.

9.23 Each time a player executes SPRINT he must move *straight* ahead one hex and he draws one delay card. *SPECIAL*: A player must "build up speed" to SPRINT. He can play SPRINT only if he *executed* ADVANCE and RUN on the previous turn. *EXAMPLE*: He can ADVANCE and RUN one turn and ADVANCE, RUN and SPRINT (once or twice) the next.

Examples of movement:



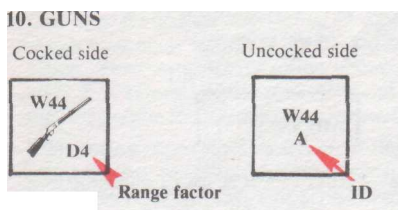
Ike must move to "S" when he sprints. If he advances or runs he can go to an "A" or "S" hex. If he backs up he moves to "B" hex. He keeps facing the same direction even if he moves sideways or backwards. When Ike turns, he turns to face an "A" or "S" hex; when he spins around, he turns to face a "B" hex.

9.24 If a player moves and ends the segment in another player's hex, both he and the other player must draw a delay card. If he moves into the hex on the same segment that the other player moves out, they do not get this penalty. If several players move into the same hex simultaneously, or a player moves into a hex with several players, each player draws only one delay card. There is no penalty for leaving another player's hex.

9.25 A player can move off the board as if the hex pattern continued off the board. Once he leaves the board he is out of the showdown and cannot return.

9.3 Turning: When a player executes TURN he can turn to his ahead right, turn to ahead left or keep facing straight ahead. When he executes SPIN AROUND he must turn to his back left, back right or straight back. When he reveals the action he states how he will turn.

9.4 Getting up and down: When a player executes GET UP/DOWN or LEAP/DROP his body counter turns over (if DOWN it turns upright, if upright it turns DOWN) and keeps facing the same direction. *SPECIAL:* He must draw two delay cards when he does LEAP/DROP.



10.1 Guns are a type of weapon counter. The WEAPON LISTS list each weapon's values, including whether it is one-handed or two-handed.

10.2 Players store their weapons in the weapon boxes on their LEGEND sheets. The GUN HAND box can hold one weapon, either one- or two-handed, and the OTHER HAND box can also hold one one- or two-handed weapon. The BOTH HANDS box can hold one weapon, but only if both HAND boxes are empty. The HOLSTERED box can hold up to four one-handed weapons, but two-handed weapons cannot be placed there.

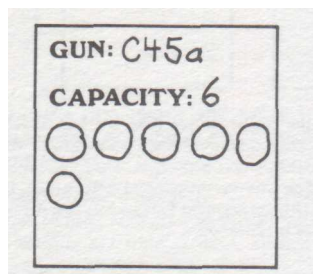
10.21 Unowned weapons are put in the hexes where they are located.

10.22 Each time a player reveals a new action he can release weapons from his hands. He can move a weapon from his BOTH HANDS to either HAND, and/or he can drop any weapon(s) from his HAND boxes into his hex (they are then "unowned"). *SPECIAL:* When a cocked gun is dropped in a hex it fires harmlessly. It loses a shell and is uncocked.

10.3 A gun is cocked when picture side up, uncocked when picture side down.

10.4 Shells loaded in guns are recorded in the AMMO sections on the LEGEND sheets.

10.41 Each player uses a separate AMMO section for each of his guns. He records the gun's ID, Ammo limit and other values in the section and draws one circle for each shell in the gun. Unowned guns are recorded on spare LEGEND sheets.



AMMO section for a Colt 45 holding six shells.

10.42 The Ammo limit is the maximum number of shells the gun can hold. Each gun starts the game fully loaded unless the showdown specifies otherwise.

11. HAND ACTIONS

11.1 When a player does DRAW AND COCK he can move one weapon to his sheet or cock (or uncock) one gun on his sheet, or move one gun to his sheet and cock (or uncock) it. When he reveals the action he names the weapon, where it will go and whether he will cock or uncock it.

11.11 The weapon he names must be on his sheet or in his hex. He can take a weapon from another character in his hex only if that character gives his permission (or is killed or knocked out). *SPECIAL:* If two players try to pick up the same weapon on the same segment, the one who is earlier in the order of play (first player before second, etc.) does his DRAW AND COCK first and gets the weapon.

11.12 The weapon must move to one of the boxes on his own sheet—it cannot move to or from another character's sheet.

11.13 He cannot move one weapon and cock (or uncock) another. If he moves no weapon, he can cock or uncock any gun on his sheet.

11.2 A player can execute LOAD only if he has a gun in his BOTH HANDS box. When he does the LOAD he loads one shell into this gun, drawing

Handling guns

The two-handed W44 can fire from the BOTH HANDS box. It cannot fire when in the GUN HAND or OTHER HAND box, and it is not allowed in the HOLSTERED box. The one-handed C45 can fire from GUN HAND or BOTH HANDS, but not from OTHER HAND or HOLSTERED.



This player cannot move his C45 to either HAND because he cannot have guns in BOTH HANDS and a HAND box at the same time. If he releases the W44 to one hand when he reveals DRAW and COCK (rule 10.22), he can move the W44 to the other HAND. If he drops the W44, he can move the C45 to any box.

the shell in its AMMO section. Players have an unlimited supply of shells. The gun automatically uncocks when a shell is loaded in it.

11.3 A player can execute SHOOT or COCK/AIM/SHOOT only if he has a two-handed gun in BOTH HANDS or a one-handed gun in his GUN HAND or BOTH HANDS box. If he does not have a gun in the proper box the action is cancelled. When he executes COCK/AIM/SHOOT he can cock, uncock, aim or shoot the gun; when he executes SHOOT he can shoot or do nothing—he cannot aim or cock.

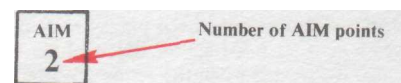
11.31 When he reveals the action he states what he will do. If he aims or shoots he must name his target. If doing SHOOT, he can name a target (and transfer his aim—see rule 12.5) even if he is doing nothing.

11.32 If he states that he will shoot, he must shoot. If his target moves out of his aim zone before the shot is resolved, it automatically misses.

12. AIMING

12.1 When a player aims without shooting, his target can be any hex or enemy player in his aim zone.

12.2 Each player uses his AIM markers to keep track of the time he spends aiming. If a player uses COCK/AIM/SHOOT to aim *without* shooting, when he does the action he puts two AIM points on his target. A player does *not* put AIM points down when he shoots. Players aiming at the same target keep their AIM markers separate.



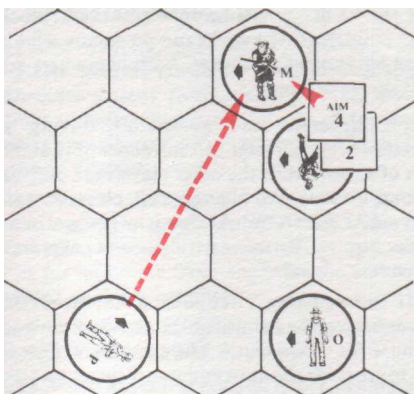
12.3 A player's AIM points remain on his target (and move along with the target when the target moves) until the player loses or transfers his aim. He can accumulate up to 8 AIM points by aiming repeatedly.

12.4 When a player loses his aim, all of his AIM markers are removed from the board.

12.41 He loses his aim if his target is not in his aim zone at the end of a segment.

12.42 He loses his aim when he suffers a LOSE AIM, STUN, GUN HAND, OTHER HAND, STAGGER or DROP or WILD SHOT penalty.

12.43 He loses his aim after executing a shot.



P has used COCK/AIM/SHOOT to aim at J three times on previous turns. Now he reveals SHOOT, states he will shoot, and names a target. If he names O, he loses his aim because O is more than one hex from J, his old target. He names M, and his AIM markers immediately move to M.

12.44 He loses his aim when he reveals any action except TURN. *EXCEPTION:* He keeps his aim when he reveals SHOOT or COCK/AIM/SHOOT, if he does *not* cock the gun and he keeps his old target or names a new target who within one hex of his old target (see rule 12.5). If he cocks the gun, he loses his aim. He keeps his aim if he uses SHOOT to do nothing.

12.5 When a player reveals COCK/AIM/SHOOT or SHOOT and uses the action to aim, shoot or do nothing, he can transfer his aim to a new target within one hex of his old target (the action is not affected—it is executed normally). The new target must be within one hex of the old target when the action is revealed and the new target is named. The player's AIM markers move when the new target is named. *EXCEPTION:* A player cannot transfer his aim into or out of his own hex. He can transfer his aim from one target to another if both are in his hex or neither is in his hex, but he cannot move AIM markers into or out of his own hex.

12.6 A player keeps his aim when his target passes out or is killed. He cannot shoot at that target, but he can transfer his aim to other targets normally (see rule 12.5).

13. SHOOTING

13.1 A player can shoot only if he has a cocked and loaded gun in the proper box. If two-handed it must be in BOTH HANDS, if one-handed gun it must be in GUN HAND or BOTH HANDS. His target must be an enemy player, and the enemy must be in his aim zone (or the shot misses).

13.2 When he executes the shot he draws a result card. If it is a FIRE card the gun fires, if it is a MALFUNCTION the gun may misfire. He must draw even if the shot automatically misses.

13.3 If he draws a MALFUNCTION, the "Handloaded" line shows if his gun misfires. ("Cap-and-ball" and "Storebought" are explained in section III.) "No effect" means he discards the MALFUNCTION and draws another card in its place. "Misfire" means his shot is cancelled and he must draw again to see if his gun is affected.

13.31 If he draws a second MALFUNCTION his gun gets the penalty shown on the SECOND DRAW line. If it explodes it cannot fire for the rest of the game. If it jams, cross off all of its shells; it cannot fire until it has been *completely* reloaded.

FIRE card			
FIRE			
Hit chart	Aim time	RANGE	4-7
	1-6	ARM	—
	7-9+	BE	ARM
Target status section	Target Status:		
	Move: ARM hit misses		
	BE becomes ARM hit		
	Down: ARM hit misses		
	Head: ARM hit misses		
DELAY penalty	DELAY: LOSE AIM		
WOUND penalty	WOUND: WILD SHOT		
HEX direction	HEX: Back Left		
TAC change	TAC: no change		
			96

P does his SHOOT. His aim time is 7 (1 on the SHOOT plus 6 AIM points) and his range is 3, so the shot is a BE, so P chooses a VITAL hit. Cross-index VITAL and P's gun on the IMPACT TABLE to find the damage inflicted on M. If M had played a foot action this turn, the card's Target Status would change the BE to an ARM hit; if he were also DOWN it would become a miss.

13.32 If his second draw is a FIRE his gun is not penalized.

MALFUNCTION CARD	
MALFUNCTION	
First draw effect	Storebought: no effect
	Handloaded: <i>misfire</i>
	Cap and ball: <i>misfire</i>
Second draw penalty	SECOND DRAW: GUN EXPLODES
	(Remove the gun from play.)
	DELAY: DROP
	WOUND: DROP
	HEX: Straight Back
	TAC: change all to B
	108

13.4 If he draws a FIRE card the gun fires and he uses the card to find where it hits. He finds a preliminary hit location on the hit chart and then consults the Target Status to see if the hit is affected by the target's position or actions.

13.5 On the hit chart, the player cross-indexes the row that shows his aim time and the column that shows his range to find the preliminary hit location. If the aim time or range is not on the chart then the shot misses.

13.51 Range is the number of hexes from the shooter to the target along the shortest route. When range is counted through both halves of a split hex, they count as one hex.

13.52 Aim time is the aim time on the shooter's action, plus the AIM points he has on his target, plus modifiers for wounds. The action shows different aim times for one-handed and two-handed guns. He uses the aim time for his gun.

HIT LOCATIONS (from hit card)

"—" is a miss
 "LEG" hits either leg
 "GUN" hits the gun arm
 "ARM" hits the other arm
 "SIDE" is a flesh wound
 "BODY" is a non-vital body hit
 "CRIT" hits near a vital area
 "VITAL" hits a vital area
 "HEAD" grazes the side of the head
 "BE" is a bullseye

13.6 If the FIRE card lists a Target Status entry and the target qualifies for this Target Status, the hit becomes a lesser hit or a miss. If one entry reduces a hit to a lesser hit and another entry changes the lesser hit to a miss, the shot misses. Only the entries on the FIRE card affect the hit—if the target qualifies for a Target Status that is not on the card, it has no effect on the hit.

13.61 If the target played a foot action at the start of this turn or has dropped this turn, he has "Move" Target Status. He has "Move" target status if he played the foot action, whether he executes it or not. If the FIRE card lists "Move" Target Status, a BE hit is changed to the hit named on the card, and any other hit becomes a miss.

13.62 If the target played a RUN at the start of this turn he has "Run" Target Status, even if it is never executed. If the FIRE card lists "Run" Target Status, a BE hit is changed to the hit named on the card, and any other hit becomes a miss.

13.63 If the target is DOWN, he has "Down" Target Status. If the FIRE card lists "Down" Target Status, any hit except a BE becomes a miss. A BE hit is not affected.

13.64 (Ignore this entry until head counters are explained in rule 31.) If the target's head counter is being shot at, he has "Head" Target Status. If the FIRE card lists "Head" Target Status, any hit except a BE becomes a miss. A BE hit is not affected.

13.7 If the final hit is a BE (bullseye) the shooter can choose any hit location.

13.8 The shooter cross-indexes his final hit location and the gun he is shooting on the IMPACT TABLE to find the penalty that is inflicted on the target.

13.9 After the shot is resolved the shooter uncocks his gun, crosses a shell off its AMMO section and removes his AIM markers from the board, even if the gun misfired.

14. PENALTIES AND COMBAT RESULTS

14.1 Penalties incurred during a segment are inflicted at the end of that segment, after all of that segment's actions have been completed. Penalties are cumulative and each is paid for separately.

14.11 The following penalties are inflicted once and forgotten:

DROP: If upright, he turns DOWN, draws 3 delay cards and loses his aim. If he is DOWN this penalty has no effect.

GUN HAND: Any weapon in his GUN HAND box drops in his hex (if he drops a cocked gun, it fires a WILD SHOT); any weapon in his BOTH HANDS box moves to his OTHER HAND box. He loses his aim.

LIGHT n: He draws *n* fatigue cards.

LOSE AIM: He loses his aim.

OTHER HAND: Any weapon in his OTHER HAND box drops in his hex (if he drops a cocked gun, it fires a WILD SHOT); any weapon in his BOTH HANDS box moves to his GUN HAND. He loses his aim.

STAGGER: If the character is upright, his attacker draws two direction cards. The player moves to the hex indicated by the first card, turns to face the direction indicated by the second card and DROPS. If the player is DOWN this penalty has no effect.

STUN n: He draws *n* wound cards and loses his aim.

WILD SHOT: Every cocked gun on his sheet goes off without hitting anything. He uncocks it, crosses off a shell and loses his aim. If he has no cocked gun there is no penalty.

14.12 The following penalties affect the player for the rest of the showdown:

GUN ARM n: He subtracts *n* from his aim time when he shoots a gun in his GUN HAND or BOTH HANDS box.

KILL: The character is killed and out of the game.

LEG n: Each time he moves a hex while upright, he draws *n* fatigue cards. He does not get this penalty when he staggers. If he is DOWN when he moves there is no penalty.

OTHER ARM n: He subtracts *n* from his aim time when he shoots a gun in his BOTH HANDS or OTHER HAND box.

SERIOUS n: At the start of each turn he draws *n* fatigue cards. **SPECIAL:** At the end of the showdown each character with one or more SERIOUS wound points draws a result card and adds its DELAY number to his SERIOUS wound points. If the result is four or more, he is killed.

14.2 Each character starts the game with twenty endurance boxes that he crosses off as a result of drawing "fatigue cards" and "wound cards" during play (he does not cross off boxes when he draws "delay cards"). **IMPORTANT:** If a character has more delay points than he has endurance boxes remaining on his sheet at the end of two consecutive turns, he "passes out".

14.21 When a player "draws a delay card", he draws a result card and gets the number of delay points listed next to DELAY. He does not cross off any endurance boxes. If the penalty is not a number it affects him as indicated in rule 14.1.

14.22 When a player "draws a fatigue card" he draws a result card and consults the DELAY line. If the result is a number, he crosses off this number of endurance boxes and gets this number of delay points. If it is not a number, it affects him as indicated in rule 14.1.

14.23 When a player "draws a wound card", he draws a result card and consults the WOUND line. If the result is a number, he crosses off this number of endurance boxes and gets this number of delay points. If it is not a number it affects him as indicated in rule 14.1.

14.3 When a player "draws a direction card" he draws a result card and uses the HEX entry to specify a hex adjacent to his target.

14.31 "Directly ahead", "Ahead right", etc. specifies the hex that is in the indicated direction relative to the target's body counter.

14.32 "Long": At the end of the segment, trace a line from the coordinate in the shooter's hex through the coordinate in the target's hex to the hex beyond the target. The hex beyond the target is the hex specified. The target chooses exactly how to lay the line, so if the line can go to either of

two hexes the target chooses which one is specified. If player and target are in the same hex "Long" specifies the hex straight ahead of the shooter.

14.33 "Same" specifies the target's hex.

14.4 When a character moves into another character's hex, they each draw one delay card (unless the second character leaves the hex as the first character moves in). See rule 9.24.

14.5 At the end of the showdown, each character who has one or more SERIOUS wounds draws a result card and adds its DELAY value to his SERIOUS wound points (if the result is not a number, treat it as zero). If the result is four or more SERIOUS wound points, he is killed.

14.6 When a character is killed or passes out he drops, he cannot play or do actions and he cannot be named as a target for the rest of the showdown. His guns can be taken as if they were unowned. A character passes out if he has more delay points than endurance at the end of two consecutive turns. Note that a passed-out character cannot be a target.

15. WINNING

15.1 Each character gains and loses victory points by his accomplishments in the showdown.

15.11 The VICTORY POINTS schedule summarizes how characters gain and lose victory points. When characters share points they divide them equally, keeping fractional points.

VICTORY POINTS

Survive: + 2 points
Hold field: +2 points
Pass out: 0 points
Run away: -2 points
Surrender: -2 points
Captured: -4 points
Killed: -8 points
Ally killed: -1 point
Kill enemy: + 2 points
Knock out enemy: + 1 point

15.12 The showdown's BONUS POINTS section lists any extra victory points the characters get, in addition to those on the schedule.

15.13 The player who earns the most victory points wins. If a player controls several characters he must average their scores.

15.2 When a character is killed, he gets the points listed for "Killed" and every other character on his side gets the points listed for "Ally killed". The enemy who killed him gets the points listed for "Kill enemy". If several enemies inflict KILL simultaneously they share the "Kill enemy" points.

15.21 If he is killed by SERIOUS wounds, the enemy who inflicted the most SERIOUS wound points on him gets the "Kill enemy" points (if several enemies tie, they share the points).

15.22 If he is killed solely because he is captured (see rule 15.61), each enemy "survivor" (see rule 15.62) gets the "Kill enemy" points.

15.23 A character gets the "Ally killed" points each time another character on his side is killed, even if he has been killed himself. **EXAMPLE:** Two characters on the same side are both killed. Both get the "Ally killed" points, regardless of who was killed first.

15.3 When a character passes out, he gets the points listed for "Pass out" and the enemy who made him cross off the most endurance boxes gets the points for "Knock out enemy" (enemies who

tie for most boxes share these points). If a character knocks out and kills an enemy, he gets only the "Kill" points (no one gets the "Knock out" points). If he knocks out an enemy who is killed by another character, both characters get their points normally.

15.4 Characters can *surrender* during a showdown. A character can surrender only at the start of a turn, while the other players are playing actions, so they can change their plays accordingly. **EXCEPTION:** A character cannot surrender in a showdown in which captured characters are killed.

15.41 Surrendering is like passing out, except the character gets the points for "Surrender" instead of those for "Pass Out". The enemy who caused him to cross off the most endurance boxes gets the points for "Knock Out Enemy".

15.42 For the rest of the showdown the character is treated as if he had passed out—he cannot be a target, he cannot play actions, etc. He cannot break his surrender.

15.5 When a character moves off the map he gets the points listed under "Run away".

15.6 When the showdown ends, each character who is alive and on the map gets points as stated in sections 15.61 to 15.64. He does not get these points if he ran away or was killed.

15.61 If the showdown has a SPECIAL RULE that states his side is captured, he is captured.

15.62 If he is conscious, has not surrendered and has not been captured, he is a "survivor" and gets the points listed for "Survive".

15.63 If only one side has survivors, it *holds the field* and each survivor also gets the points listed for "Hold the field". When a side holds the field, all enemy characters who have passed out or surrendered are captured.

15.64 If the showdowns has a SPECIAL RULE that states that captured characters are killed, all captured characters are killed.

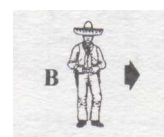
15.7 When a character is captured he gets the points for "Captured". If he is captured and killed (either by SERIOUS wounds or by a SPECIAL RULE), he gets both the points for "Captured" and the points for "Killed".

15.8 At the end of the showdown each side totals the value of any money bag counters it is carrying and divides this total equally among its members. The BONUS POINTS section gives the value of each money bag counter.

15.81 Characters who were killed or captured do not contribute to the total nor share in the spoils. All other characters on the side do contribute and do share in the result.

15.82 If a side holds the field, it gets all of the money bag counters on the map. If no one holds the field, money bags on the map are not credited to anyone.

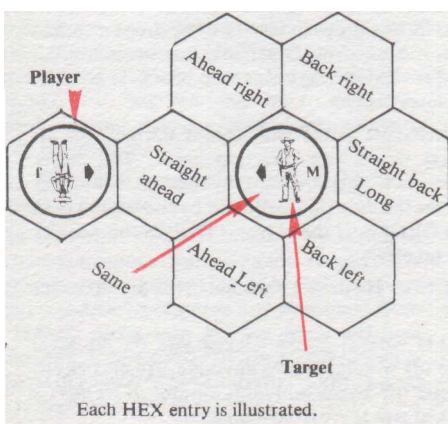
15.9 A character keeps all points he earns, even if he is killed. **EXAMPLES:** If he survives and is captured by SPECIAL RULE, he gets both the "Survive" and "Captured" points. If he runs away and is killed by SERIOUS wounds, he gets the "Run away" and "Killed" points.



YOU CAN NOW PLAY SHOWDOWNS 1 AND 2.

We suggest you gain experience in a sample game or two before proceeding to the next rules section.

Staggering



II. BRAWLING RULES

16. BRAWLING SUMMARY

16.1 The players use attack, defense and THROW actions normally, interspersing them with other actions freely. A player uses attack actions to make close-range attacks, defenses to protect himself from enemy attacks and THROW to throw weapons.

16.11 Attacks, defenses and throws must be executed against targets. A player must name his target when he reveals the action. The target must be in his aim zone from the time the action is revealed until it is executed.

16.12 AIM points affect the accuracy of throws but do not affect attacks or defenses.

16.13 When a player reveals an attack or defense, he loses his aim and removes his AIM markers from the map. When he reveals THROW as his next action he can transfer his aim (see rule 12.5). He loses his aim after doing the throw.

16.14 Throws, attacks and defenses are done at the start of the segment like shots, before other actions. Defenses are done before attacks, so if an attack and an effective defense are done on the same segment the attack is cancelled. Shots, attacks and throws done on the same segment are simultaneous and cannot interfere with each other.

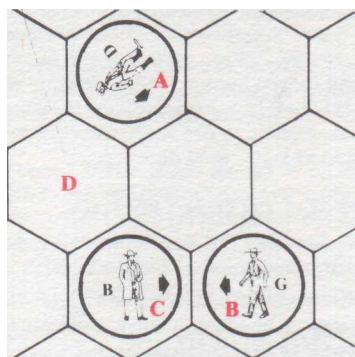
16.2 A player can throw or attack with a weapon, if it is in the proper box: if two-handed it must be in BOTH HANDS, if one-handed it must be in GUN HAND or BOTH HANDS. He must use the weapon if it is in the proper box. If he has no weapon in the proper box he uses his "Bare hands".

16.21 The weapon's wielding factor affects how it attacks and is thrown. The WEAPON LISTS show each weapon's wielding factor. "Bare hands" attack with a wielding factor of 5 (they cannot be thrown).

16.22 The player's GUN ARM and/or OTHER ARM wounds subtract from his aim time just as if he were shooting. Barehanded attacks are affected by GUN ARM wounds only.

16.23 When an attack or throw hits, cross-index the hit location and weapon on the STRIKING TABLE to find the result inflicted on the target.

16.3 STRENGTH actions combine with attacks and throws to increase their effectiveness. The strength is played just before (on top of) the action it combines with.



If A or B throws at C, aim time is calculated normally. If B attacks (A is out of attacking range), his aim time is his weapon's wielding factor. Assume B will JAB on segment 2. If C then reveals DUCK, names B and does the DUCK on segment 2 or earlier, A's JAB is cancelled and he gets the penalty named on the DUCK. DUCK has no effect on throws or BELT, and it cannot stop attacks coming from hex D (D is out of C's aim zone).

17. THROWING

17.1 When a player executes THROW he can throw his weapon or do nothing.

17.11 When he reveals the THROW he states what he will do and names a hex or enemy player in his aim zone as his target. If he names a target who is within one hex of his old target his AIM markers move to his new target; otherwise he loses his aim.

17.12 If he states he will throw but his target moves out of his aim zone before the THROW is executed, the throw is executed but it automatically misses.

17.2 The weapon's wielding factor is the maximum number of hexes it can be thrown. The THROW cannot be executed if the range from thrower to target exceeds the weapon's wielding factor. STRENGTH can increase this range. See rule 20.

17.3 When a player executes THROW he draws a hit card and uses the hit chart and Target Status to see where the throw hits (ignore MALFUNCTION cards). Range and aim time are calculated normally (including AIM points). GUN ARM and OTHER ARM wounds affect his aim.

17.4 The thrower cross-indexes the weapon and hit location on the STRIKING TABLE to find the result inflicted on the target. If the throw hits, the weapon is put in the target's hex. If it misses, the thrower draws a direction card and puts the weapon in the indicated hex adjacent to the target (even if that hex is out of range or is not in his aim zone). If the target is a hex, "straight ahead" is directly towards the thrower and other directions are defined accordingly. The weapon is thrown even if it automatically misses because the target has left the thrower's aim zone (see rule 17.12).



18. ATTACK ACTIONS

18.1 When a player does an attack he can attack or do nothing. When he reveals it he must state what he will do and name an enemy in his aim zone as his target. He must be within one hex of his target when he does the attack, but he can name a target who is farther away in hopes that he will move in range before the attack is executed.

18.2 When the attack is executed the attacker draws a hit card (ignoring MALFUNCTIONS) and uses its hit chart and Target Status to find where he hits. If he has a weapon in a proper box he uses it. If he does not, he attacks with "Bare hands".

18.21 His aim time is equal to the weapon's wielding factor. His GUN ARM and OTHER ARM wounds subtract from his aim time normally. If he is unarmed his aim time is five (5) and only his GUN ARM penalty subtracts from his aim time.

18.22 If the hit is a BE, the attack hits the location named on its card (the attacker does *not* choose the hit location). If the attacker is upright or his target is DOWN, his BE hits the location listed for a "Normal attack". If he is DOWN and his target is upright, his BE hits the location listed for "Attacking upwards".

18.3 The attacker cross-indexes the hit location and weapon on the STRIKING TABLE to find the penalty inflicted. If he is unarmed he uses the "Bare hands" row.

19. DEFENSE ACTIONS

19.1 When a defense is executed it can cancel an attack directed against its owner and penalize the attacker.

19.11 A defense affects only one attacker. When a player reveals a defense, he names the attacker whose attack he will cancel. He must have a clear LOS to the enemy he names. Other attackers are not affected.

19.12 A defense cancels only the attacks listed on its card. It does not affect other attacks.

19.13 A defense cancels an attack only if that attack has been revealed but not yet executed. The attack must be the attacker's "next action".

19.14 A defense protects only its owner. It does not affect attacks on other targets.

19.2 When a defense is executed it cancels the attacker's next action (if it lists that action and the attacker's target is the defender) and inflicts the penalty shown on the defense card. This penalty is inflicted only if the defense cancels an attack.

19.3 Defenses are executed before attacks each segment. If a defense cancels an attack on the same segment the attack is executed, the attack is *not* executed.

20. STRENGTH

20.1 At the start of a turn, STRENGTH cards are played with attack or THROW actions to enhance the effect of the weapon being used (STRENGTH has no effect on other actions). The STRENGTH is placed just before (on top of) the action and is treated as part of that action: when the STRENGTH is revealed the action is also revealed, the STRENGTH'S time points count as part of the action's time points and the STRENGTH is cancelled or executed when the action is cancelled or executed.

20.2 STRENGTH can increase either wielding factor or damage, as stated on its card. When a player reveals STRENGTH he must state how he will use it (if he forgets to state how he will use it, the STRENGTH automatically increases damage). STRENGTHS played together can combine or one can increase wielding factor while the other increases damage.

20.21 When STRENGTH increases damage, it adds to each GUN ARM, OTHER ARM, LEG, SERIOUS, LIGHT and STUN penalty inflicted by the attack or throw. Other penalties (DROP, etc.) are not affected, and penalties not listed for the attack or throw are not affected. *EXAMPLE:* If STRENGTH adds two to STUN 2, LOSE AIM and LEG 0, the final damage is STUN 4, LOSE AIM and LEG 2. Notice that the LEG 0 has no effect unless STRENGTH is used to increase it.

20.22 When STRENGTH increases the wielding factor of a THROW, it increases the maximum throwing range. *EXAMPLE:* A knife can be thrown up to four hexes (its wielding factor). With STRENGTH adding four to the wielding factor, the knife can be thrown eight hexes.

20.23 When STRENGTH increases the wielding factor of an attack, it increases its aim time. *EXAMPLE:* A knife has an aim time of four (its wielding factor). With STRENGTH adding four to the wielding factor, its aim time is eight.

YOU CAN NOW PLAY SHOWDOWN 3.

We suggest you gain experience in a sample game or two before proceeding to the next rules section.

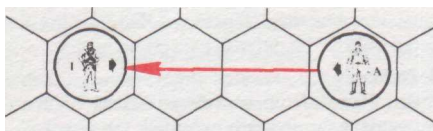
III. SPECIAL WEAPONS AND SKILLS

21. RANGE FACTORS

21.1 If a shooter has enough AIM markers on his target, his gun's *range factor* affects the range on the hit card he draws.

21.2 If shooting a "W44s" Winchester carbine, he must have two or more points' worth of AIM markers on his target to get the benefit of the range factor. If shooting any other gun, he must have four or more points' worth of AIM markers on his target to get the benefit of the range factor. If he has less than the required number of AIM marker points (two for the "W44s", four for all other guns), the range factor has no effect.

21.3 "D2" means the range is divided by 2, "D3" means it is divided by 3 and "D4" means it is divided by 4. Round fractions down to the next lower range.



A has a W44. If he has 4+ AIM points on his target (I), his range is 0 (3 hexes divided by the W44's range factor of 4, rounded down to zero).

22. FANFIRING

22.1 When a player executes DRAW AND COCK or SHOOT or COCK/AIM/SHOOT he can "fanfire" and shoot an uncocked gun. The gun must be a one-handed gun in his BOTH HANDS box. Note that he can DRAW AND COCK to move a gun to BOTH HANDS and fanfire it instantly.

22.2 When he reveals the action he must state if he will fanfire.

22.3 A fanfired shot is resolved like a normal shot *except* the aim time is zero (0) modified by skill and wounds—aim time on actions and AIM markers is ignored.

23. DOUBLE ACTION

23.1 No special counters for double-action guns are provided. If a gun has double action, use its normal counter and note that it has double action.

23.2 A double action gun can shoot without being cocked or fanfired, but one is subtracted from its aim time whenever it shoots (whether it is cocked or not).

24. SHOTGUNS

24.1 Shotguns misfire normally. When a shotgun fires, the shooter puts BLAST markers down to form a blast pattern. The gun's range factor determines the shape of the pattern.

24.11 For a B7 shotgun, he puts a BLAST marker six hexes away, traces a straight line from his hex to the marker's hex and puts a BLAST marker in each hex the line crosses.

24.12 For a B5 shotgun, he puts two BLAST markers in adjacent hexes four hexes away from himself, traces straight lines from his hex to each marker's hex and puts a marker in each hex that either line passes through.

24.13 A line to a hex must be traced to a point on the coordinate in that hex. The line must be positioned so it does not run along a hexside nor cut the corner of a hex.

24.14 The blast pattern must include the shooter's own hex and his target's hex.

24.2 The shooter uses his first draw to find where his target is hit. Then he draws a hit card (ignoring MALFUNCTIONS) for every other character in the pattern. MALFUNCTION cards do not count once the blast pattern is down. Target Status affects hits normally.

24.21 When the shooter draws for a character, he counts the number of hexes to that character; this is the *shotgun bonus* that reflects the spread of the shot. *SPECIAL:* If he is using a "B5" shotgun he adds one (1) to the shotgun bonus.

24.22 When the shooter draws for his target, the shotgun bonus is added to his normal aim time. *EXAMPLE:* If he has 2 AIM points on a target 3 hexes away and uses SHOOT to fire, his aim time is 5: 2 for AIM points, 3 for the shotgun bonus plus 0 for the SHOOT action.

24.23 When the shooter draws for another character (not his target), the shotgun bonus is his aim time. *SPECIAL:* If he and his target are upright, when he draws for a DOWN non-target he subtracts 1 from the aim time (he "shoots over" the DOWN non-target).

24.3 When a shotgun gets a BE hit, it is automatically a CRIT hit.

24.4 When a character (target or non-target) is hit, the shooter consults the IMPACT TABLE. He cross-indexes the shotgun bonus (in the second column) and hit location to find the result inflicted on that character. Note that he cross-indexes his shotgun bonus instead of his gun.

25. DOUBLE BARRELLED GUNS

25.1 A double-barrelled gun can fire one shot normally or two shots at once. The WEAPON LISTS indicate which guns are double-barrelled.

25.2 When a double-barrelled gun is cocked, both barrels are cocked. If its owner gets a WILD SHOT penalty when both barrels are cocked, both barrels go off.

25.3 When a player announces he will shoot a double-barrelled gun he states how many shots he will fire (if he does not say, he automatically fires one shot).

25.4 If he fires two shots he resolves them one after the other. He expends one shell per shot. If the first shot jams or explodes the second shot is cancelled.

25.5 When a player fires both barrels of a shotgun both shots use the same pattern.

26. TYPES OF AMMUNITION

26.1 Shells are either storebought, handloaded or cap-and-ball. A handloaded shell is recorded as a circle, a storebought shell is a dollar sign and a cap-and-ball shell is a triangle. Storebought shells are the most reliable, cap-and-ball (a percussion cap, ball and powder that are loaded separately) the least reliable.

26.2 Cap-and-ball guns hold only cap-and-ball shells. Other guns hold handloaded shells unless specified otherwise.

26.3 Shell type affects misfiring. When a shooter draws a MALFUNCTION card he checks the result for the type of shell he crossed off to find if his shot misfires.

26.4 Shell type does not affect SECOND DRAW penalties. If a player draws a MALFUNCTION after a misfire, the SECOND DRAW penalty counts regardless of the shell he used.

27. LOADING METHOD

27.1 Each gun's loading method (cap-and-ball, breakopen or normal) is indicated on the WEAPON LISTS. This loading method affects how the gun is loaded.

27.2 When a player executes LOAD with a normal gun he loads one shell in the gun.

27.3 It takes three LOADS to load a cap-and-ball shell. When a player with a cap-and-ball gun does LOAD, he draws one side of the shell's triangle. He must LOAD three times to complete the shell. Only complete shells can be fired.

27.4 A breakopen gun can be open or closed. When open, it can be loaded but not cocked, aimed, or fired. When closed, it can be aimed, fired and cocked but not loaded. When a player executes LOAD he can open or close the gun or, if it is open, load up to five shells. When he reveals the action he states what he will do.

28. SPECIAL CHARACTERISTICS

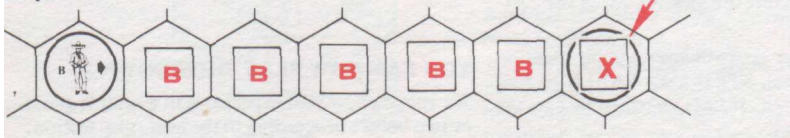
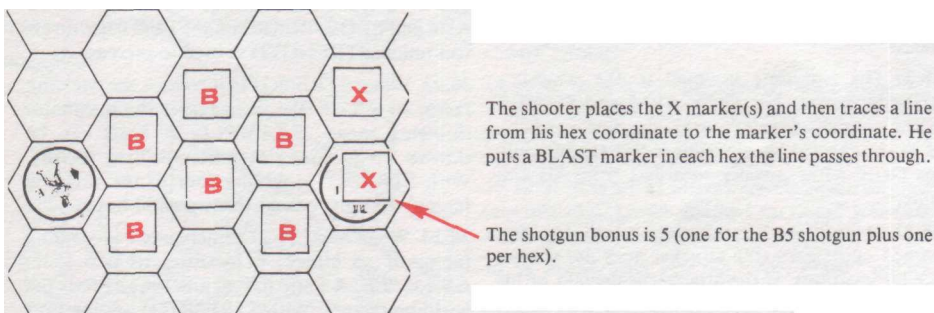
28.1 A character can have four skills, bonus action cards and bonus endurance boxes.

28.2 His *one-handed shooting skill* is added to his aim time when he shoots a one-handed gun (even if the gun is in BOTH HANDS). *EXAMPLE:* If he has +2 skill he adds two to his aim time when he shoots a one-handed gun. If he has "-1" skill, he subtracts one instead.

28.3 His *two-handed shooting skill* is added to his aim time when he shoots a two-handed gun.

28.4 His *Brawling skill* is added to his aim time when he throws or makes an attack (including a bare handed or wrestling attack).

B5 pattern



28.5 If a character has *Other Hand skill* he can shoot, throw or attack with his **OTHER HAND** (if he has no *Other Hand skill* he cannot use his **OTHER HAND**). When he reveals an action he states which hand he is using; he loses his aim if he changes hands. His *Other Hand skill* is added to his aim time (in addition to any other skills) when he uses his **OTHER HAND**. **EXAMPLE:** If he uses +2 one-handed shooting skill and -1 *Other Hand Skill* to shoot a gun that is in his **OTHER HAND** box, he adds one (plus 2, minus 1) to his aim time.

28.6 His *Stamina* is the number of endurance boxes he gets at the start of the showdown (instead of the twenty endurance boxes he normally gets).

28.7 Bonus action cards show special actions. The owner of a bonus card can play it normally, as if it were one of his normal action cards.

28.71 The **BI ADVANCE** satisfies rules 9.21 and 9.23 for running and sprinting.

28.72 The **DRAW AND COCK** on B2 and B3 cards can move only one-handed weapons that are on a sheet. They cannot pick up unowned weapons from a hex, and they cannot move two-handed weapons at all.

28.73 **BEAR HUG**, **LOCK** and **KICK** are wrestling attacks. They have a basic aim time of 3 (plus skills, *STRENGTH*, etc.). Both **GUN ARM** and **OTHER ARM** wounds reduce **LOCK** and **BEAR HUG** aim time. Only **LEG** wounds are subtracted from **KICK** aim time. When a wrestling attack hits, cross-index the *attack* and hit location on the **STRIKING TABLE** to find the result.

28.74 When a player reveals **BEAR HUG** or **LOCK** he must name a target in his hex (or the attack is cancelled). Then the target cannot leave the attacker's hex until the segment after the attack is executed or cancelled. The target still gets "Move" or "Run" Target Status if he plays the appropriate actions, even if he never moves.

29. THE LIST OF CHARACTERS

29.1 In every showdown, each character has the weapons, bonus cards, skills and stamina listed for him in the **LIST OF CHARACTERS** (this includes showdowns 1, 2 and 3—henceforward, ignore the **WEAPONS** sections in these showdowns). **EXCEPTION:** Any changes listed in a showdown's **SET UP** or **SPECIAL RULES** overrides the **LIST OF CHARACTERS**.

29.2 Each showdown's **SET UP** specifies which characters are "alerted"; all other characters are not alerted. Being alerted affects how a character sets up at the start of the showdown.

29.21 Unalerted characters must set up upright, their one-handed weapons must be **HOLSTERED** and their two-handed weapons must be in **OTHER HAND**.

29.22 An alerted character can set up upright or **DOWN** and he can arrange and cock the weapons on his sheet as he likes (subject to normal rules). Only alerted characters can set up head counters (see rule 32.3).

YOU CAN NOW PLAY SHOWDOWN 4.

We suggest you gain experience in a sample game or two before proceeding to the next rules section.

Explanation:

C and Character: The identifying letter on the character's body counter and his name.

Weapons: The weapons the character normally carries. Unless he is alerted, any two-handed weapon is in his **OTHER HAND** box and all one-handed weapons are **HOLSTERED**.

LIST OF CHARACTERS TOWNSFOLK (light brown counters)

C Character	Weapons	Bonus Cards	Skills				St	Fear
			1H	2H	BR	OH		
B BANKER	W44, SW45 (d.a.)	—	0	0	0	no	—	3
C CLERK	R10s, C32 (d.a.), KNF	—	0	0	0	no	—	6
D DUDE	R10s, SW45, SW38 (d.a.)	3	+2	+2	0	no	—	9
E FAST EDDIE	W44s, C44, KNF	2	+1	0	0	no	—	9
F FLOOZY	R41d, KNF	1,4,7	0	-2	0	no	—	3
G GAMBLER	R10, C44, R41d, KNF, KNF	2,4	+2	0	+2	-1	10	9
K BARKEEP	R10s, C45, KNF	5,8	0	0	+2	no	—	9
L LADY	(none)	—	-2	-2	-2	no	15	0
L LING HO	SD58	1,4,5,6,7	0	0	+2	0	—	0
M MARSHAL	W44, C45, C45, KNF	2,5,6,9	+3	+3	0	-2	—	12
O OWNER	R10, SW38, KNF	—	0	0	0	no	—	6
S SMITH	SD58, C45c, KNF	8	0	0	+2	no	30	6

RURAL FOLK (golden brown counters)

C Character	Weapons	Bonus Cards	Skills				St	Fear
			1H	2H	BR	OH		
A ANDY	SH50, C45, KNF	4,6,9	0	0	0	no	25	6
C CATTLE BARON	W44, C45, KNF	—	0	0	0	no	—	9
B LITTLE ERNIE	H44, SW45, KNF	1,2	+1	0	0	-2	15	6
F FOREMAN	W44, C44, KNF	5,8	0	+1	0	no	25	9
H HAPPY	H44, C45, KNF	—	0	0	0	no	—	6
I IKE	W44, C44, KNF	3	+2	+2	0	-1	—	9
L LUCKY	W44, C44, KNF	6	0	0	0	no	—	6
O OLD MAN	R10, C36c, KNF	5,7,8	0	0	+1	no	25	9
R REB	W44, C36c, KNF	3	0	0	0	no	—	6
R RUNNING BOY	KNF	1	-1	0	-2	no	15	3
S SODBUSTER	SD58, C45c, KNF	9	0	0	0	no	—	6
W WOMAN	KNF	4,7	-1	0	0	-1	25	6

U.S. ARMY (dark blue counters)

C Character	Weapons	Bonus Cards	Skills				St	Fear
			1H	2H	BR	OH		
N NCO	C41, SBR	9	0	0	+1	no	—	6
U U.S. SCOUT	W44, C44, KNF	7	+2	+2	+1	-1	25	9
V VETERAN	SD58, C45, KNF	—	0	+1	0	-1	—	9
Y YANKEE	SD58, C45, KNF	3,6	0	0	+1	no	—	6

WANDERERS (light blue counters)

C Character	Weapons	Bonus Cards	Skills				St	Fear
			1H	2H	BR	OH		
D DRIVER	R10, C45, KNF	3	0	0	+1	no	—	6
G GUARD	W44, C44, KNF	6	+1	+1	0	no	—	9
J JOHN HENRY	SH50, C45, KNF	5,6,8,9	0	0	+2	no	40	9
L LIGHTNING	W44, C41	2	0	0	0	no	—	9
M MOUNTAIN MAN	SH50, C45c, TWK, KNF, KNF	4,5,7,8	0	+3	+2	0	30	12
P PROSPECTOR	H44, C44, KNF	—	0	0	0	no	25	6
Q QUIET MAN	W44, C44, C32, KNF	3	+2	0	0	no	—	9
S SLIM	W44s, C44, KNF	—	0	+1	0	no	—	6
T TEXAS	W44, C45, KNF	3,9	+1	+1	+1	no	25	12

OUTLAWS (red counters)

C Character	Weapons	Bonus Cards	Skills				St	Fear
			1H	2H	BR	OH		
A AXE	R10, TWK, KNF, KNF	4,5,6,7,8	0	0	+2	-1	30	9
B BORDER RIDER	H44, C45, R41d	3	+2	+2	0	no	—	9
C CHIEF	SH50, C45c, KNF	8,9	+1	0	0	no	—	6
D THE DRIFTER	W44, C44, C32, KNF	3	0	+2	0	no	—	6
E EAGLE	H44, TWK, KNF	—	0	+1	+1	no	—	6
F FAST DRAW	H44, C44, KNF	2	+1	0	0	no	—	6
G GUN ARTIST	W44, C45, SW38	—	+3	+3	0	0	—	9
H HAWK	W44s, KNF	1	0	+2	0	no	—	9
I INNOCENTE	R10, C45, C45, KNF	7,8	+2	0	0	no	25	6
J EL JEFE	W44, C44, C44, KNF	—	0	+2	0	no	—	12
K THE KID	W44, C45, C32, KNF	2,2	+3	0	0	-1	—	12

Bonus cards: The bonus cards the character has.

Skills: The skills that affect the character's aim time.

1H: His skill when shooting a one-handed gun.

2H: His skill when shooting a two-handed gun.

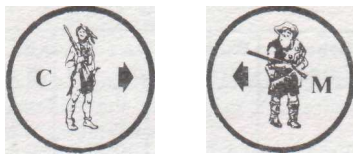
BR: His Brawling skill, used when he attacks or throws.

OH: His Other Hand skill, used when he uses a one-

handed weapon in his **OTHER HAND** box. "no" indicates he cannot use a weapon in his **OTHER HAND** box.

St: The number of endurance boxes the character has. "—" indicates he has the normal 20.

Fear: The character's own Fear value (when he is not a westerner).



IV. TERRAIN AND SIGHTING

30. THE MAPBOARDS

30.1 The boards are assembled to form a larger map as shown in the showdown's MAP diagram. If half-hexes on different boards match up they combine into one complete hex.

30.2 The TERRAIN page summarizes the terrain features and their effects on play. Floorboards have no effect on play. Ignore ladders, stairs and foliage unless optional rule 2 is used. Paths are explained in rule 41.

30.3 HEIGHTS lists terrain features and counters in the order of their height: entries higher on the list are higher on the map. To find the height of a counter or feature, find the elevation of its hex and then find its height within that elevation.

30.31 A counter or feature's hex defines its *elevation*: hill hexes have *hill* elevation, gully hexes have *gully* elevation and all other hexes are at *ground* elevation. There are several heights within each elevation.

30.32 To find the height of a counter, use the *upright* entry if it is upright and the *down* entry if it is *DOWN*. *EXCEPTION*: A *DOWN* counter on an obstacle uses the *upright* entry (it still has *Down Target Status*).

30.4 Terrain features can block movement or inflict penalties when crossed, and they can block a player's line of sight to his target (see rule 31). If a player tries a move that is blocked by terrain, he does not move and he draws two delay cards for running into the feature. If staggering he drops where he is.

30.5 Hexes are distorted to match the terrain. *EXAMPLE*: Each horse trough is considered to be in a "hex" (actually, a half-hex) even though the "hex" is actually a long, thin rectangle.

30.6 If a hex is split by terrain, each half is considered a whole hex. A player in that hex must be in one half or the other. He faces along a hex row and his aim zone is defined normally. His own half-hex is in his aim zone. The other half of his hex is in his aim zone only if it is straight ahead of him or adjacent to the hex that is straight ahead of him.

30.61 A player cannot skip over a half hex to move to a hex (or half-hex) on the other side of it. He must first move to the half-hex, and then move to the (half-) hex beyond.

30.62 When range is counted through both halves of the same hex, the two halves count as one hex. If two counters are in different halves of the same hex, the range between them is zero.

30.63 If a player is not in a particular split hex, both halves of that hex must be either in his aim zone or in his blind zone.

30.7 An attacker is "Attacking upwards" only if he is lower than his target. Otherwise, he is making a "Normal attack". See rule 18.

30.8 A shotgun's blast pattern extends from the shooter's elevation to his target's elevation. Anyone not within these elevations cannot be hit by the blast. *SPECIAL*: Subtract one from the aim time when drawing for a non-target who is lower than both shooter and target (this replaces the *SPECIAL* rule in 24.22).

31. LINE OF SIGHT

31.1 At the end of each segment each player must have a clear *line of sight* (termed a *LOS*) to his target. Any player who does not have a clear *LOS* loses his aim: his *AIM* markers are removed, and if his next action is directed at that target then it is cancelled.

31.2 Each character is located on his hex's coordinate. A player has a *clear LOS* only if he can lay a straight line (using a string or rubber band) from his coordinate to his target's coordinate without crossing any blocking terrain. He can position the line to avoid terrain that is partly in the way, as long as it touches both his coordinate and his target's coordinate. If every line from his coordinate to his target's coordinate crosses blocking terrain, then his *LOS* is *blocked*.

31.21 The *LOS* is automatically blocked if the target is not in the player's aim zone.

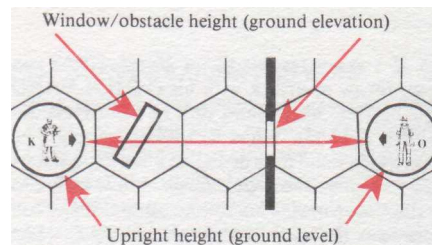
31.22 In a seam hex with two coordinates, the player can trace *LOS* to either coordinate. In an obstacle hex with no coordinate he can trace *LOS* to any point in the (half-) hex that contains the obstacle.

31.3 If a player's *LOS* crosses a terrain feature, he compares the feature's height to the height of his counter and the height of his target's counter to see if the feature blocks his *LOS*. If the target is a hex, it has the same height as an upright counter.

31.31 The *LOS* is blocked if the terrain feature is higher than both counters, and is *not* blocked if the feature is lower than both counters.

31.32 If either counter is lower than the feature and adjacent to it, it blocks the *LOS*. If the only counter adjacent to the feature is higher than the feature, it does *not* block the *LOS*. *EXCEPTION*: An obstacle never blocks *LOS* to or from a counter on that obstacle.

31.33 If either counter is higher than the feature and neither counter is adjacent to it, the *LOS* is blocked only if the higher counter and feature are at the same *elevation* and the lower counter is at a lower *elevation*. This is the "plateau effect": if someone is only a little higher than a distant terrain feature, the angle prevents him from seeing over it to things that are significantly lower.



Both players are higher than the window and obstacle, so the *LOS* is clear. If both players are *DOWN*, the *LOS* is blocked (rule 31.31). If only K is down, the adjacent obstacle blocks the *LOS* (rule 31.32). If only O is down, the *LOS* is clear (rule 31.33).

32. HEAD COUNTERS

32.1 Each player has a head counter that he can put in an adjacent hex. A head counter is part of its owner: he can count range and trace line of sight from it, and his enemies can attack, shoot at and throw at it.

32.11 A head counter always has "upright counter" height, even when its owner is *DOWN*.

32.12 A player's aim zone is always defined by his body counter, never his head counter.

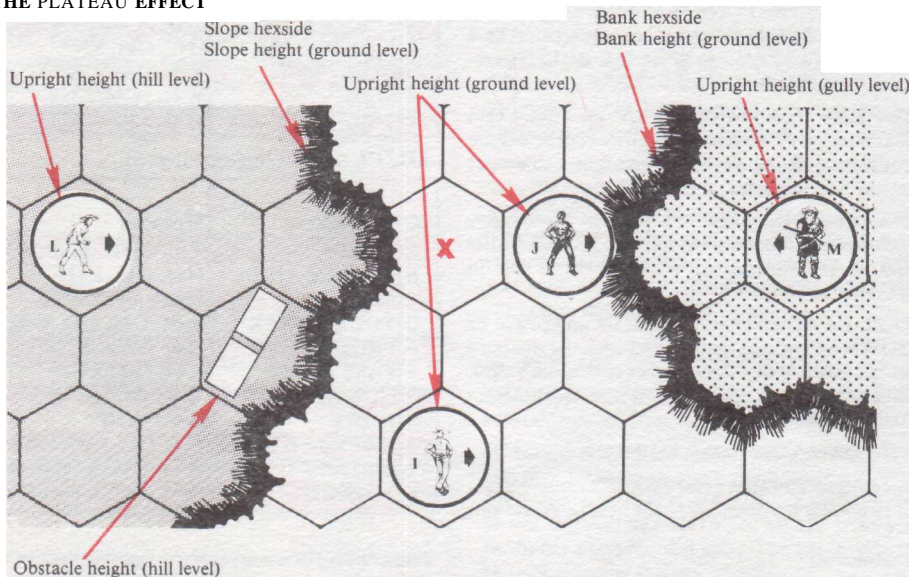
32.2 When a player does the *HEAD OUT/BACK* action, he must either put his head counter on the map or remove it. He has no choice: if his head is off the map, he *must* put it in the adjacent (half-) hex straight ahead of him (the hex his facing arrow points to), and if it is on the map, he *must* remove it.

32.21 He can put his head "through" (on the other side of) a door, window, slope or bank hex-side, or on an obstacle (even if he is *DOWN*). He does not draw delay cards for putting his head in another player's hex or on an obstacle.

32.22 He cannot put his head on the other side of a wall. If he tries to, he does nothing and he draws two delay cards. *EXCEPTION*: If he is in a corner hex, he can put his head in the matching corner hex around the corner.

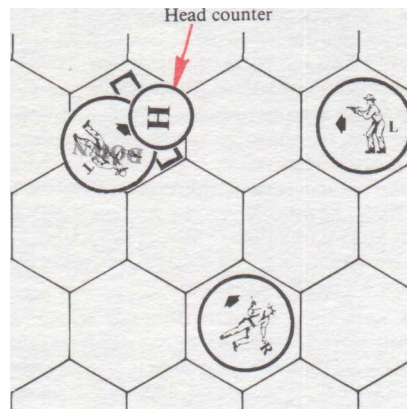
32.3 Alerted players can start a showdown with head counters in place. Unalerted players must start with their head counters off the map.

THE PLATEAU EFFECT



The bank is at I's level and is higher than M's level, so it blocks I's *LOS* to M. Similarly, the obstacle at L's elevation blocks his *LOS* to I. This plateau effect does not occur if the terrain feature is at a lower level than the high counter (neither bank nor slope block's L's *LOS* to M), or if the high counter is adjacent to the feature (the bank does not block J's *LOS* to M). The slope blocks L's *LOS* to hex "X" because of rule 31.32.

OBSTACLES



The trough blocks the LOS from L to T's body, but not to T's head. L and T can shoot at a range of three (two hexes plus one for the head counter) and T gets "Head" Target Status. R has clear LOS to T's body at a range of 2 without "Head" Target Status. R is in T's blind zone.

34. SLOPES AND BANKS

34.1 Slopes are the hexsides between hill hexes and ground-level hexes. Banks are the hexsides between ground-level hexes and gully hexes.

34.2 Slopes and banks penalize movement but do not block it. A player must draw two delay cards when he moves or staggers across a slope or bank (going up or down). When adjacent to a bank or slope he can put his head counter on the other side of it without penalty.

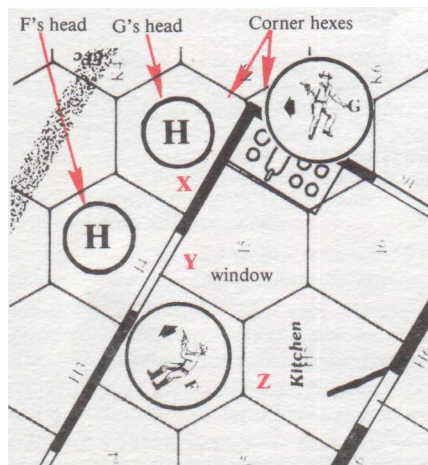
34.3 Slopes and banks can block LOS, depending on the heights involved. They are both at ground elevation—slopes are the highest ground-level feature and banks are the lowest.

35. FENCES AND HITCHING POSTS

35.1 Fences and hitching posts are hexsides that separate the hexes on one side of them from the hexes on the other side. Fences and hitching posts never block LOS.

35.2 Fences and hitching posts penalize movement but do not block it. When a player moves or staggers across a fence or hitching post he must draw two delay cards as a penalty.

CORNERS



G can move to "X" or put his head in "X". The players must place their heads as shown when they do HEAD OUT/BACK. There is a clear LOS between the heads, with a range of three (one hex plus one for each head counter). If F turns to face "Y", his head remains out. If he turns to face "Z" his head counter is instantly removed.

HEIGHTS

Elevation	Terrain Feature or Counter
—	10. All walls and treetrunks
HILL	9. upright counters 8. obstacles 7. DOWN body counters
GROUND	6. slope hexsides 5. upright counters 4. windows, obstacles 3. DOWN body counters 2. bank hexsides
GULLY	1. all counters

36. OBSTACLES

36.1 Each hex or half-hex that has no coordinate contains an *obstacle* (a horse trough, table, rockpile, well, headstone, etc.). Any hex with a coordinate does *not* contain an obstacle: it is empty, even if part of an obstacle appears to be in it. Boardwalks, foliage, ladders and stairs are *not* obstacles. Treetrunks are not obstacles in the meaning of this rule (see rule 38).

36.2 Obstacle hexes have the coordinates implied by the surrounding hexes. Each obstacle half-hex has the same coordinate as the other half of its hex, plus an asterisk.

36.3 An obstacle fills its (half-) hex, so if a LOS passes through any part of its hex it passes through the obstacle. Obstacles are the same height as windows and block LOS similarly.

36.4 A player draws two delay cards each time his body moves or staggers onto or off an obstacle. He gets no penalty if he moves directly from one obstacle hex to another. Head counters may be put on obstacles without penalty. *SPECIAL:* A character is killed if his body counter moves onto a well or the forge.

36.5 An obstacle does not block LOS to or from counters on that obstacle. When a player traces LOS to or from a counter on an obstacle, he can trace LOS to any point in its (half-) hex, including its sides. A counter on an obstacle is automatically at upright height.

36.6 SPECIAL CASE: Hexes C16 to C19 and D17 to D18 on board DD form a *stage*. Each of these hexes is treated as an obstacle. The steps in hexes C15 and C19 are *not* obstacles, but a player can move from the steps to the stage or vice versa without penalty (he does *not* draw the delay cards mentioned in rule 36.4).

37. BOARDWALKS

37.1 If a boardwalk is in a hex, it is in the whole hex. It does *not* split its hex into boardwalk and non-boardwalk halves. Boardwalks do not affect movement nor block LOS. Their purpose is explained in section V.

38. TREETRUNKS

38.1 If a player tries to move (or put his head) in the large treetrunk hex on map E, his action is cancelled and he draws two delay cards.

38.2 A small treetrunk (on map F or G) is the junction between three hexes, not a partial hex. Players cannot try to move onto it, but they can move around it freely.

38.3 A treetrunk blocks any LOS that passes through it.

YOU CAN NOW PLAY ANY SHOWDOWN OR VARIANT.

V. HUNTING RULES

39. THE HUNTING SYSTEM

39.1 Hunting play introduces guesswork when characters are out of sight of each other.

39.2 *Definition:* A character "sees" an enemy only if he has a clear LOS to that enemy. An enemy stops being an enemy when he passes out, surrenders or is killed.

39.3 If a character does not see any enemies and is not seen by any enemies during a turn, at the end of the turn he becomes a "hunter" and starts using the hunting system of play.

39.4 A "hunter" plays normally except he does *activities* instead of actions. The activities are MOVE, RUN, AIM, LOAD, SHIFT, FACING, HEAD, UP/DOWN and PAUSE. Non-hunters continue to play actions normally each turn.

39.41 An activity is a combination of actions. A hunter does an activity by doing a certain sequence of actions, lasting over many turns.

39.42 A hunter does one or two steps of his activity per turn. He acts on segment 3 and/or segment 5, depending on the activity. Delay points delay these steps to later segments.

39.5 Each hunter must record his activities in advance on the back of his LEGEND sheet. He reveals an activity only when he starts to do it. He can record any number of activities at any time, subject to three rules:

39.51 His new activities must follow those already recorded. He does his activities in the order he recorded them. When he finishes an activity he crosses it off.

39.52 He must always have *at least* two activities recorded (including the one he is doing). He *must* immediately record at least two activities when he becomes a hunter, and at least one activity when he starts to do his last recorded activity (his last PAUSE).

39.53 Each time he records activities the last one must be PAUSE. His last recorded activity must always be PAUSE.

39.6 If a hunter sees an enemy, or if he is seen by an enemy as that enemy shoots, throws or attacks, at the end of that turn he is no longer a hunter. He continues his activity until the turn ends, but at the end of the turn his activities are cancelled. On the next turn he plays and does actions normally.

39.7 A hunter who is seen by an enemy stops hunting only if the enemy shoots, attacks or throws. Presumably the hunter looks over his shoulder only if he hears a commotion. Notice that being seen by an enemy does stop a character from becoming a hunter, however.

39.8 When all characters are hunters they can speed play by doing blocks of turns at a time.

40. ACTIVITIES

40.1 To record an activity, record its code and the information needed to do it (see rule 40.3). To record a hex, record its coordinate and board. If the hex is on two boards, record both.

40.2 When a hunter reveals MOVE or RUN he must point out the route he will use. He must use the shortest legal route; if several routes tie for shortest he can choose which to use. *SPECIAL:* To RUN, he must be upright and on a path (he must MOVE to a path before he can RUN), and his destination must be a junction. His route must follow the paths on the map.

40.3 Each turn, a hunter does one step of his activity on segment 3, and/or one step on segment 5. Delay points delay these steps to later segments (*EXAMPLE:* If he has one delay point, he does his first step on segment 4 and his second step is cancelled). How he records and does each activity are explained below.

MOVE: Record "M" and the hex he will move to. He moves one hex per turn, on segment 3. He does not turn when he moves. When he reaches his destination his activity is complete.

LOAD: Record "L" and the number of LOAD actions he will do. He does one LOAD action per turn, on segment 3.

RUN: Record "R" and the hex he will move to. Each turn he moves one hex on segment 3 and another hex on segment 5; each time he moves he turns to face the next hex in his route and then moves to that hex. When he reaches his destination his activity is complete.

AIM: Record "A", a target hex and the number of times he will aim. He does one COCK/AIM/SHOOT on segment 3 and another on segment 5. Each time he does the action he puts two AIM points on his target hex. When he has aimed the recorded number of times his activity is completed.

FACING: Record "F" and an adjacent hex. On segment 3 or 5 he turns so that hex is directly ahead of him.

UP/DOWN: Record "U/D". On segment 3 he does one GET UP/DOWN action.

HEAD: Record "HEAD". On segment 3 or 5 he does one HEAD OUT/BACK action.

SHIFT: Record "S", a weapon and a hex or holding box. On segment 3 he does a DRAW AND COCK to move the weapon to that box or hex.

PAUSE: Record "P" and a number equal to three or greater. Each turn he does this activity he does nothing (for the whole turn). When he has paused for the recorded number of turns, the activity is complete. Notice that he must always pause for three or more turns.

40.4 When a hunter completes one activity he goes on to the next. He can end one activity on segment 3 and start the next on segment 5 of the same turn, if the next activity has a step on segment 5. If an activity is illegal, he skips it, does PAUSE(3) in its place and then he goes on to his next recorded activity.

40.5 A hunter can MOVE (but not RUN) while DOWN. He gets movement penalties normally when moving. *SPECIAL:* If he DROPS while upright, his move is interrupted and he immediately starts trying to do the UP/DOWN activity. Once he is upright again he starts to do his interrupted activity again.

40.6 A hunter has *Move* target status while he is doing the MOVE or HEAD activities. He has *Run* status while doing the RUN activity.

41. PATHS AND JUNCTIONS

41.1 Paths and junctions affect only the RUN activity. They do not effect play otherwise.

41.2 Each hex that is on a cross-country path, on a boardwalk or in a building is a path hex. *SPECIAL:* The stage hexes (on board CC) are the only obstacle hexes that are also path hexes.

41.21 A path hex containing a name (or code) is a junction. Junction codes are darker than coordinates and contain no number.

41.22 When boards are put side to side the paths on the common edge merge into one path. Junctions that match up merge together.

41.3 A hunter can RUN from one hex to another only if they are directly connected by a path.

41.31 Each path hex in a building (including its boardwalks) connects to all adjacent path hexes in that building, except where a wall or window separates them. A hunter can RUN from hex to hex and can pass through doors freely, as long as he does not pass through walls or windows and does not move onto an obstacle. *EXCEPTION:* A hunter can run to or from the stage on map CC only via the steps.

41.32 A cross-country path hex connects to an adjacent hex only if the printed path runs from the first hex directly to the second hex.

42. ACCELERATING PLAY

42.1 When all characters are hunters, you can speed play by doing several turns at once. The combined turns run from the current turn to the first turn when anyone will get a delay point, see an enemy or start his last activity. You can combine fewer turns to simplify matters. Each hunter does this number of turns of his activities and that many turns is checked off the showdown.

42.2 Accelerated play cannot include a turn in which a character will see an enemy, get delay points, or start his last recorded activity.

VI. CAMPAIGN RULES

43. CAMPAIGN SUMMARY

43.1 The campaign rules allow the players to string showdowns together into longer games called "campaigns".

43.2 The campaign's OPPOSING FORCES section lists the characters on each side. The players on each side divide up its characters.

43.3 The showdowns are played in groups. Each group of showdowns is called an *interlude*. When the players do an interlude, they play each of the showdowns in that interlude.

43.31 On each interlude the players assign their characters to its showdowns. These characters take the place of the characters in the showdown;

the players play each showdown using the characters they assigned, rather than the characters listed in the showdown.

43.32 The HISTORY lists the interludes in order. Each interlude lists its showdowns and the characters each side must assign to each showdown.

43.33 The showdown's BONUS POINTS section is ignored (the interlude's BONUS POINTS section is used instead) and any SPECIAL RULES in the campaign or interlude overrule conflicting rules in the showdown.

43.4 A character can be assigned to only one showdown per interlude, but as long as he sur-

vives he can be reassigned to a new showdown each interlude.

43.41 A character is removed from the campaign only when he is killed, captured or withdrawn from the campaign.

43.42 On each interlude, each character regains his endurance and his wounds heal somewhat (see rule 44.2). Otherwise he keeps his wounds from showdown to showdown.

43.5 Each character earns victory points in each showdown in which he appears. Each player averages the points earned by all his characters, and the player with the highest result is the winner.

44. INTERLUDES

44.1 An interlude has **SHOWDOWNS**, **ASSIGNMENTS** and **DEFAULT POINTS** sections. It can also have **SPECIAL RULES** and **BONUS POINTS** sections.

44.2 At the start of an interlude each character wakes up (if he passed out in his last showdown), regains all his endurance and reduces his wounds by the amount shown next to **HEALING**. He reduces each type of wound by this amount—if he has several wounds of the same type, he reduces the *total* by that amount. *EXAMPLE:* If his wounds total **SERIOUS 2** and **LEG 3**, and **HEALING** reduces wounds by two, his **SERIOUS 2** becomes **SERIOUS 0** (which is dropped), and his **LEG 3** becomes **LEG 1**.

44.3 **SHOWDOWNS** lists the showdowns in the interlude. **ASSIGNMENTS** lists how each side must assign its characters to these showdowns. If a side cannot assign the minimum number of characters to a showdown, it defaults and is out of the game.

44.31 All listed characters who are still in the game must be assigned. Characters who are not listed are put aside until the next interlude. A player can voluntarily withdraw a character rather than assign him, but that character is out of the campaign thereafter.

44.32 Each character's assignment is recorded secretly and is not revealed until he is put on the map. A character can be assigned to only one showdown per interlude.

44.33 Players on the same side assign their characters in turn and tell each other what they

assign. When it is a player's turn he does all his assignments, subject to two rules: 1) he can assign only to showdowns where his side does not yet have the required minimum number of characters; 2) if his side has the minimum in every showdown, he can assign to any showdown where his side does not yet have the maximum.

45. CAMPAIGN SHOWDOWNS

45.1 The characters assigned to a showdown take the place of the characters listed in that showdown. One of the assigned characters becomes the first character, another becomes the second character, etc.

45.11 The characters on the same side each draw a result card. The one who draws the lowest ID number is the lowest character on that side, the one who draws the second lowest is the second lowest character, etc. The players rearrange their seating accordingly.

45.12 If there is a gap in the numbering, just skip the missing character. *EXAMPLE:* If there is no third character, the fourth character plays after the second character.

45.13 Each character still sets up as indicated for him in the **SET UP**.

45.2 A character always has the weapons listed for him in the **LIST OF CHARACTERS**. He cannot gain or lose weapons. If there are not enough cards and weapons to equip everyone, equip only the characters in the current showdown.

45.3 Each character starts the showdown with the wounds he had at the end of the last showdown, less the reductions caused by healing this interlude

(see rule 44.2). When characters add to their **SERIOUS** wounds at the end of a showdown, the results carry over to the next interlude and, after healing, to subsequent showdowns. *EXAMPLE:* If a character has a **SERIOUS 2** wound and draws a **DELAY** of 1, he will take a **SERIOUS 3** wound into the next showdown (unless it is reduced by healing).

45.4 A character is out of the campaign when he is killed. He is not out of the campaign when captured unless a **SPECIAL RULE** in the campaign states otherwise.

46. VICTORY POINTS

46.1 Each character earns victory points from the **VICTORY POINTS** schedule normally. He keeps his victory points throughout the campaign. He keeps any points he earns, including points his side earns after he is killed.

46.2 In each showdown, the showdown's **BONUS POINTS** section is ignored. The interlude's **BONUS POINTS** section is used for all of that interlude's showdowns.

46.3 A character loses the points listed for **DEFAULT PENALTY** when he withdraws from play (see rule 44.31) and when his side defaults (see rule 44.3). If he withdraws and his side defaults, he loses this penalty twice.

46.4 If only one side assigns characters to a showdown because the other sides have defaulted, the characters earn victory points normally, as if the showdown were played.



VII. ROLE PLAYING

47. ROLE PLAYING SUMMARY

47.1 In *role playing*, all showdowns and campaigns are assumed to take place in "Plains County", a mythical western county, between 1877 and 1887 (ignore the *Descriptions* in the games). A game represents the only important incident that happens during a month, so the players play one showdown or campaign per month from January 1877 to December 1887.

47.2 Each player identifies himself with a *westerner*. He keeps his westerner and develops his abilities from month to month. He can have any number of westerners, but only one can be in play (the others are *retired*).

47.3 A westerner is not identified with a specific character or counter. Instead, each month he is assigned to a character and then takes that character's place (and body counter) in the monthly game.

47.4 Each month consists of five phases:

1. **ARRIVALS:** Westerners can be introduced into play and/or retired.

2. **ASSIGNMENT:** Each player assigns his westerner to a character.

3. **PRACTICE:** The westerners modify their skills and bonus cards and buy and sell items.

4. **GAME:** A showdown or campaign is picked randomly and played. Westerners appear in place of the characters they replaced. Non-westerners play normally.

5. **SUCCESS:** Westerners and players earn Success points.

47.5 At the end of the history each player averages the Success earned by himself and all of his westerners to rate how well he played.

48. WESTERNERS

48.1 Each westerner has *goals, qualifications* and *Comfort, Success, Money, Fear, Respect, Ability* and *Spare Time* values. His *Ability* and *Qualifications* never change. His *Money, Fear, Respect, Comfort, Success* and *goals* change and are carried forward until changed again. His *Spare Time* is set to a new value each time he is assigned to a character.

48.11 If his *Comfort* is below zero at the start of a month he must retire.

48.12 His *Fear* (how much he is feared), his *Respect* (how much he is respected) and his *qualifications* define which characters he can be assigned to each month.

48.13 Each month he multiplies his *Ability* and *Spare Time* to find how many "practice points" he can spend on skills and bonus cards.

48.14 His *Money* can be used to buy weapons, shells, ammo sources, *Comfort* and *Respect*. His *Money* can never be less than zero.

48.15 His *Success* shows how successful he is. His *goals* define how he gains Success points.

48.16 *Money, Fear, Ability* and *Spare Time* can never be less than zero. *Comfort, Respect* and *Success* can be less than zero.

48.2 Westerners can be introduced into play only during the **ARRIVALS** phase. A player can have no more than one westerner in play at a time; he must retire any westerner he has in play before he can introduce another.

48.3 When a westerner is first introduced into the history, his owner determines his initial goals, skills, bonus cards and weapons as explained on the **NEW ARRIVALS** table.

48.4 A westerner can retire from the history and then return later. When he retires his *Comfort* is set to zero.

48.41 His reason for retiring defines how many months he is out of play (if he has several reasons, the times are totalled). The month he retires is his first month of retirement.

48.411 If he retires voluntarily he is out of play for 12 months. He cannot be introduced and retire voluntarily in the same month.

48.412 If his *Comfort* is below zero at the start of a month he must retire one month for each point it is below zero. *EXAMPLE:* If it is -6 in January 1877, he retires for six months.

48.413 If captured, he is out of play for six months. *EXCEPTION:* If in a campaign with a **SPECIAL RULE** that allows captured characters to stay in play, he does not have to retire.

FEAR interpretation

12+	famous killer
10 to 12	dreaded opponent
7 to 9	dangerous person
4 to 6	normal citizen
0 to 3	harmless

RESPECT interpretation

12+	pillar of community
9 to 12	solid citizen
6 to 9	normal citizen
3 to 6	unreliable
0 to 3	riff-raff
-3 to 0	local crook
-6 to -3	wanted outlaw
-9 to -6	public enemy
under -9	shoot on sight

48.52 Assignments are revealed simultaneously. If players choose the same character, the current owner keeps him. If neither player owns him currently, the westerner with the highest Fear gets him. The losing player must immediately choose a different character.

ARRIVALS

Explanation: When a new westerner is introduced, he starts with the *basic values* shown and follows the procedure outlined below to determine his starting values and skills.

1. First, he chooses zero or more *aspects* and modifies his values as shown for them. He can choose each aspect no more than once.

2. Then he chooses one *origin* and the number (zero to seven) of *careers* he has had before appearing in the history. He need not specify his careers, just the number. **SPECIAL:** If he is a *Youth*, he must choose *zero* careers.

3. He consults the ORIGINS chart and modifies his values as shown for his origin. He gets the value with the origin, then draws a result card and gets the value listed in the column matching the card's WOUND entry. If the WOUND is not a number, he discards and draws again.

4. Then he consults the CAREERS chart, chooses his careers one at a time, and modifies his values as shown for each career.

a. Each time he chooses a career he gets the values listed with it, draws a result card and gets the values listed for its WOUND entry. If this entry is not a number, he draws again.

b. He cannot choose a career whose "Auto" values would cause his Money or Comfort to fall below zero. Ignore results that would cause a skill to fall below its minimum value.

c. He can have only one of each bonus card. If he gets a bonus card he already has, he does not get the new card. **EXCEPTION:** If he gets two B3 cards, he trades them in for a B2 card. He can have up to two B2 cards.

d. When he gets a "lose B1" result he loses a bonus card (if he has one). He must lose the B1 card, if he still has it; if he does not have a B1 card, he can choose what to lose.

e. When he has finished all of his careers he enters the history.

BASIC VALUES:

Values:	Skills:	Weapons: C36c, KNF
F: +2	1HSS: -2	Bonus card: B1
R: +2	2HSS: -2	
C: +2	BR: -2	
M: +10	OH: -6	
A: +8		
ST: +20		

ASPECTS

Woman:	Youth	McSlattery	Aldrich
Wom	Yth	McS	Ald
F: -2	F: -2	F: +2	R: +2
C: +2	R: -2	R: -2	C: -2
M: +5	C: +4	C: +2	M: +10
	M: -5	M: -5	

Key:

F: Fear value.

R: Respect value.

C: Comfort value.

M: Money value, "double" means you double the current value of your Money.

A: Ability value.

Yth: You have the "youth" qualification.

Ind: You have the "Indian" qualification.

Wmn: You have the "woman" qualification.

Ald: You have the "Aldrich" qualification.

McS: You have the "McSlattery" qualification.

48.42 After his retirement period is up, he can return to play on any ARRIVALS phase.

48.5 During ASSIGNMENTS, each westerner who is in play (not retired) must be assigned to one of the characters on the LIST OF CHARACTERS.

48.51 Cross-index his Respect and Fear on the ASSIGNMENT table to see who he can be assigned to (he must have any qualifications noted). **SPECIAL:** "Loners" have no Fear and Respect requirements. Any westerner can be assigned to a *Loner*, if he meets the noted qualifications.

ORIGINS

Origin	WOUND entry:					
	0	1	2	3	4	5 or 6
Immigrant gets C: +4	M: +40	C: +4	ST: +5	BR: +1	2HSS: +1	A: +1
South gets R: +2	1HSS: +1	ST: +5	R: +2	2HSS: +1	BR: +1	A: +1
East gets M: +10	M: +30	M: +10	M: +20	1HSS: +1	BR: +1	A: +1
Midwest gets BR: +1	M: +20	C: +4	ST: +5	2HSS: +1	1HSS: +1	A: +1
West gets F: +2	R: +4	1HSS: +1	2HSS: +1	2HSS: +1	BR: +1	A: +1
Indian gets Indian	C: +4	ST: +5	2HSS: +1	M: +10	C: +2	A: +1

CAREERS

Career	WOUND entry:					
	0	1	2	3	4	5 or 6
Lawman	1HSS: -1 SK: +1 R: +2 F: +2	A: -1 OH: -1 ST: +3 card: B6	BR: -1 OH: -1 M: +10 lose B1	2HSS: -1 BR: -1 M: +5 lose B1	1HSS: -1 R: +1 C: +2 lose B1	A: -1 C: +4 F: -2 card: B7
Gambler	1HSS: -1 1HSS: +1 R: -1 M: -10	A: -1 BR: +1 F: +1 card: B7	1HSS: -1 OH: +2 M: +20 lose B1	ST: +3 R: +2 M: +50 card: B3	R: +1 C: +2 M: +30 card: B4	A: -1 F: -1 C: +4 M: +6
Outlaw	1HSS: -1 1HSS: +1 R: -2 F: +2	A: -1 BR: +1 F: -2 card: B6	1HSS: +1 1HSS: +1 M: +15 card: B3	2HSS: +1 R: -1 M: +20 card: B3	1HSS: -1 ST: +3 M: +25 lose B1	A: -1 2HSS: +1 F: +1 card: B7
Army	BR: +1 2HSS: +1 M: +5 lose B1	A: -1 OH: +2 M: -5 card: B4	2HSS: +1 BR: +1 F: +2 card: B5	2HSS: +1 ST: +3 F: +1 card: B7	C: +2 R: +2 M: +5 card: B8	A: -1 1HSS: +1 R: -2 card: B3
Cowboy	BR: +1 R: +1 M: +5 lose B1	A: -1 C: +2 R: -2 card: B7	2HSS: +1 1HSS: +2 F: +2 card: B3	2HSS: +1 R: +2 M: +5 card: B9	BR: +1 OH: +2 C: +2 card: B6	1HSS: +1 F: +1 M: -5 card: B3
Prospector	1HSS: +1 C: -2 M: -10 lose B1	A: -1 F: +2 C: +2 card: B3	2HSS: +2 ST: +3 M: +30 card: B9	2HSS: +1 OH: +2 M: +5 card: B8	R: +3 C: +2 M: +110 card: B4	2HSS: +1 BR: +1 F: +1 card: B5
Hunter	2HSS: -1 2HSS: +1 R: +1 M: -10	A: -1 ST: +3 C: +4 lose B1	2HSS: +1 OH: +2 F: +2 M: +10	BR: +1 OH: +2 M: +40 lose B1	2HSS: +1 card: B4 F: +1 M: +30	BR: +1 OH: +2 M: +20 card: B9
Farmer	BR: +1 C: -2 M: -20 lose B1	A: -1 ST: +3 C: +2 card: B6	OH: +2 card: B9 ST: -2 M: +60	R: +2 C: +2 M: +40 card: B8	R: +1 C: +4 M: +35 card: B9	1HSS: +1 F: +1 M: +10 card: B3
Clerk	F: +2 R: +2 F: -1 M: +10	A: -1 R: -2 M: -10 card: B6	BR: +1 OH: +2 M: +10 card: B8	OH: +2 ST: +3 F: +1 lose B1	ST: +3 C: +2 M: +5 lose B1	A: -1 1HSS: +1 F: +2 card: B3
Business	R: -2 F: -2 M: -30	A: -1 F: +2 C: +4 ST: +3	SK: -1 R: +1 M: +75 lose B1	SK: -1 R: +2 M: +120 lose B1	OH: +2 F: +1 C: +2 M: +150	A: -1 R: -2 C: +6 M: +40

Notes on careers:

Lawman includes bounty hunters, state Rangers and detectives.

Gambler includes minor troublemakers and riff-raff.

Outlaw includes guerrillas, outlaw gangs and hired killers.

Cowboy includes day laborers, miners and ranch hands. **Hunter** includes Mountain Men, buffalo hunters and Indian braves.

Farmer includes ranchers.

Clerk includes accountants, barkeepers and store clerks.

Business includes cattle barons, shopkeepers, bankers, lawyers, etc.

ST: Number of endurance boxes.

1HSS: One-handed shooting skill.

2HSS: Two-handed shooting skill.

BR: Brawling skill.

OH: Other Hand skill.

SK: Add the indicated amount to each of your skills.

card: Get the indicated bonus card. All B2 and B3 cards are medium in class.

loseB1: Lose a bonus card (preferably the B1 card, if you have one).

48.53 Each westerner gets the values listed for his character on the WAGES table. The Spare Time replaces his old Spare Time and the other values add to his corresponding values.

48.6 Ammo sources: Each westerner must use gunbelts, cartridge boxes and bandoliers to carry his shells. He can load a shell in a gun only if he crosses a shell of the same calibre off an ammo source (a "44r" shell fits a H44, a "44" shell fits a W44 or C44).

48.61 Each ammo source uses an AMMO SECTION and carries the shells shown on the WEAPON LISTS. A LOAD action can be used to move up to five shells from one ammo source to another.

48.62 Ammo sources are carried like weapons, except they cannot be moved by B2 or B3 cards. A HOLSTERED box holds three ammo sources free, in addition to any weapons there.

49. THE PRACTICE PHASE

49.1 During PRACTICE a westerner can maintain and improve his skills and bonus cards, and buy and sell items, Respect and Comfort.

49.2 He multiplies his Ability by his Spare Time to find how many *practice points* he can spend this month. The PRACTICE tables show the cost of

maintaining and improving each skill and bonus card. He pays separately for each skill and card. Unused practice points cannot be saved for the next month.

49.21 Under SKILLS, the *Improve* column shows the cost of increasing a skill by one point, *Keep* shows the cost of keeping it the same (otherwise it decreases by one). A skill can gain no more than one point per month. Other Hand skill cannot go above zero or below -6; other skills cannot go above +5 or below -2. All changes go into effect immediately.

49.22 To gain a bonus card, a westerner pays the "Gain" cost each month for the listed number of consecutive months and on the last month he gets the card (if he skips a month he must start over). Once he has the card he must pay the "Keep" cost each month or he loses it. He can have no more than one of each bonus card. *EXCEPTION:* He can have two B2 cards if he has no B3 card, or he can have two B3 cards if he has no B2.

49.23 One-handed weapons and B2 or B3 cards owned by westerners are classed *light*, *medium* or *heavy*. A B2 or B3 card has no effect on weapons heavier than the card (*EXAMPLE:* A light B2 cannot move, cock or shoot a medium weapon). A westerner chooses the class of his card when he starts to pay for it. *SPECIAL:* To get a B2 card, he must trade in a B3 of the same (or heavier) class; when he loses the B2 he gets the B3 back. He

must pay for the B3 until he gets the B2. The PRICE LIST shows each weapon's class.

49.24 When a westerner has a B8 or B9 card he gets 5 bonus endurance boxes. When he has both cards he gets total of 15 bonus boxes. When he loses the cards he loses the boxes.

49.3 Westerners can buy and sell only during PRACTICE. They buy weapons, shells and ammo sources from each other at any price they agree on. They can buy from the counter mix by paying PRICE LIST prices (make extra counters if needed), and can sell to the counter mix for half (round down) of the PRICE LIST price.

50. THE MONTHLY GAME

50.1 To pick the monthly game, each player secretly writes the name of a showdown or campaign on a slip of paper. The game must include at least one westerner on each side. Then one slip is picked at random and the game picked is played.

50.2 Each westerner appears in place of the character he is assigned to. He uses his own skills, bonus cards, weapons, shells and ammo sources, but he uses the character's body counter. The players choose characters normally, except each westerner is controlled by his owner (owners can also control non-westerners as extra characters).

ASSIGNMENT

Fear value:	Respect value:			
	-4 or less	-3 to +3	+4 to +9	+10 or more
0 to 3	FAST DRAW	FAST DRAW, LING HO Note 5: FLOOZY	CLERK, LING HO Note 6: LADY Note 8: HAPPY Note 9: OWNER Note 10: SMITH	CLERK Note 3: CHIEF Note 6: LADY Note 9: BANKER, OWNER Note 10: SMITH
4 to 6	BARKEEP, FAST DRAW, INNOCENTE Note 3: AXE, EAGLE	BARKEEP, FAST DRAW, INNOCENTE Note 1: ANDY, ERNIE Note 3: AXE, EAGLE Note 5: FLOOZY Note 8: LUCKY, REB	BARKEEP, CLERK, DRIVER Note 1: ANDY Note 2: DUDE Note 3: AXE, EAGLE Note 7: YANKEE Note 8: HAPPY, LUCKY, SLIM Note 9: OWNER Note 10: SMITH	BARKEEP, CLERK, DRIVER Note 1: OLD MAN Note 2: DUDE Note 3: CHIEF Note 7: NCO Note 8: FOREMAN Note 9: BANKER, OWNER Note 10: SMITH
7 to 9	BORDER RIDER, GUN ARTIST Note 3: AXE, HAWK	BARKEEP, BORDER RIDER, GAMBLER Note 1: ERNIE Note 2: FAST EDDIE Note 3: AXE, HAWK Note 7: YANKEE, VETERAN Note 8: REB, LIGHTNING	BARKEEP, CLERK, DRIVER, GAMBLER, SCOUT Note 1: IKE Note 2: DUDE, FAST EDDIE Note 3: HAWK Note 7: GUARD, VETERAN, YANKEE Note 8: FOREMAN, LIGHTNING, SLIM Note 10: SMITH	BARKEEP, CLERK, DRIVER, SCOUT Note 1: OLD MAN Note 2: DUDE Note 3: CHIEF Note 7: GUARD, NCO Note 8: FOREMAN, MARSHAL Note 9: CATTLE BARON, OWNER Note 10: SMITH
10 or more	EL JEFE, THE KID Note 3: CHIEF	BARKEEP, GAMBLER, SCOUT Note 1: IKE Note 2: FAST EDDIE Note 3: CHIEF Note 7: VETERAN Note 8: MARSHAL, TEXAS	BARKEEP, GAMBLER, SCOUT Note 1: IKE Note 2: DUDE Note 3: CHIEF Note 7: GUARD, VETERAN Note 8: FOREMAN, MARSHAL, TEXAS Note 9: CATTLE BARON	BARKEEP, SCOUT Note 1: OLD MAN Note 3: CHIEF Note 7: GUARD, NCO Note 8: FOREMAN, MARSHAL Note 9: CATTLE BARON

Explanation: Cross-index the westerner's Fear and Respect to find out which characters he can become. Notes identify extra qualifications needed to become a character (see below).

Loners (any Fear, any Respect):

DRIFTER, MOUNTAIN MAN, PROSPECTOR, QUIET MAN, SODBUSTER
Note 4: RUNNING BOY
Note 5: WOMAN
Note 10: JOHN HENRY

Notes:

1. Must be a McSlattery and cannot be an Aldrich.
2. Must be an Aldrich and cannot be a McSlattery.
3. Must be an Indian and cannot be a woman.
4. Must be a youth and cannot be an Indian.
5. Must be a woman.
6. Must be a woman and cannot be an Indian or a McSlattery.

7. Cannot be an Indian or a woman.

8. Cannot be a woman, Aldrich or McSlattery.

9. Cannot be an Indian; also, must have 200 Money to become this character. Put the 200 Money aside while you are this character; when you stop being the character you get it back.

10. Must have the B8 or B9 bonus card to become this character.

50.21 Westerners whose characters are not in the game do not appear in the game. Their owners join the game to control non-westerners as needed to fill out the sides.

50.22 A westerner can use only what his sheet can hold. At the start of the game he records what items and Money he is carrying, and the rest are "stored" until next month. He loses his stored belongings only if he is killed.

50.23 Non-westerners play normally. They reappear, as good as new, each month.

50.3 Each westerner earns role playing values as shown on the ROLE-PLAYING schedule and on the game's ROLE PLAYING BONUS section. The new entries are explained below.

50.31 See KILL or KNOCKOUT TABLE: Cross-index the victor's and victim's Fear on the indicated table to see how many Fear points the victor gets. The victim loses what the victor gets. **NOTE:** Each non-westerner's Fear is listed on the LIST OF CHARACTERS.

50.32 "Wound card": A westerner loses the points indicated for each wound card he draws.

50.33 Money for money bags is divided up in the same way victory points are divided up.

50.34 Money for money bags is divided up in the same way victory points are divided up.

50.4 If a character is killed or captured, his weapons, ammo sources and Money become prizes. When the showdown ends, each alive, un-

captured westerner keeps any prizes he is carrying. The surviving westerners divide the prize Money and half the PRICE LIST value of the remaining prizes, and then auction each prize (the bidding starts at one-half PRICE LIST cost). Unbought prizes go to the counter mix. Non-westerners get nothing. **SPECIAL:** When the showdown ends, each alive, uncaptured westerner gets back all the weapons and ammo sources he carried into the showdown. He can lose these items only if he is captured or killed.

50.5 At the end of the showdown, wounds affect westerners' skills and bonus cards as shown on the WOUNDS chart. Other wounds have no effect. All wounds heal at the end of the month.

WAGES

C	Character	Money	Comf	Time	Fear	Resp
B	BANKER	30	+3	1	-1	0
C	CLERK	8	0	1	0	+1
D	DUDE	3	0	3	0	+1
E	FAST EDDIE	3	-1	3	0	-1
F	FLOOZY	6	-2	2	0	-1
G	GAMBLER	3 cards	-1	4	0	-1
K	BARKEEP	8	0	2	0	0
L	LADY	3	+2	0	-2	+1
L	LING HO	4	+1	3	-1	-1
M	MARSHAL	10	+1	4	0	+1
O	OWNER	20	0	1	-1	+1
S	SMITH	10	0	2	0	+1
A	ANDY	3	0	3	0	+1
C	CATTLE BARON	25	+1	1	0	+1
E	LITTLE ERNIE	2	0	3	0	+1
F	FOREMAN	10	0	2	0	+1
H	HAPPY	5	0	2	0	+1
I	IKE	3	0	3	0	+1
L	LUCKY	5	-1	2	0	+1
O	OLD MAN	4	0	2	+1	0
R	REB	5	-1	2	0	+1
R	RUNNING BOY	1	+1	1	-2	0
S	SODBUSTER	2 cards	+1	2	0	+1
W	WOMAN	1 card	+1	2	0	+1
N	NCO	6	+1	2	0	+1
U	U.S. SCOUT	8	-3	4	+1	+1
V	VETERAN	5	-1	2	0	+1
Y	YANKEE	5	-1	2	0	+1
D	DRIVER	10	-1	2	0	+1
G	GUARD	7	0	3	0	+1
J	JOHN HENRY	3	0	3	0	0
L	LIGHTNING	5	0	3	0	+1
M	MOUNTAIN MAN	2 cards	+1	4	+1	0
P	PROSPECTOR	4 cards	-3	2	0	0
Q	QUIET MAN	5	-1	3	0	+1
S	SLIM	5	-1	3	0	+1
T	TEXAS	5	-1	3	0	+1
A	AXE	1	+2	4	+1	-2
B	BORDER RIDER	2	-2	4	+1	-2
C	CHIEF	3	+1	3	+1	-1
D	THE DRIFTER	0	-2	3	0	-1
E	EAGLE	1	+2	4	+1	-2
F	FAST DRAW	1	-2	4	0	-1
G	GUN ARTIST	2	-2	4	+1	-2
H	HAWK	1	+2	4	+1	-2
I	INNOCENTE	2	-1	4	+1	-1
J	EL JEFE	4	-1	3	0	-1
K	THE KID	2	-2	4	0	-2

Explanation: The WAGES chart shows the role-playing values that a westerner gets when he becomes a particular character. The entries are explained below.

Money: Add to the westerner's Money. If the entry is a number of cards, draw the cards and add their WOUND values to his Money (ignore non-numeric WOUND results and draw again).

Comf: Add to the westerner's Comfort.

Time: The westerner's Spare Time value for this month (his old Spare Time is discarded).

Fear: Add to the westerner's Fear.

Resp: Add to the westerner's Respect.

PRACTICE COSTS

SKILLS:

Val	OH	Keep	Improve
-2	-6 or -5	0 p.p.	1 p.p.
-1	-4 or -3	1 p.p.	3 p.p.
0	-2	2 p.p.	5 p.p.
+1	-1	4 p.p.	8 p.p.
+2	0	6 p.p.	12 p.p.
+3	—	9 p.p.	18 p.p.
+4	—	12 p.p.	24 p.p.
+5	—	16 p.p.	—
Shooting Skill:		1 Money	2 Money

Explanation:

1. Find the skill's current value in the OH column (for Other Hand skill) or VAL column (for other skills) and read across to find the skill's costs in practice points.

2. If you pay the "Improve" amount for a skill it increases by one point (each skill can increase by no more than one point per month). If you pay the "Keep" amount it does not change. If you neither "Keep" nor "Improve" the skill, it decreases by one. Other Hand Skill can never go above zero or below -6. The other skills can never go above +5 or below -2.

3. "Shooting Skill" shows the Money cost of keeping or improving a shooting skill. It costs one Money point to "keep" a shooting skill, two points to "improve" it.

BONUS CARDS

Card:	Gain ¹ Monthly cost:	No. of months:	Keep ² Monthly cost:
B1, B4	6 p.p.	6 mo.	4 p.p.
B2 (heavy)	10 p.p.	3 mo. ³	6 p.p.
B2 (medium)	8 p.p.	3 mo. ³	5 p.p.
B2 (light)	6 p.p.	3 mo. ³	4 p.p.
B3 (heavy)	8 p.p.	2 mo.	4 p.p.
B3 (medium)	6 p.p.	2 mo.	3 p.p.
B3 (light)	4 p.p.	2 mo.	2 p.p.
B5, B6, B7	4 p.p.	2 mo.	2 p.p.
B8, B9	6 p.p.	4 mo. ⁴	4 p.p.

Notes:

1. A westerner must pay the "Gain" cost for the listed number of consecutive months to gain the card. "p.p." is the monthly cost in practice points. He can have no more than one of each card. **EXCEPTION:** He can have two B2 cards if he has no B3, or two B3 cards if he has no B2.

2. A westerner must pay the "Keep" price each month to keep each card he has.

3. To gain a B2 card, a westerner must trade in a B3 of at least the same weight. He must pay to keep the B3 while buying the B2, and when he gets the B2 he trades in the B3. He gets the B3 card back when he loses the B2 card.

4. A westerner gets five bonus endurance boxes when he gets a B8 or B9 card. He gets fifteen bonus boxes (instead of ten) if he gets both.

51. SUCCESS

51.1 A westerner must always have *three* of the following goals: Settle Down; Money; Comfort; Respect; Fear; Outlaw. When he first appears he picks three, and at the start of each January SUCCESS phase (before earning Success points) he can exchange one goal for a new one. He can change only one goal per year. Retired westerners cannot change goals.

51.2 Each westerner who is in play or who retired this month earns Success points for each of his goals as explained below. He gets no points for goals he did not select. If he was killed this month he loses 100 points in addition to the points he earns for his goals.

51.21 *Settle Down*: If in play, he gets 10 points. If he retired this month, he gets -20 points.

51.22 *Money*: He gets one-tenth (.1) Success point for each Money point he has.

51.23 *Comfort*: He gets one Success point for each Comfort point he has.

51.24 *Respect*: He gets one Success point for each Respect point he has.

51.25 *Fear*: He gets one Success point for each Fear point he has. If he has the highest Fear value of any westerner or non-westerner, living or dead, he gets five extra points.

51.26 *Outlaw*: He gets one Success point for each point that his *Respect* is below zero (so positive *Respect* subtracts from his Success).

51.3 Each player loses five Success points for each non-westerner of his who is killed. The winner of the monthly game gains ten Success points. These points are credited directly to the players, not to their westerners.

51.4 The westerner who earns the most Success points in the history is the most successful. Each player totals his own Success plus his westerners' (including those killed) and divides by the number of months he played (including months when his westerner was not in the game). The player with the highest result is the most successful player.

PRICE LIST

WEAPONS:	COST:
Two-handed:	
H44	24
R10	24
R10s	18
SD58	12
SH50	30
W44	36
W44s	24
Heavy:	
C45c	8
C45	15
SW45	16
SW45 d.a.	18
SBR	5
Medium:	
C44	14
C41	10
C41 d.a.	14
C36c	6
TWK	2
PAIL	2
Light:	
C32	8
C32 d.a.	12
SW38	10
SW38 d.a.	14
R41d	6
KNF	2
Bottle	—
dynamite	10
Ammo sources:	
CB	2
GB	4
BD	6
Shells:	
20 handloaded	1
7 storebought	1
40 cap and ball	
(.45cb, .36cb)	1
Values:	
1 Comfort pt.	5
1 Respect pt.	5

Explanation:

1. Only one-handed weapons have class and can use the B2 and B3 cards.
2. "d.a." means double-action.
3. Westerners can mix calibers when buying shells.

ROLE PLAYING POINTS

Survive: +1 Respect, +1 Fear
Hold field: +1 Respect, +1 Fear
Pass out: 0 Respect, -1 Fear
Run away: -1 Respect, -2 Fear
Captured: 0 Respect, -1 Fear
Surrender: -2 Respect, -2 Fear
Wound card: -1 Comfort
Killed: -100 Success
Ally killed: -1 Fear, -1 Respect
Kill enemy: -2 Respect, see KILL table.
Knock out enemy: +1 Respect, see KNOCKOUT table.

KILL TABLE

Victor's Fear	Victim's Fear:			
	0-3	4-7	8-11	12+
0-3	+2 Fear	+4 Fear	+5 Fear	+6 Fear
4-7	+1 Fear	+2 Fear	+3 Fear	+4 Fear
8-11	+1 Fear	+1 Fear	+1 Fear	+2 Fear
12+	+0 Fear	+1 Fear	+1 Fear	+1 Fear

KNOCKOUT TABLE

Victor's Fear	Victim's Fear:			
	0-3	4-7	8-11	12+
0-3	+1 Fear	+2 Fear	+3 Fear	+4 Fear
4-7	+1 Fear	+1 Fear	+2 Fear	+3 Fear
8-11	+0 Fear	+1 Fear	+1 Fear	+1 Fear
12+	+0 Fear	+0 Fear	+1 Fear	+1 Fear

WOUNDS

Wound	Skill loss:	Bonus cards lost:
GUN ARM 4+	1HSS: -2 BR: -2	2, 3, 4, 5, 6
OTHER ARM 4+	OH: -2 2HSS: -2	none
LEG 4+	none	1, 4, 7
SERIOUS 3	all skills: -1	8, 9

52. CREATING SHOWDOWNS

52.1 The players can modify the showdowns and design new showdowns to suit themselves.

52.2 Showdowns can be modified by changing the characters or by using the optional rules. The variants are examples of how to substitute characters. Alternatively, a side from one showdown can replace a side of the same size in another showdown. *EXAMPLE*: The characters on side A in showdown 5 could be used as side A in showdowns 10, 13, 15 and so on.

52.3 Design your own showdowns as you please. The assignment of bonus points to a side depends on what you think that side must do to win, considering its strength and the game situation. The guidelines below give some suggestions for assigning bonus points.

52.31 If you think a character should win by running away, give his side +7 points. If he wins by staying, give his side +1 point. If he must kill an enemy to win, *subtract* 3 points from his side's bonus; if he can win even after his side suffers a kill, *add* 3 points.

52.32 Figure each side's bonus separately. If sides of unequal strength have the same number of bonus points, you can give an extra point to the weakest side (so it wins ties).

52.33 Generally, assign no more than 6 points to each money bag. In two-sided showdowns, divide the weak side's bonus points among the money bags it needs to win (round up) and only that side gets points for the bags. If there are more than two sides, any side gets the points for money bags and sides can have extra bonus points of their own. *EXAMPLE*: If a side wins by running away with two money bags, divide 7 points (for running away) among the bags. The side gets no bonus points, but it gets 4 points for each money bag.

52.4 You can design campaign games using the showdowns provided or showdowns of your own design. Campaigns get to long if they contain more than eight showdowns, and four or five showdowns seems to be the best length. Avoid assigning bonus points in campaigns unless you have contrived the situation so that only a weak side can get the points.



Explanation: If a westerner ends a showdown with the type and size of wound listed in one of the rows under "Wound", his skills are affected as shown under "Skill loss" in that row and he loses the bonus cards (if he has them) shown under "Bonus cards lost" in that row. Other Hand skill can never fall below -6 and other skills can never fall below -2.

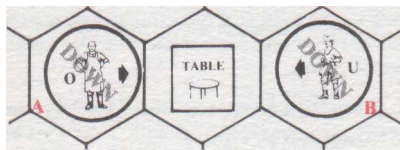
VIII. OPTIONAL RULES

The players use any or all of these rules. Rule 1 is needed for most of the others.

1. OPTIONAL HEIGHTS

1.1 Use the OPTIONAL HEIGHTS list in place of the HEIGHTS list.

1.2 If a character is lower than an object's "bottom edge", when he enters its hex he goes under it. Also, the object does not block his LOS to targets lower than the bottom edge. While under it he cannot get up if his upright height is higher than the bottom edge.



A and B are both lower than the table's bottom edge, so the table does not block the LOS between them.

1.3 Each difference in elevation adds half a hex to the range, before dividing by range factors. Drop fractions from the final range. **EXCEPTION:** Elevation does not add to range when throwing down from a higher elevation.

2. ROOFS AND SECOND FLOORS

2.1 Visualize a terrainless roof over each building (but *not* over any boardwalks), with the same hex layout as the building beneath. **EXCEPTION:** A hex is *not* split on the roof if both of its halves are inside a building. The second floors of the Hotel, Stable and Rooming House are shown on SECOND FLOOR cards. Each second floor hex is directly over the map hex with the same coordinate. Roofs over second floors are at third floor elevation. All other roofs and second floors are at second floor elevation.

2.2 When a character is on a roof he gets a ROOF marker. When on a second floor he goes on its card (compare coordinates to see he moves properly). He moves normally while on a roof or floor, except he ignores terrain at lower elevations. He falls if he moves into empty space.

2.3 Stairs hexes (G19* and J19 on map DD, M21 • and O21* on map CC) and ladders are between floors, at the intermediate elevation, and connect the floor above to the floor below.

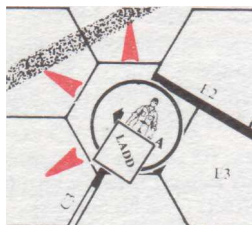
2.31 A stairs hex can be entered only from the hex at the base of its arrow. When a character moves from the stairs to the hex the arrow points to, he moves to that hex on the second floor. Reverse the procedure to climb down. He falls if he leaves the stairs from the side.

2.32 A ladder runs into and connects to the hex directly above. When a character in the hex does GET UP/DOWN he can climb up or down one elevation. While between floors he gets a LADD marker; he must face the wall the ladder runs into and be upright, or he falls off.

2.33 If a character is on a ladder, his head marker goes on the roof. Conversely, if he is on the roof and facing the ladder, his head marker goes "on" the ladder.

2.4 When a character falls he gets STUN 2 for each elevation he falls. He can land DOWN or upright, but if he lands DOWN (by choice or penalty) he gets the penalty for dropping.

2.5 A character can use LEAP/DROP to jump. When he jumps he turns upright and for the rest of the turn he crosses empty space as if there were a roof over the whole map at his height. He falls at the end of the turn (or whenever he gets a DROP penalty).



A must be upright and face one of the directions shown or he falls off the ladder.

2.6 Roofs and second floors block LOS. Use common sense and visualize the floors and roofs in place to see if they block LOS. LOS from a character on a roof to lower elevations is blocked by the roof edge, unless he is adjacent to that roof edge (see rule 32).

2.7 AIM markers on a target are at the target's elevation (specify elevation when aiming at a hex). AIM markers can move no more than one elevation when moving to a new target. When counting range, add half a hex for each difference in elevation before dividing for range factors. This affects hit card range, shotgun bonus, and maximum range, except it does not affect maximum throwing range if the character is higher than his target.

2.8 In hunting play, each roof is one large path with no junctions. Hunters can JUMP (done like RUN) and CLIMB (done like MOVE).

3. HORSES

3.1 A horse counter fills two hexes and can block LOS that touches either hex. When upright, it can carry one rider in each hex. A rider must always be upright; if told to drop he STAGGERS instead ("long" is to the rear), and if he stays on the horse he does not drop.

3.11 A character gets two delay cards each time he moves to or from a horse hex.

3.12 To control a horse, a rider must be in its head hex, facing any direction except directly towards the horse's rear (other riders are just passengers).

3.2 When a rider does COCK/AIM/SHOOT he can either change his horse's *speed* by one point or make it do one *reined move*. When he reveals the action he states what he will do. **SPECIAL:** If he increases speed or does a reined move, when he does the action he draws a delay card.

3.21 A horse's speed is the number of times it must gallop at the end of each segment. Its speed decreases by one at the end of each turn. A horse's speed can never exceed three or be less than zero.

3.22 A horse can do a 'reined move' (advance, back up, turn, sidle, jump) only when its rider does COCK/AIM/SHOOT. It can back up, turn or sidle only if its speed is zero.

3.23 A rider loses his aim when his horse moves.

3.24 A horse draws a fatigue card each time it jumps, reaches maximum speed or enters a character's hex (the character being trampled gets STUN 2 and, if upright, STAGGERS). **SPECIAL:** If a delay of 2 is drawn the horse's speed instantly decreases by one.

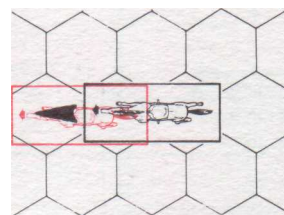
3.25 If a horse tries to cross a terrain feature (or another horse) it stops and its rider(s) STAGGER ("long" is towards the front of the horse). **EXCEPTION:** It can "advance" across a slope or bank (it must advance when each part of its counter crosses the hexside).

3.26 When a horse jumps, for the rest of the segment it can cross obstacles and terrain lower than its "bottom edge". It can jump over fences, obstacles, gullies and banks. If the horse would end the jump on an obstacle or straddling a terrain hexside, it stops (see rule 3.25) just before starting the jump.

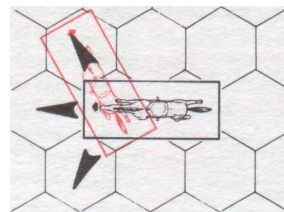
3.3 A horse gets a LEGEND sheet with forty endurance boxes. It can carry four weapons (one- and two-handed) and eight ammo sources in its HOLSTERED box.

3.4 When a horse is the target, divide the hit card range by two (round down). A horse (and rider) has *Move* target status if its speed is one, *Run* status if it is more. Card and combat penalties reduce a horse's endurance normally, but it ignores delay points and any non-number results (except KILL or STAGGER) affect its rider(s) instead of the horse. KILL or STAGGER makes the horse drop and stay down for the rest of the showdown, and each rider gets STUN 2 and STAGGERS ("long" is towards the front of the horse). Anyone under the horse gets STUN 12.

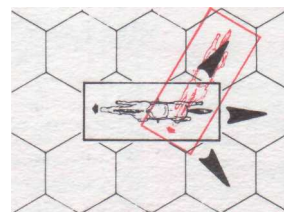
Gallop: Move straight ahead one hex.



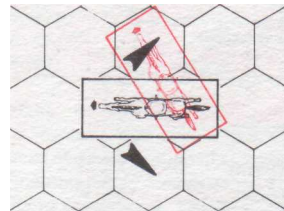
Advance: Head moves ahead right, left or straight. Back moves to the hex the head vacated.



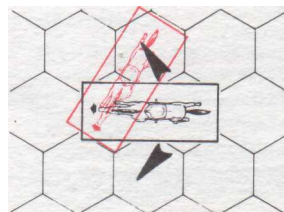
Back up: Back moves back right, left or straight. Head moves to the hex the back vacated.

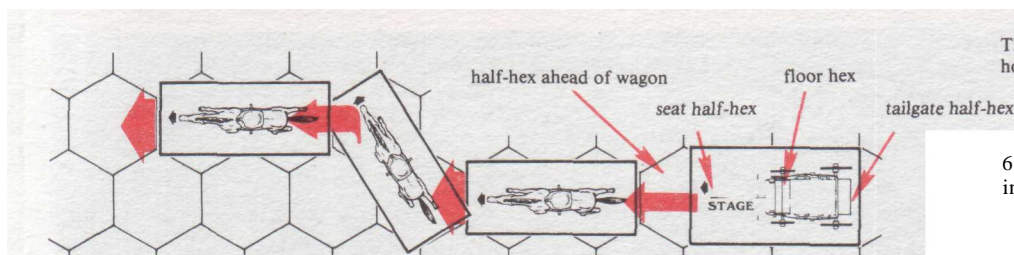


Turn: Head moves right or left. Back doesn't move.



Sidle: Back moves right or left. Head doesn't move.





The wagon moves as indicated, with the wagon and each horse following the horse ahead.

4. WAGONS

4.1 A wagon is a stagecoach when STAGE side up, a buckboard when BUCK side up. It has a team of three horse counters in single file in front of it. The team need not be in a straight line. Team horses are invulnerable and are never separated from the wagon.

4.2 When a wagon and team move forward the lead horse moves first and the rest follow in its path, and when it backs up the wagon backs up and the team follows in the same path. The upright character in the seat is the *driver* (if there are several drivers, no one controls the team). A team cannot turn, sidle or jump and its maximum speed is *two*.

4.3 If a wagon tries to enter or cross a terrain feature it stops for the rest of the showdown and every upright character on it STAGGERS ("long" is towards the front).

4.4 LOS crosses a wagon only if it touches its counter. When tracing LOS to a character on a wagon, trace to any point (except corners) along a counter edge. Trace to the front edge for the seat, a side edge for the floor or roof, and the back edge for the tailgate.

4.5 The stagecoach roof can be entered only from the seat or tailgate, and anyone who leaves the side of the roof falls. There is a cabin under the roof (characters in the cabin go on the STAGE card), whose walls block LOS and movement in every direction except through windows at the sides. LOS can be traced to the cabin only from the shaded hexes below, and it can be entered or left only via the "A" hexes.

OPTIONAL SKILLS:

Optional Skill:	Gain ¹ Monthly cost:	No. of months:	Keep ¹ Monthly cost:
Eagle Eye²			
0	8 p.p.	9 mo.	0 p.p.
1	12 p.p.	9 mo.	3 p.p.
2	16 p.p.	9 mo.	7 p.p.
3	22 p.p.	9 mo.	12 p.p.
4	28 p.p.	9 mo.	18 p.p.
5	—	—	25 p.p.
Sharp eyes	6 p.p.	6 mo.	3 p.p.
Reflex markers			
RX 3	6 p.p.	3 mo.	4 p.p.
RX 2	8 p.p.	4 mo. ³	6 p.p.
RX 1	10 p.p.	5 mo. ³	8 p.p.

Notes:

1. If a westerner pays the "Gain" cost for the listed number of consecutive months, on the last month he gets the skill. Thereafter, he must pay the "Keep" cost each month or he loses the skill.

2. Use the row for the current Eagle Eye bonus (before changes). Westerners start with an Eagle Eye bonus of zero. "Improving" increases it by one, not "keeping" it decreases it by one. Eagle Eye bonus can never go below zero.

3. You must trade a RX 3 marker to get a RX 2, and you must trade in a RX 2 to get a RX 1. Trade in the old counter when you get the new one. You must "keep" the old counter while buying the new one.

5. NEW RULES

5.1 Smoke: When a gun fires or explodes, a smoke marker is put in its hex. Add one to hit card range for each smoke hex a LOS enters or passes through on the way to a target. Smoke markers are removed at the end of each turn.

5.2 Line of Fire: When a character throws or shoots (except shotguns), he draws a hit card for each character who is in a hex that his LOS crosses. He starts with the closest and goes out to maximum range, and he stops when he gets the first hit. For non-targets, his aim time is one, Target Status affects hits normally and BE results are SIDE hits.

5.3 Shade: A hunter who is *not* in a building or foliage hex is "dazzled" by sunlight. He can see an enemy who is in a building or foliage hex only if that enemy does a foot action or is within six hexes. Do not use this rule with rule 5.5.

5.4 Squeaking Boards: When a character moves to a floor, boardwalk or roof hex he draws a result card. If he draws a MALFUNCTION a board squeaks and every enemy within four hexes who is hunting mode reverts to playing actions.

5.5 Darkness: Double hit card ranges, and the maximum range for tracing LOS is twelve hexes.

5.6 Campfires: A character draws a wound card each segment he is in a campfire hex. Ignore optional rule 5.5 for targets within two hexes of a campfire. If optional rule 5.5 is used, characters within two hexes of a campfire cannot see enemies more than six hexes away.

5.7 Burning building: Each time a character starts a turn in a burning building he gets a wound card. Ignore optional rule 5.5 for targets within four hexes of a burning building. If optional rule 5.5 is used, a character within two hexes of a burning building cannot see enemies who are more than six hexes away from both himself and the burning building.

5.8 Brawling target: Just before a character reveals his first action at the start of a turn, he must announce who his Brawling target for the turn is. He can attack, throw at and defend against only that target during that turn. He can still shoot at any target.

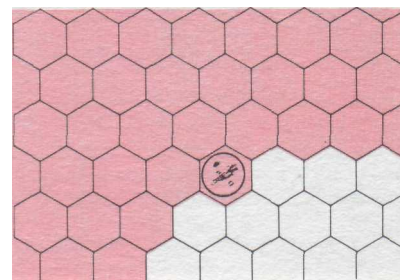
5.9 Secret Aim: Each character secretly records where his AIM markers are located, instead of putting them on the map. He must reveal the location and number of his AIM points to an enemy only when he is in that enemy's LOS.

6. SPECIAL SKILLS

6.1 A westerner buys these skills the same way he buys bonus cards. See the PRACTICE table.

6.2 Reflex markers: When about to reveal an action, a westerner can play a reflex marker and change his remaining actions. His time total (including RX marker) cannot exceed 5, and his new actions must combine legally with the actions he has already done, or he cannot make the substitution. The RX marker counts as a delay marker for the rest of that turn, but it does not carry over to the next turn. He can change actions only once per turn.

6.3 Sharp Eyes: His aim zone is expanded to include the hexes to his side (see diagram).



Aim zone for sharp eyes.

6.4 Eagle Eye: When he shoots or throws with a skill bonus of +2 or more, his eagle eye value subtracts from his hit card range. If his skill is less than +2 this rule has no effect.

7. NEW WEAPONS

7.1 To use *dynamite*, its fuse must be cut and then it must be lit. It is lit when picture side up, unlit when picture side down.

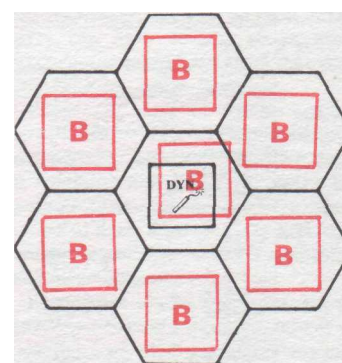
7.11 A character uses LOAD to cut the fuse. He records how many turns the dynamite will burn before going off. Once a fuse is cut, the number of turns cannot be changed.

7.12 COCK/AIM/SHOOT lights and puts out dynamite. If relit, it starts to burn with the same fuse.

7.13 Draw a result card at the start of each turn the dynamite is burning. If a FIRE card is drawn, cross one turn off the dynamite. If a MALFUNCTION is drawn, do not cross off a turn, and if the storebought line indicates a misfire the dynamite automatically goes out.

7.14 When the last turn is crossed off, draw another result card: MALFUNCTION means the dynamite fizzes and is removed from the game, and FIRE means the dynamite explodes that turn on the segment indicated by the card's WOUND entry (a non-numeric entry indicates segment 0; an entry of 6 indicates segment 5).

7.15 When dynamite explodes, a seven-hex blast pattern is put down around it. Everyone in the pattern draws two hit cards, and everyone within six hexes of the dynamite and in its LOS (it is DOWN and has a 360 degree aim zone) draws two hit cards. Aim time is 3, only Head and Down Target Status affects hits, and a "BE" is a VITAL hit. Cross-index hit location **and** range (as a shotgun bonus) on the **IMPACT TABLE** for each hit.



Dynamite blast pattern

Using the Optional Counters: The showdowns and campaigns can be modified by introducing optional counters as explained below.

Horses: Horses should not be used in showdowns 1, 1V, 2, 3, 7, 7V, 9, 9V, 12, 13, 14, 16, 16V, 19, 19V, 20V, 23, 25, 25V and campaign 1. Horses can be used in the remaining games (each horse sets up when its owner sets up) as explained below.

1. Each character starts mounted in the following showdowns: 10, 11, 15, 22, 24.
2. In the following showdowns, each character sets up a horse at least two hexes away from any character: 4, 18, 18.
3. In the following showdowns, each character sets up a horse in a stall in the Stable: 6V, 12, 20, 21, 26, 26V.

4. In the following showdowns, each character on side A is mounted and the other characters have no horses: 5, 6.

5. In showdown 17, side A has no horses and the other characters are mounted.

6. In campaigns 2, 3 and 4 each character has a horse in showdowns where horses are allowed. If he loses his horse, he automatically defaults if assigned to a showdown where horses are allowed.

Wagons: Use only in the showdowns below, and only if horses are also being used. Side B sets up the wagon (with team) on board C, outside the Stable.

1. Use the Buckboard in showdowns 6, 6V, 21, 26V.
2. Use the Stagecoach in showdowns 21, 26V.

Tables and Chairs: Use in any showdown. Set up only inside buildings (except the Stable), no more than one table and four chairs on any one board. They are set up before any character sets up, by the player who will set up last.

Rocks: Use in showdowns 1, 2, 3, 4, 5, 6, 6V, 8, 10, 11, 13, 15, 16, 17, 18, 20, 20V, 22, 24. Set up at least five hexes from any building, no more than two rocks on any board. Rocks are set up before any character sets up, by the player who will set up last.

Bales of Hay: Use in any showdown containing the Stable. Set up only inside the Stable, within two hexes of either "Stalls" junction. The first player sets them up when he sets up.

Bottles: Use in any showdown containing board DD or board HH. Set up only on the bar counters in the Saloon and/or Bar.

7.2 Rocks, Tables and Bales of Hay are *movable obstacles* that affect LOS and movement like normal obstacles when they are on the map (but when they are being carried). To pick up a movable obstacle or move with it, a character must use STRENGTH to raise its wielding factor above zero (he can use STRENGTH with DRAW AND COCK and foot actions for this purpose).



7.21 A movable obstacle cannot attack or be thrown at a character, but if thrown at a hex it attacks every character in its hex where it lands (aim time is 6, range is zero, BE results are BODY hits). **EXCEPTION:** If dropped in a hex, it attacks only DOWN characters in that hex.

7.22 A chair is a movable obstacle, except it does not block LOS, it can attack or be thrown at a character, and it attacks everyone in the hex where it lands with an aim time of 3.

7.3 **Bottles:** When an attacking or thrown bottle hits, it is removed from play.

8. PASSIVE CHARACTERS

8.1 Characters in excess of seven can play by doing activities instead of actions. Characters who play actions are "active", characters who do activities are "passive". Each side has a limited number of active characters (its other characters are passive), and the total for all sides must equal seven. When designing showdowns, state how many active characters each side has.

8.2 Each player has at least one active character (players with more characters get any extra activations). At the start of each turn, each player in turn states which of his characters are active that turn. He can activate and deactivate only his own characters. If he has excess activations, he gives the excess to other players on his side (who use the activations thereafter).

8.3 A passive character plays normally, except he always does activities. When he is a hunter, he plays like any other hunter. When he is not a hunter (i.e. he would normally play actions), at the start of each turn he records the activity he will do that turn (he records only that turn's activity and he need not PAUSE). He can aim at enemies in his LOS (use the AIM markers without symbols to keep track of his aim).

9. AUTOMATIC CHARACTERS

9.1 In a showdown, the characters on the most numerous side are *automatic characters* who play automatically, without the direction of a player. This rule allows you to play two-sided games solitaire, with only one player.

9.2 Each automatic character has a TAC marker and acts as specified for it on the AUTOMATIC ACTIONS table. He starts the game with TAC A and at the start of each turn a result card is drawn for him. If the TAC entry mentions his marker, it is changed as indicated. On each segment, find the section of the AUTOMATIC ACTIONS table for his TAC marker and cross-index the segment and the number of hexes to his target to find out what he will do. If an ambiguous situation arises, resolve it in the spirit of fair play, flipping a coin if necessary. The entries are explained below.

9.21 **MOVE:** He moves one hex towards his target along the shortest route. If routes tie shortest, he takes the one that takes him farthest from the second-closest enemy.

9.22 **AS(number):** If his aim time is less than the indicated amount he puts two AIM marker points on his target; otherwise he shoots. His aim time equals his AIM points plus his skill plus 1 (for a two-handed gun) or 2 (for a one-handed gun). If he does not have a clear LOS he MOVES instead of aiming or shooting.

9.23 **CZAS(number):** He moves one hex towards the closest cover position, using the shortest route (if two routes are equally short he uses the one closest to his target). If in a cover position he takes cover (getting DOWN if necessary) and puts a head counter out. If he already has a head counter out he aims or shoots as explained in rule 9.22. A cover position is a hex (corner, door, etc.) where he can trace LOS to his target from his head counter but not from his body counter.

9.24 **HOOK, JAB, KICK:** He makes the indicated attack on his target. This attack can be cancelled by the appropriate defense(s), but the automatic character suffers no penalty.

9.3 An automatic character never gets delay points or loses endurance. He ignores LIGHT and STUN wounds, but he surrenders if he gets any other wound. He uses his two-handed gun or, if he has none, his best one-handed gun. His gun is *always* in firing position, cocked and loaded. His closest enemy is his *target* and he always faces his target, turning instantly when necessary. He is always upright except when under cover (see rule 9.23).

9.4 An automatic character has *Move* target status when moving one hex per turn, *Run* status when moving faster.

AUTOMATIC ACTIONS

TAC A

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	AS(0)	MOVE	MOVE	MOVE
Segment 2	—	—	—	—
Segment 3	JAB	MOVE	MOVE	MOVE
Segment 4	—	—	—	—
Segment 5	KICK	MOVE	MOVE	MOVE

TAC B

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	AS(0)	MOVE	AS(4)	MOVE
Segment 3	AS(0)	MOVE	AS(2)	MOVE
Segment 4	—	—	—	—
Segment 5	HOOK	AS(2)	MOVE	MOVE

TAC C

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	AS(2)	AS(4)	AS(6)	MOVE
Segment 3	—	—	—	—
Segment 4	AS(2)	AS(4)	AS(6)	MOVE
Segment 5	AS(0)	AS(4)	AS(6)	MOVE

TAC D

	0-1 hex	2-3 hexes	4-6 hexes	7+ hexes
Segment 1	—	—	—	—
Segment 2	C/AS(4)	C/AS(4)	C/AS(6)	MOVE
Segment 3	—	—	—	—
Segment 4	C/AS(2)	C/AS(4)	C/AS(6)	MOVE
Segment 5	C/AS(0)	C/AS(4)	C/AS(6)	MOVE

Designer's Notes:

These notes explain the ideas behind the game, both to increase your understanding of what is happening and to answer any questions about play.

GUNSLINGER recreates Old West gunfights in a playable mode. The game is based on history rather than myth or movie, but the history has been modified to enhance playability, balance and excitement. **GUNSLINGER** is not history, but it is based on history.

Actions: Each hex is six feet across, each elevation is six feet, each turn is two seconds and each segment is four tenths of a second. A turn represents the time needed to recognize and react to a new situation, so a player cannot play new actions until the next turn. Turns are divided into segments so that simple actions can be done individually.

An action is actually going on from the start of the turn until it is executed. For example, if a player plays **LOAD** followed by **ADVANCE**, he is actually moving as he loads. The order of the actions defines when they are *completed*. This is why a player who plays a foot action has "Move" Target Status throughout the turn, even before he reveals the foot action.

Choosing an option on an action reflects a player's ability to modify the action by reflex, at the last moment, when he reveals the action. A moving player can change direction, or an aiming player can suddenly fire and then cock his gun.

Gunplay: "Gun Hand" can be the right or left hand. Most people are not ambidextrous enough to aim effectively with their other hand, so they cannot shoot, etc. with it. An action requiring the use of both hands can be done only if the gun is in the **BOTH HANDS** box, so a sixgun must be in **BOTH HANDS** to fanfire or load, even though only one hand actually holds it. The "police brace" (holding a handgun in both hands) was not used in the Old West, so it is ignored in the game and confers no bonus.

An experienced gunman could cock a gun as part of the motion of drawing it or bringing it into firing position, so **DRAW AND COCK** entitles a player to cock a gun as he draws or moves it. Releasing a weapon is an instantaneous reflex, so it is an extra option for all actions. If you have a gun in both hands and only release one, the other hand still holds the gun.

An aim time of 1 to 3 is a snap shot, 4 to 6 is a steady shot from the hip, and 7 to 9 means the shooter sights along the barrel. Aim time is limited to 9 because once a gun is sighted in, further aiming does not improve its accuracy (overaiming can actually cause the gun to waver and lose accuracy).

Aiming implies following the target, so **AIM** markers stay with their target when he moves. The aiming player can even **TURN** slightly to keep his target in his aim zone. He loses his aim if he moves his gun (or himself) more than that. A player can transfer his aim as long as he does not move his

gun barrel too far, so he can move his aim one hex. He cannot transfer his aim at close range because he would have to move his gun barrel through too large an angle.

The table after these notes summarizes the hit probabilities (ignoring misfires and Target Status). Specific hits vary with the range: at long range there are more **LEG** and fewer **CRIT** hits (less impact), and so on. The probabilities and skills recreate the results of actual gunfights. The results are low compared to modern target practice, but nerves and the inaccuracy of the old guns reduced the effective chances to the values listed. A few values were modified for play balance: Wild Bill Hickok was probably a +4 with one-handed guns.

If a player has Head Target Status, only his gun arm, head and body are showing; all **OTHER ARM** and **LEG** hits and some body hits are stopped, but no **HEAD** or **GUN ARM** hits are stopped. Other statuses reduce all hits equally, reducing some **VITAL** hits to **CRIT**, some **CRIT** hits to **BODY**, some **BODY** hits to **SIDE** and some **SIDE** hits to misses; rather than put all these changes in the deck, however, the **VITAL** hits (and some others) are changed directly to misses and the other cards are unchanged. Statistically, the probabilities are the same.

A **WILD SHOT** cannot hit because the barrel jumps before firing. The small chance that it might hit is ignored because it did not occur in any famous gunfights, and being hit by a random bullet would spoil the competitive aspects of the game.

Gun aspects: Only the most typical guns are provided. Nearly all western guns are similar enough to be represented by the guns provided.

A double-action gun loses one from its aim time because its trigger must be pulled hard enough to lift the hammer, which drags the gun out of line.

Two-handed weapons have lower aim times (on the action cards) because they are clumsy. Once a rifle is aimed it is more accurate, but bringing it into position is a matter of time; therefore, only **AIM** markers (not shooting skills) count towards gaining its range factor.

Shotgun bonus is the spread of the shot, which increases with distance. Adding it to the aim time reflects the increased likelihood of hitting as the shot spreads, but the shotgun bonus column on the **IMPACT TABLE** reflects the diminished damage inflicted as the shot scatters.

Brawling: **GUNSLINGER** is about gunfighting, so only the hand-to-hand combat that was common in the Old West is included. Grappling and other refinements are ignored as being more trouble than they are worth in a game about gunfights.

Each attack's **BE** is defined because the attack's type implies where it is supposed to hit (the **BE** changes when attacking upwards because the direction of attack changes). A player is usually at a disadvantage against a higher opponent.

Hunting forces players to commit themselves to plans of action so they can be ambushed. Hunting also speeds up play when players are out of sight of each other, so they do not spend too much time in turns when nothing is happening.

The uncertainty of hidden movement is created by recording activities in advance: the players do not know what the situation will be when they do their activities. **PAUSE** reflects time spent thinking about what to do next, so each chain of activities must end with a **PAUSE**.

Paths are well-travelled routes. A running player automatically uses these paths; if he wants to choose his own route he must slow down to think as he moves (by using **MOVE**). The intent behind using the shortest route to a destination is to force a hunter to define his move in a way that can be recorded and executed simply.

The **Showdowns** were selected to show a variety of situations involving famous gunfighters. They are patterned after historical incidents in order to recapture the essential nature of the incidents, rather than recreating the details exactly (lost information makes complete accuracy impossible in any case). For example, Morgan and Wyatt Earp were ambushed in a pool hall instead of on the street as shown in showdown 16. If an interesting situation had no historical version, an apocryphal showdown was invented.

The special rules compensate for circumstances not shown in the game. If a character is captured for being on the map at the end of a showdown, assume a mob appears just after the game and carries him away. If captured characters are killed, it is a lynch mob. If a character cannot leave a board edge, either there is blocking terrain or the situation in that direction is the same (or worse) than staying on the map.

Victory points are designed to encourage players to act according to the western code of values. Courage, preserving friends, a deadly reputation and triumphing were all valued, so holding your ground and dispatching enemies are rewarded while losing friends and running away are penalized. Bonus points modify what a character can get away with: with enough points he can win by running away or even (in rare cases) if he is killed, if he has served some cause he values—even if the cause is only hatred, or his reputation.

Characters can surrender safely because the code of the west normally protected prisoners. The social penalties involved in breaking the code are too complex to be covered in the game, so it is simply impossible to break a surrender. Of course, in a no-quarter fight surrender is ignored, so characters cannot surrender in showdowns where prisoners are killed.

Role playing: Each player is limited to **one** westerner to avoid the practice of sacrificing one westerner to enhance the other. If the players play each westerner in his own best interests, each player can have several active westerners. A player should never have more than one westerner in the monthly game, however.

Each new westerner has an age of 15 plus 5 years per career. His origin and aspects define his idiosyncracies, and each **CAREER** draw indicates the result of one career: 0 means he failed, 1 means he aged, 2 means he overworked, 3 means he worked hard, 4 means he took it easy, and 5 or 6 means he got sidetracked by gambling fever or some other diversion.

Retirement allows players to get rid of poor westerners. Forced retirement means a westerner is leaving as a prisoner (if he was captured) or because he is miserable and is leaving in disgust (if his Comfort is below zero). To simplify record

Probability (%) of hitting

(Parentheses show probability of Bullseye)

AIM RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12
9	0(100)	3(97)	14(84)	34(59)	41(31)	36(31)	32(17)	21(13)	13(8)	9(6)	5(4)	5(2)	3
8	10(90)	20(80)	40(58)	47(37)	45(19)	36(19)	28(8)	16(6)	9(4)	7(2)	3(2)	3	1
7	19(77)	36(60)	45(43)	46(26)	35(12)	27(9)	20(4)	12(2)	7	5	3	1	1
6	34(62)	37(45)	47(27)	42(16)	37(8)	20(7)	14(2)	8	5	3	1	1	1
5	41(53)	47(35)	45(19)	37(8)	29(6)	15(5)	11	5	3	1	1	1	1
4	48(38)	46(22)	44(10)	31(4)	25(2)	15	7	3	1	1	1	1	1
3	48(28)	27(14)	34(6)	26(2)	19	11(5)	3	1	1	1	1	1	1
2	44(18)	24(8)	25(3)	15	10	6	1	1	1	1	1	1	1
1	27(8)	18(4)	13(1)	8	4	2	1	1	1	1	1	1	1

keeping, a westerner's values stay the same when he is retired or killed (except he does earn Success the month he retires or is killed). A retired westerner can return after a reasonable amount of time; presumably he is ready to start fresh, so his Comfort is set to zero.

Each character on the LIST OF CHARACTERS is both a job and a person holding that job. The body counter and right to appear in showdowns goes with the job, while the weapons and other values listed belong to the person. When a westerner is assigned to a character he takes that job and displaces that person, so he keeps his own skills, etc. but takes the character's place and uses his counter in showdowns.

In PRACTICE each westerner defines how he spends his spare time during the month. The game occurs at the end of the month, after practice has yielded its results. Bonus cards represent abilities that are gained slowly, so it takes several consecutive months to get a card. The money cost for practicing a shooting skill pays for shells used in target practice.

B8 and B9 cards bestow robust strength, which automatically implies extra endurance. Deftness is affected by weight, so B2 and B3 cards and weapons have weights and a weapon cannot be moved by a lighter card. The lightning draw (B2) is so delicate that a westerner must first master the fast draw (B3) of exactly the same weight.

Players will naturally try to protect their westerners, which distorts play, so artificial rules were added to encourage realistic play: the five point penalty for losing non-westerners encourages players to keep them alive, and the ten point bonus for winning the game encourages the players to seek victory (these points do not have anything to do with any westerners' goals, so they are credited directly to the players).

Characters lose items only if they are killed, captured or (for westerners) if they run away, because normally possessions would be returned to their rightful owners. The prize auction represents bargaining, and all unclaimed prizes are sold and the money is divided. To simplify matters, non-westerners do not share in prizes.

A westerner has three goals to give him a conflict in motivations. A player is responsible for all his westerners, so at the end of the history he must average all their scores (and his own) to find his score for the months he played.

Playtesters: A dry mention in the credits is a poor way to express playtester contributions. Craig Ransom played from the first *GUNSLINGER* game in 1976 to the end in 1981, and his enormously valuable contributions helped define the authenticity and approach of the design. Brandy Brylawski **started later, but** his incessant **constructive criticism was invaluable** in perfecting the game's finer interactions, particularly in the role-playing system. The unusual contributions of these two does not detract from the other playtesters, all of whom contributed to the final design.

Defense Actions (see rule 19)

Action	Card	Time	Stops:
BLOCK ²	(11)	2	JAB, BELT, HOOK, BEAR HUG
COVERUP ¹	(B6)	2	JAB, SWING, BELT, LOCK, HOOK
DUCK ¹	(10)	1	JAB, SWING, CHOP, LOCK
GUARD ²	(12)	2	SWING, BELT, LOCK, HOOK, KICK
HIP THROW ¹	(B5)	2	JAB, SWING, CHOP, BEAR HUG
SIDESTEP ¹	(B4)	1	JAB, BELT, HOOK, KICK
TRIP ¹	(B7)	2	SWING, BELT, LOCK, KICK

Notes: 1. Attacker's penalty is one delay card.
2. Attacker's penalty is two delay cards.
3. Attacker's penalty is DROP and LIGHT 1.

SUMMARY OF COMBAT

1. Using the hit chart			2. BE result	3. Finding damage
Action	Aim Time:	Modify range by:	BE is:	Cross-index
Normal shot	Aim time on action ³ + AIM markers + skills ⁴ - wounds ⁵	+ Smoke ⁶ Range factor ⁷ -Eagle Eye bonus ⁸	Shooter's choice	hit and gun on the IMPACT TABLE
Fanfire shot	zero ⁹ + one-handed shooting skill - both ARM wounds	+ Smoke ⁶ -Eagle Eye bonus ⁸	Shooter's choice	hit and gun on the IMPACT TABLE
Line of fire chance hit (optional)	1	none	SIDE hit	hit and gun on the IMPACT TABLE
Shotgun (at target)	Aim time on action ³ + AIM markers + skills ⁴ -wounds ⁵ + shotgun bonus ¹⁰	+ Smoke ⁶ -Eagle Eye bonus ⁸	CRIT hit	hit and shotgun bonus ¹⁰ on the IMPACT TABLE
Shotgun (non-target)	Shotgun bonus ¹⁰ -1 for lower height ¹¹	none	CRIT hit	hit and shotgun bonus ¹⁰ on the IMPACT TABLE
Dynamite	3	none	VITAL hit	hit and shotgun bonus ¹⁰ on the IMPACT TABLE
THROW	Aim time on THROW ³ + AIM markers + skills ¹² - wounds ⁵	+ Smoke ⁶ Elevation note ¹³ Maximum range is wielding factor (+ STRENGTH ¹⁴)	Thrower's choice	hit and weapon on the STRIKING TABLE
Normal attack	Wielding factor ¹⁶ + skills ¹² - wounds ⁵ + STRENGTH ¹⁴	none. Maximum range is one hex	Stated on the attack ¹⁷	hit and weapon on the STRIKING TABLE ¹⁵
BEAR HUG or LOCK attack	3 + Brawling skill - both ARM wounds + STRENGTH ¹⁴	none. Maximum range is zero hexes	Stated on the attack ¹⁷	hit and attack on the STRIKING TABLE ¹⁵
KICK attack	3 + Brawling skill - LEG wound + STRENGTH ¹⁴	none. Maximum range is one hex	Stated on the attack ¹⁷	hit and KICK on the STRIKING TABLE ¹⁵
Movable obstacle (optional)	Depends on obstacle ¹⁸	0	BODY	hit and obstacle on the STRIKING TABLE

Modifications: Great pains have been taken to make *GUNSLINGER* fast-playing and simple. Many realistic rules were left out because they slowed play or were rarely used, such as: guns "kick" when fired, new bonus actions (Kung Fu, anyone?), wild animals, and so on. You should feel free to modify the existing system to satisfy your own taste. History serves as a source for hundreds of extra showdowns and campaigns.

Those familiar with role playing will realize that their imaginations can add to the system. The history can be divided into phases (a gold strike in 1878, Sioux wars in 1879, etc.) that determine which showdowns are played, the time can be changed to change the weapons available, several counties can be played simultaneously with movement between them, and so on. You can add mar-

riages, gambling and other events that go on outside the monthly games.

Using your imagination to add to the system is half the fun, so I leave it to you. Extra rules and other articles about *GUNSLINGER* will appear in upcoming copies of the *GENERAL*, our company publication for gamers.

STRENGTH Actions (see rule 20)

Card	Time	Effect on attack or throw:
(7)	2	Add 4 to wielding or 2 to damage
(B8)	2	Add 8 to wielding or 4 to damage
B9	1	Add 3 to wielding or 1 to damage
(B9)	2	Add 6 to wielding or 3 to damage

Hand Actions (see rule 11)

Action	Card(s)	Time	Effect on weapon
COCK/AIM/SHOOT	5,6	2	Aim ¹ , shoot ¹ or cock ²
DRAW AND COCK	9	3	Move and cock ²
DRAW AND COCK	B2	2	Move and cock ²
DRAW AND COCK	B3	1	Move and cock ²
LOAD	8	3	Load (see 10.4, 27)
SHOOT	7,(B2),(B3)	1	Shoot ¹ or do nothing ¹
THROW	(6)	2	Throw ¹ or do nothing ¹

Notes: 1. Can transfer aim when action is revealed. See rule 12.5
2. A one-handed gun can fanfire instead of being cocked.

Explanation:

1. The shooting/throwing/attacking character draws a result card and cross-indexes his aim time and range to find where the target is hit. Then he consults the Target Status on the card to see if the target's status affects this location.

a. The aim time column shows how the character calculates his aim time.

b. A character's basic range is the number of hexes¹ from his counter² to his target's counter². This basic range is modified as indicated on the table.

2. If the final hit (after implementing Target Status effects) is a BE, it is changed to one of the normal locations.

3. The character consults either the IMPACT TABLE or the STRIKING TABLE and uses the final hit location to find the damage that is inflicted on the target.

Notes:

1. If optional rule 1.3 is being used, add one-half hex for each difference in elevation between the character and his target. Drop fractions from the final range.

2. Add 1 to the range if the character counts his range from his head counter, and add 1 to the range if the range is counted to the target's head counter.

3. If the weapon is one-handed, use the one-handed aim time on the action; otherwise use the two-handed value. *SPECIAL:* When shooting a double-action gun, subtract one from the aim time.

4. If the gun is two-handed use the two-handed shooting skill; if it is one-handed use the one-handed shooting skill (even if it is in the BOTH HANDS box). If the weapon is in the OTHER HAND box, add both the One-handed skill and the Other Hand skill.

5. If the weapon is in the GUN HAND box, subtract the GUN ARM wound value; if it is in the OTHER HAND box, subtract the OTHER ARM wound value. If the weapon is in the BOTH HANDS box, subtract both the GUN ARM and OTHER ARM wound values. If attacking with

"Bare hands", subtract only the GUN ARM value.

6. Only if optional rule 5.1 is being used.

7. The range factor affects the range only if the character has 4+ AIM points on his target (2+ AIM points if he is using a "W44s" carbine).

8. Only if the "Eagle Eye" optional rule is being used.

9. The fanfiring gun must be in the BOTH HANDS box. When fanfiring a double-action gun, subtract one from the aim time.

10. The shotgun bonus is the basic range from the shooter to the character (target or non-target) he is drawing for. An additional one is added to this bonus if the shooter is using a B5 ("sawed off") shotgun. Range modifications (range factors, the Eagle Eye bonus and Smoke) do not affect this bonus.

11. If the non-target is lower than both the shooter and target, subtract one from the aim time (see rules 24.22 and 30.6). If the non-target is at a lower elevation than both the shooter and his target, the non-target cannot be hit at all.

12. Brawling skill. If the weapon is in the OTHER HAND box, also add Other Hand skill.

13. If the target is lower than the thrower, note 1 above is ignored and the difference in their elevation does not add to the basic range.

14. If the STRENGTH is used to increase the wielding factor (instead of multiplying damage).

15. If the STRENGTH is used to increase damage, add the number indicated on the STRENGTH card to each STUN, LIGHT, SERIOUS, LEG, GUN ARM and OTHER ARM wound inflicted.

16. If the attacker is not using a weapon, his "Bare hands" wielding factor is 5.

17. If the attacker is lower than his target, he hits the location listed for "Attacking upwards". Otherwise, he hits the location listed for a "Normal attack".

18. When a Table or Bale of Hay lands in a hex, the aim time is 6. When a Rock, Chair or movable character lands in a hex the aim time is 3. See optional rule 7.2.

SUMMARY OF ACTIONS

1. All options must be stated when the action is revealed.
2. A player has the option to instantly release a weapon from his hand(s) any time he reveals any action. See rule 10.22.

Foot Actions (see rule 9)

Action	Card(s)	Time	Movement:
ADVANCE ¹	1	2	Move ahead ²
ADVANCE ¹	B1	1	Move ahead ²
BACK UP ¹	(1)	2	Move back ²
GET UP/DOWN	(5)	3	Flip body counter
HEAD OUT/BACK	(8),(9)	2	Place or remove head
LEAP/DROP	(4)	1	Flip body counter
RUN ¹	2	1	Move ahead ²
SPIN AROUND	(2)	2	Turn to face back ²
SPRINT ¹	3,4	1	Move straight ahead ⁴
TURN	(3)	1	Turn to face ahead ²

- Notes:
1. Get two delay points if DOWN.
 2. Right, left or straight.
 3. Draw two delay cards.
 4. Draw one delay card.

Attack Actions (see rules 18 and 28)

Action	Card	Time	BE hits: (upwards)
BEAR HUG ¹	B8	3	VITAL (LEG)
BELT ¹	12	3	CRIT (BODY)
CHOP ¹	B4	2	HEAD (GUN)
HOOK ¹	B6	2	BODY (ARM)
JAB ¹	10	2	SIDE (SIDE)
KICK ²	B7	3	CRIT (BODY)
LOCK ³	B5	3	GUN (LEG)
SWING ¹	11	3	HEAD (LEG)

- Notes:
1. Aim time is weapon's wielding factor (3 for barehanded attacks).
 2. Aim time is 3 (ignore weapons).
 3. Target is frozen and aim time is 3 (ignore weapons).

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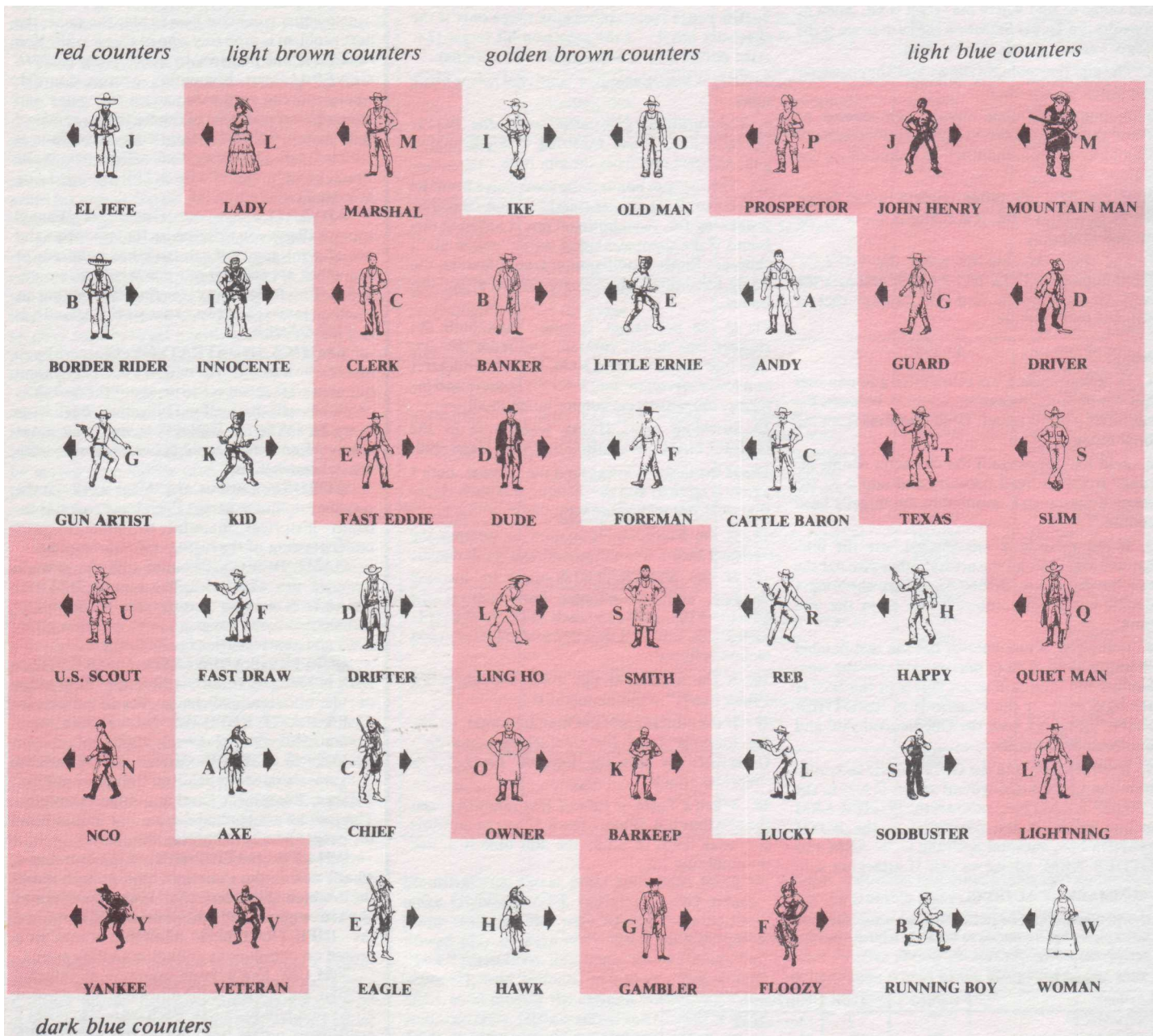
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CHARACTERS



THE SHOWDOWNS

Each showdown contains the following sections:

Description describes the situation at the moment the showdown begins.

MAP illustrates how the boards are assembled for the showdown. Each board is identified by the large letter on it, rotated to show how the board is rotated when it is put into place. Boards not in the illustration are not used in the showdown.

OPPOSING FORCES lists the characters on each side. The player who takes the "first character" is the "first player", and so on. A player can control more than one character if extra ones are available, as long as they are on the same side. His lowest numbered character defines which player he is.

Small version(s) names which characters are used to play smaller versions of the showdown. A small version is played like the full showdown, except only the characters named are used.

WEAPONS (first three showdowns only) lists each character's weapons. Once you have progressed to rules section III, consult the LIST OF CHARACTERS to find each character's weapons, skills and bonus cards. Thereafter, when replaying the first three showdowns use the weapons on the LIST OF CHARACTERS instead of those in the showdown.

SET UP describes how the characters set up.

1. If a character is "alerted", he can set up upright or DOWN, can have a head counter and can carry and cock his weapons as he wishes. If not alerted he must be upright, with no head counter, his two handed gun must be in his OTHER HAND and his other weapons must be HOLSTERED. Whether alerted or not he can face in any direction.

2. When directed to set up on a board, a character can set up on any hex he chooses on that board, including seam hexes partly on another board.

3. When counting how far he is from a board edge, a character must count along the shortest route. He does not count his own hex but does count the hex (or half-hex) that touches the edge.

SPECIAL RULES lists special rules in effect during the showdown.

GAME LENGTH tells how many turns are in the game.

BONUS POINTS lists how characters gain and lose victory points. They also get victory points as shown on the VICTORY POINTS schedule.

ROLE PLAYING BONUS lists how westerners earn extra role playing points (also see the ROLE PLAYING schedule). Ignore this section until role playing is explained in rules section VII.

SHOWDOWN 1: GUNFIGHT

OPPOSING FORCES

Side A: The Clanton faction

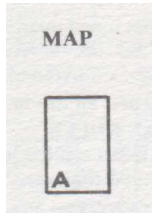
character (Johnny Ringo): Quiet Man
Third character (Billy Claiborne): Little Ernie
Fifth character (Sheriff Behan): Guard
Seventh character (Ike Clanton): Slim

Side B: The Earp faction

Second character (Doc Holliday): Gambler
Fourth character (Buckskin Frank Leslie): Scout
Sixth character (Wyatt Earp): Dude

WEAPONS: Each character is carrying a C45.

GAME LENGTH: 20 turns



Description: Tombstone, Arizona: Friends of the Earps clash with friends of the Clantons after the famous gunfight at the O.K. Corral. Small versions 1 and 2 represent historical incidents (Doc Holliday and Frank Leslie killed their opponents).

Small Versions

1. Use characters one and two.
2. Use characters three and four.
3. Use characters one to four.

SET UP: No one is alerted. No one is carrying a two-handed gun.

Side A: Set up first, in hexes G5, G6, G7, G8 and/or G9.

Side B: Set up in hexes E5, E6, E7, E8 and/or E9.

SPECIAL RULE: Ignore all terrain on the board. Treat all hexes as clear terrain.

SHOWDOWN 2: WILD BILL HICKOK

OPPOSING FORCES

Side A: Phil Coe

First character (Phil Coe): Dude

Third character: Texas

Fifth character: Reb

Seventh character (Ben Thompson): Marshal

Side B: Wild Bill Hickok

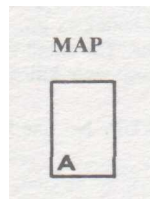
Second character (Wild Bill Hickok): Gun Artist

Fourth character (Mike Williams): Gambler

Sixth Character: Quiet Man

Small Versions

1. Use characters one and two.
2. Use characters one to five.



Description: Abilene, Kansas, October 5, 1876: Saloonkeeper Phil Coe, partner of Ben Thompson and a rival of Wild Bill Hickok, starts shooting in a private celebration. When Hickok tries to disarm him, Coe opens fire on Hickok. Small version 1 represents the historical incident.

SET UP: Both sides are alerted. No one is carrying a two-handed weapon.

Side A: Set up first, in or adjacent to hex F6.

Side B: Set up exactly four hexes from hex F6.

GAME LENGTH: 20 turns

WEAPONS: Each character is carrying a C45.

BONUS POINTS: In small version 1, side A gets +2 victory points.

SHOWDOWN 3: THE BRAWL

OPPOSING FORCES

Side A: Rowdies

First character: Happy

Third character: Lucky

Fifth character: Foreman

Side B: Troopers

Second character: Galvanized Yankee

Fourth character: Veteran

Sixth character: NCO

Side C: Town Marshal

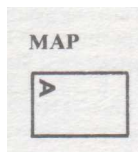
Seventh character (Bear River Tom): John Henry

Small Versions

1. Use characters one and two.

2. Use characters one to four.

GAME LENGTH: 20 turns



Description: Abilene, Kansas, October, 1870: "Bear River Tom" Smith tries to stop a drunken brawl. Though apocryphal, this showdown is typical of the battles between soldiers and local cowboys.

WEAPONS: Each character is carrying a C45 and a KNF.

SET UP: No one is alerted. No one is carrying a two-handed weapon. Each character sets up within two hexes of hex F6. The first character sets up first, the second character second, and so on.

BONUS POINTS

1. Each character on side C gets +6 victory points.
2. Each time a character moves a weapon to a HAND or HANDS box, he gets -2 victory points.
3. Each time a character kills an enemy, the killer gets an extra -8 victory points.

SHOWDOWN 4: THIEVES FALL OUT

OPPOSING FORCES

Side A: First character: Kid

Side B: Second character: Border Rider

Side C: Third character: Gun Artist

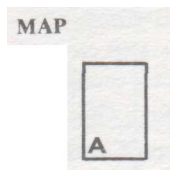
Side D: Fourth character: Innocent

Side E: Fifth character: Drifter

Side F: Sixth character: El Jefe

Side G: Seventh character: Fast Draw

Small Versions: Use one character per player (so if there are five players, use characters one to five, etc.).



Description: The Dead Zone, Indian Territory, 1879: Arguments over loot and too much liquor trigger a shootout between outlaws. The Dead Zone was a notorious hideout and was a favorite hunting ground for "Hanging Judge" Parker's marshals. This showdown is apocryphal.

SET UP: No one is alerted. The second character has his two-handed weapon in his BOTH HANDS box. Each character sets up within two hexes of hex F6. The first character sets up first, then the second character, etc. Set up four money bag counters in hex F6.

GAME LENGTH: 20 turns

BONUS POINTS: Each money bag counter is worth +5 points to all sides.

ROLE PLAYING BONUS: Each money bag is worth +25 Money points to all sides.

SHOWDOWN 5: THE AMBUSH

OPPOSING FORCES

Side A: Army Patrol

First character: Galvanized Yankee

Second character: Veteran

Fourth character: John Henry

Fifth character: Scout

Seventh character: NCO

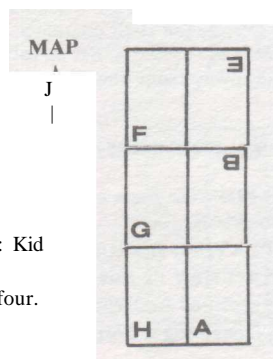
Side B: John Wesley Hardin

Third character (John Wesley Hardin): Kid

Sixth character: Border Rider

small Version: Use characters one to four.

GAME LENGTH: 20 turns



Description: Near Moscow, Texas, November, 1868: Sought for the murder of a soldier, the 15-year-old John Wesley Hardin surprises a search party at a stream bed. The small version represents the incident; Hardin killed the soldiers and went into hiding.

SET UP: Side B is alerted.

Side A: Set up first, in any gully hexes.

Side B: Set up in any non-gully hexes.

SPECIAL RULES

1. All side B characters on the map when the showdown ends are captured and killed.
2. Both sides can exit the map only along the west edge.
3. The third character has an R10 shotgun instead of his normal two-handed gun.

BONUS POINTS: Each character on side B gets +3 victory points.

SHOWDOWN 6: RAID

Description: Wildwood, Minnesota, August 17, 1862: Starving and angry at the cruelty and contempt of the whites, especially the Indian Agency, young Sioux braves dare each other into attacking a local settler. The full showdown is a modified version of the massacre that started the war of the woodland Sioux in 1862.

OPPOSING FORCES

Side A: Sioux braves

First character: Eagle

Third character: Axe

Fifth character: Hawk

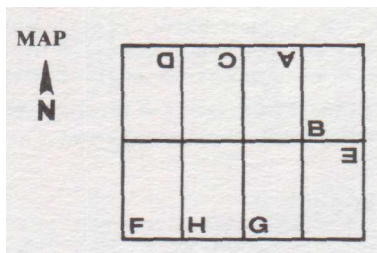
Seventh character: Chief

Side B: Farm family

Second character: Sodbuster

Fourth character: Woman

Sixth character: Running Boy



Small Version: Use characters one to three.

SETUP: Side A is alerted.

Side A: Set up first, on boards B, E, and/or G.

Side B: Set up on boards A, C and D (no more than one character on each board). Set up the following weapons in hexes that do not contain characters: a shovel and a pitchfork in the Harness Room of the Stable and one RIO and an axe in the Cabin.

SPECIAL RULES

1. Side B can exit the map only along the south edge.
2. Captured characters are killed.

GAME LENGTH: 30 turns

BONUS POINTS: Each character on side B gets +6 victory points.

ROLE PLAYING BONUS

1. Each westerner on side A gets -3 Respect.
2. Each westerner on side B gets +3 Fear.

SHOWDOWN 7: BAR FIGHT

OPPOSING FORCES

Side A: Theatre Owner

First character (Mark Wilson): Owner

Third character: Bar keep

Fifth character: John Henry

Seventh character: Floozy

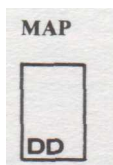
Side B: Ben Thompson

Second character (Ben Thompson): Marshal

Sixth character (Bill Johnson): Slim

Side C: Town Sheriff

Fourth character: Guard



Small Version: Use characters one to three.

GAME LENGTH: 20 turns

BONUS POINTS: Each character on side C gets +6 victory points.

Description: Variety Theatre, Austin, Texas, December 25, 1876: Rowdies make rough sport of theatre owner Mark Wilson. When he sends for the sheriff, a laughing Ben Thompson orders him to let the troublemakers go. Enraged, Wilson picks up a shotgun and the battle begins. The small version shows the actual participants. Wilson and the barkeep were killed.

SET UP: No one is alerted. Only the first character has a two-handed gun.

Side A: Set up first, in hexes H15 and/or H16. Each character in H15 must face so hex 116 is directly ahead, and each character in hex H16 must face so hex 117 is directly ahead.

Side B: Set up second, in hexes H17 and/or H18. Each character in H17 must face so hex 117 is directly ahead, and each character in hex H18 must face so hex 118 is directly ahead.

Side C: Set up in hex G14 or G15.

SHOWDOWN 8: CAMPFIRE

OPPOSING FORCES

Side A: Sioux party

First character: Axe

Third character: Hawk

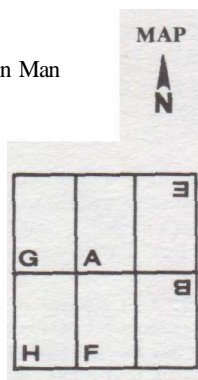
Fourth character: Chief

Sixth character: Eagle

Side B: Army scouts

Second character: Mountain Man

Fifth character: Scout



Small Version: Use characters one to three.

SET UP: All sides are alerted.

Side A: Set up first, on any hill hexes on board F.

Side B: Set up in any non-hill hexes.

ROLE PLAYING BONUS

1. Each westerner on side A gets -3 Respect.
2. Each westerner on side B gets +3 Fear.

Description: The Black Hills, spring 1876: A Sioux party surprises scouts sent to protect the miners trespassing on sacred Indian land. Both sides seek to avoid alerting nearby enemies. The swarm of miners, Indian attacks and army expeditions all led to the Sioux and Cheyenne war that culminated with Custer's Last Stand that summer. This showdown is apocryphal.

GAME LENGTH: 20 turns

SPECIAL RULES

1. Side B can exit the map only along the north edge.
2. Use optional rules 5.5 and 5.6. The campfire is in hex Q8 on board F.
3. If side A has more "survivors" than side B, all side B characters on the map are captured.
4. Captured characters are killed.

BONUS POINTS

1. Each character on side B gets +7 victory points.
2. Each time a character fires a shot he gets -1 victory point.

SHOWDOWN 9: BANK ROBBERY

OPPOSING FORCES

Side A: Townsfolk

First character: Banker

Third character: Marshal

Fifth character: Owner

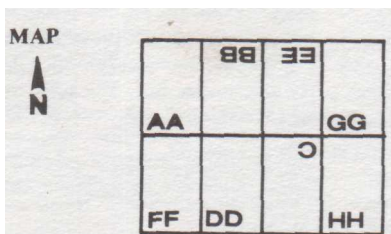
Sixth character: Fast Eddie

Seventh character: Ling Ho

Side B: The Dalton Gang

Second character: Drifter

Fourth character: Kid



Small Version: Use characters one to three.

SPECIAL RULES

1. Both sides can exit the map only along the east and west edges.
2. All side B characters on the map at the end of the showdown are captured.

GAME LENGTH: 20 turns 3 0

Description: Coffeyville, Kansas, October 5, 1892: The Dalton Gang tries to rob two banks at the same time. Street repairs force them to leave their horses several blocks away, they are recognized by the locals—and the Daltons are wiped out. The full showdown shows the attempt on one of the banks.

SET UP: Side B is alerted.

Side A: Set up first. Set up the first character in hex B5 or C7 in the Bank, the third character in the Marshal's Office, the fifth character in the Freight Office, the sixth character in the Assay Office and the seventh character in the Laundry. Set up each character's two-handed gun exactly two hexes away from him. Set up four Money bags in the Vault of the Bank.

Side B: Set up within one hex of hex C3 on board BB.

BONUS POINTS: Each money bag is worth +8 points to side B, zero points to side A.

ROLE PLAYING BONUS

1. Each westerner on side B gets +3 Fear, -3 Respect.
2. Each captured westerner on side B must retire an extra 18 months.
3. Each money bag is worth +12 Money to side A, +40 Money to side B.

SHOWDOWN 10: EAGLE PASS

OPPOSING FORCES

Side A: Army patrol

First character: Veteran

Second character: Galvanized Yankee

Fourth character: NCO

Fifth character: Prospector

Seventh character: Mountain Man

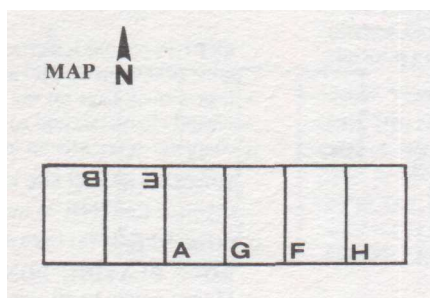
Side B: Hunting party

Third character: Hawk

Sixth character: Eagle

Small Version: Use characters one to four.

GAME LENGTH: 30 turns



Description: An army patrol pursues an Apache hunting party through a mountain pass in the wilds of Arizona. This showdown is apocryphal.

SET UP: All sides are alerted.

Side B: Set up first, within six hexes of the east edge of the map.

Side A: Set up along the east edge of the map.

SPECIAL RULES

1. All side B characters on the map when the showdown ends are captured and killed.

2. Side B can exit the map only along the west edge, side A only along the east edge.

BONUS POINTS: Each character on side B gets +9 victory points.

ROLE PLAYING BONUS: Each westerner on side B gets +3 Fear points.

SHOWDOWN 11: CLAIM JUMPING

OPPOSING FORCES

Side A: Mining company

First character: Quiet Man

Fifth character: Banker

Side B: Robbers

Second character: Innocente

Sixth character: El Jefe

Side C: Claim jumpers

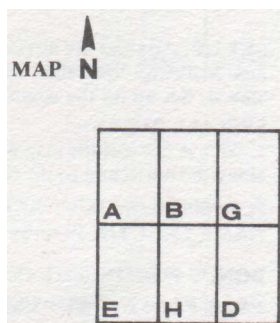
Third character: Fast Eddie

Seventh character: Little Ernie

Side D: Miner

Fourth character: Prospector

Small Version: Use characters one to four.



SET UP: All sides are alerted.

Side D: Set up first, within three hexes of hex O8 on board B. Set up four money bag counters inside the Cabin on map D.

Side C: Set up second, on the west edge of the map.

Side B: Set up third, on the east edge of the map.

Side A: Set up on the north edge of the map.

GAME LENGTH: 30 turns

BONUS POINTS: Each money bag counter is worth +6 points to all sides.

ROLE PLAYING BONUS

1. Each westerner who "holds the field" gets an extra +10 Money.

2. Each money bag counter is worth +30 Money points to all sides.

SHOWDOWN 12: ROUGH NIGHT IN FORT WORTH

OPPOSING FORCES

Side A: Faro Dealers

First character: Gambler

Fourth character: Barkeep

Side B: Losers

Second character: Ike

Fifth character: Little Ernie

Side C: Town Marshal

Third character: Marshal

Sixth character: Guard

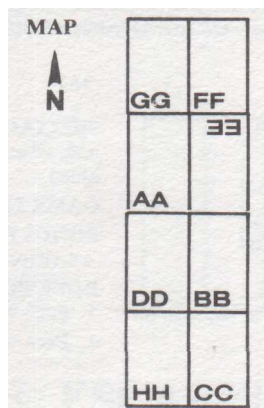
Side D: Busybody

Seventh character: Banker

Small Versions

1. Use characters one to three.

2. Use characters one to five.



Description: Old grudges, liquor and bad luck at cards flare into violence during a hot night in Fort Worth, Texas. This showdown is apocryphal.

SET UP: No one is alerted. No one is carrying a two-handed weapon.

Side A: Set up first. The first character sets up in hex H16 on board DD. The fourth character sets up in the Stable.

Side B: Set up second. The second character sets up in hex F15 on board DD. The fifth character sets up in the Ranch House on board FF.

Side C: Set up third, in hex F3 on board BB.

Side D: Set up in hex F17 on board DD.

SPECIAL RULE: Characters can leave the map only along the north edge.

GAME LENGTH: 20 turns

BONUS POINTS: Each character on side D gets +1 victory point.

SHOWDOWN 13: THE STAND

OPPOSING FORCES

Side A: Frank Cully's gang

First character: Drifter

Third character: Little Ernie

Fourth character: Innocente

Fifth character: Fast Draw

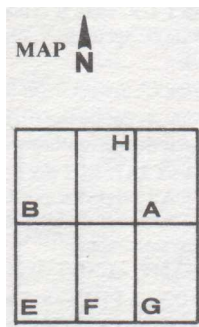
Seventh character (Frank Cully): El Jefe

Side B: Prospector

Second character: Prospector

Sixth character (Wild Bill Hickok): Gun Artist

Small Version: Use characters one to three.



Description: The road to the Black Hills, May 1876: While escorting prospectors to the gold fields in the Black Hills, Wild Bill Hickok is attacked by bandits led by an old enemy, Frank Cully. The full showdown shows the incident. Hickok killed the bandits.

SET UP: Side A is alerted.

Side B: Set up first, within two hexes of hex Q8 on board F.

Side A: Set up on the north edge of the map.

SPECIAL RULES

1. Both sides can exit the map only along the north edge.

2. Captured characters are killed.

GAME LENGTH: 30 turns

BONUS POINTS: Each character on side B gets +2 victory points.

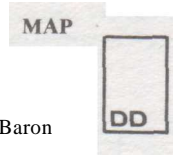
ROLE PLAYING BONUS: Each westerner on side B gets +2 Fear.

SHOWDOWN 14: THE POKER GAME

OPPOSING FORCES

Side A: First character (Old Man Ransom): Old Man
Side B: Second character (Major Scarborough): Cattle Baron
Side C: Third character (Boss Sipes): Banker
Side D: Fourth character (Muscles Murphy): Smith
Side E: Fifth character (Captain Brylawski): NCO
Side F: Sixth character (Gunsmith Stahler): Owner
Side G: Seventh character (Lefty Wright): Foreman

Small Versions: Use one character per player (so if there are five players, use characters one to five, etc.).



Description: A player who has just busted out riffles through the deck and counts five aces. The "friendly" poker game breaks out into a battle. This showdown is apocryphal.

SET UP: No one is alerted. No one is carrying a two-handed weapon. Put a table counter in hex F17 and one chair in each hex adjacent to the table. Put four money bags on the table. The first character sets up first, then the second character, and so on. Characters one to six must set up on chairs; character seven sets up in any empty hex adjacent to any character.

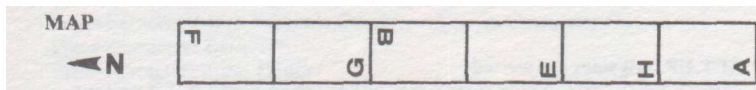
SPECIAL RULE: Use optional rule 7.2.

GAME LENGTH: 20 turns

BONUS POINTS: Each money bag counter is worth +4 points to all sides.

ROLE PLAYING BONUS: Each money bag counter is worth +20 Money points to all sides.

SHOWDOWN 15: RUNNING BATTLE



OPPOSING FORCES

Side A: Comanches
 First character: Chief
 Second character: Eagle
 Fourth character: Axe
 Fifth character: Hawk
 Seventh character: Border Rider

Side B: Texas Rangers
 Third character (Ben Thompson): Marshal
 Sixth character (Buckskin Sam): Mountain Man
Small Version: Use characters one to four.

Description: In Texas, north of the Concho River and south of the Red Fork, 1880: While scouting as Texas Rangers, Ben Thompson and Buckskin Sam spot a band of Comanches and make a fighting escape. The full showdown represents the incident. Both Rangers escaped.

SET UP: All sides are alerted.

Side B: Set up first, eight hexes from the south edge of the map.

Side A: Set up on the south edge of the map.

SPECIAL RULES

1. Side A can exit the map only along the north edge. Side B can exit only along the north and south edges.
2. Captured characters are killed.

GAME LENGTH: 30 turns

BONUS POINTS: Each character on side B gets +6 victory points.

ROLE PLAYING BONUS: Each westerner on side B gets +4 Fear.

SHOWDOWN 16: BUSHWHACKING

OPPOSING FORCES

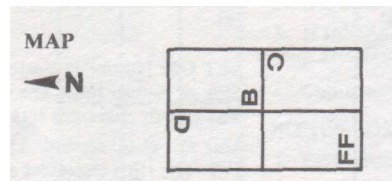
Side A: Bushwhackers
 First character: Old Man
 Third character (Frank Stilwell): Ike
 Fifth character (Pete Spence): Andy
 Seventh character (Florentino Cruz): Innocent

Side B: The Earps
 Second character (Virgil Earp): Fast Eddie
 Fourth character (Morgan Earp): Driver
 Sixth character (Wyatt Earp): Dude

Small Versions

1. Use characters one and two.
2. Use characters three to seven.
3. Use characters one to four.

Description: Tombstone, Arizona, 1881-82: After the O.K. Corral fight, vengeful friends of the dead Clantons ambush the Earps. Version 1 shows the December 1881 ambush that wounded Virgil, and version 2 represents the March 1882 ambush that killed Morgan. Stilwell, Spence and Cruz were seen running from the latter ambush and were later killed by Wyatt Earp and Holliday. The other versions are apocryphal.



SET UP: Side A is alerted.

Side B: Set up first, within one hex of hex G24 on board C.

Side A: Set up in the Stable.

SPECIAL RULES: All side A characters on the map when the showdown ends are captured and killed.

GAME LENGTH: 20 turns

BONUS POINTS: Each character on side A gets +4 victory points.

ROLE PLAYING BONUS

1. Each westerner on side A gets -3 Respect.
2. Each westerner on side B gets +3 Fear.

SHOWDOWN 17: HURRAHING THE TOWN

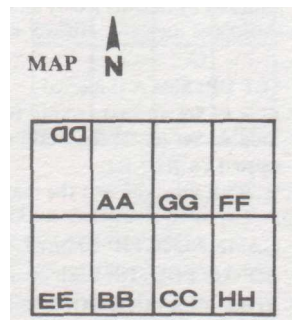
OPPOSING FORCES

Side A: The Dodge City Gang
 First character (Jim Masterson): Driver
 Third character (Wyatt Earp): Dude
 Fifth character (Doc Holliday): Gambler
 Seventh character (Bat Masterson): Scout

Side B: Rowdies
 Second character (George Hoy): Reb
 Sixth character: Lucky

Side C: Drunk
 Fourth character: Happy

Small Version: Use characters one to three.



Description: Dodge City, Kansas, July 1878: Some drunken rowdies shoot up the town. The full showdown represents the incident. George Hoy was mortally wounded, the only casualty.

SET UP: Side B is alerted.

Side B: Set up first, on any seam hex that is both on board DD and on board EE.

Side C: Set up second, anywhere on board EE.

Side A: Set up the first and third characters on the west edge of the map, the fifth and seventh characters in the Saloon.

SPECIAL RULES

1. All sides can exit the map only along the east edge.
2. At the end of the showdown, all side B and side C characters on the map are captured.

GAME LENGTH: 20 turns

BONUS POINTS: Each side B or side C character on the map who is alive, conscious and unsundered at the end of turn 10 gets +6 victory points.

SHOWDOWN 18: CHANCE MEETING

OPPOSING FORCES

Side A: Mexican trail crew

First character: Innocente

Third character: Border Rider

Fifth character: Foreman

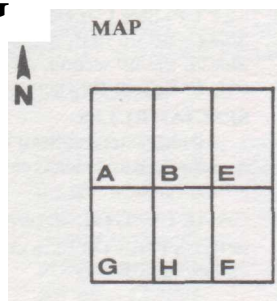
Seventh character: El Jefe

Side B: Texan trail crew

Second character (John Wesley Hardin): Kid

Fourth character: Texas

Sixth character: Slim



Description: The Chisholm Trail, near Abilene, Kansas, 1871: Leading a Texas herd up the Chisholm Trail, trail boss John Wesley Hardin runs afoul of a Mexican herd heading for the same destination. The full showdown represents the historical incident, which eventually grew into a pitched battle between the trail crews. Hardin killed the four Mexicans shown.

Small Version: Use characters one to three.

SET UP: No one is alerted.

Side A: Set up first, anywhere on board E.

Side B: Set up anywhere on board A.

SPECIAL RULE: Side A can exit the map only along the west edge, side B only along the east edge.

GAME LENGTH: 30 turns

SHOWDOWN 19: BAR ROOM BRAWL

OPPOSING FORCES

Side A: The McSlatterys

First character: Andy

Fifth character: Old Man

Side B: Second character: John Henry

Side C: Saloon owner

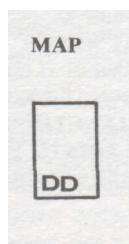
Third character: Barkeep

Sixth character: Floozy

Side D: Fourth character: Ling Ho

Side E: Seventh character: Smith

Small Version: Use characters one to four.



Description: How could we do without a barroom brawl? This showdown is apocryphal.

SET UP: No one is alerted. No one is carrying a two-handed weapon. Side A sets up first, side B second, and so on. The third character sets up in hexes 116 to 118, and every other character sets up in hexes E16 to E18, F16 to F17, G16 to G18, and/or H15 to H18. Only one character can set up in each hex. Set up a R10s shotgun in hex 115*.

GAME LENGTH: 20 turns

BONUS POINTS:

1. Each time a character moves a weapon to a HAND or HANDS box, he gets -2 victory points.
2. Each time a character kills an enemy, the killer gets an extra -6 victory points.

ROLE PLAYING BONUS

1. Each time a westerner moves a weapon to a HAND or HANDS box he gets -1 Respect.
2. Each time a westerner kills an enemy, the killer gets -3 Respect.

SHOWDOWN 20: LINCOLN COUNTY WAR

Description: Lincoln, New Mexico, July 19, 1878: Trapped in McSween's burning store by an army hired by "The House", Billy the Kid tries to escape. He escaped successfully, killing several opponents. The full showdown shows a simplified version of the incident.

OPPOSING FORCES

Side A: "House" gunfighters

First character: Happy

Second character: Reb

Third character: Foreman

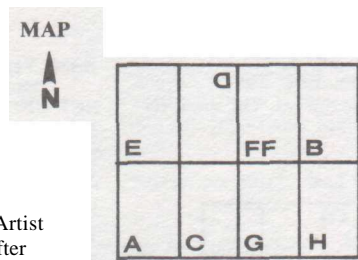
Fifth character: Cattle Baron

Seventh character: Lucky

Side B: McSween's Store

Fourth character (Billy the Kid): Gun Artist

Sixth character (Tom O'Folliard): Drifter



Small Version: Use characters one to four.

SET UP: All sides are alerted.

Side A: Set up first, on any board(s) except FF.

Side B: Set up inside the Ranch House on board FF. Set up the following extra weapons in hexes not occupied by characters: a SPD, PF, PAIL and AXE in the Stable, a W44 in the Cabin and a SH50 in the Ranch House.

SPECIAL RULES

1. Both sides can exit the map only along the east and west edges.
2. On turn 10, darkness falls and the Ranch House on map FF starts burning. Optional rules 5.5 and 5.7 go into effect on turn 10.
3. All side B characters on the map when the showdown ends are captured and killed.
4. The fourth character has two double-action C41s instead of his normal one-handed guns.

GAME LENGTH: 30 turns

BONUS POINTS: Each character on side B gets +7 victory points.

ROLE PLAYING BONUS: Each westerner on side B gets +3 Fear.

SHOWDOWN 21: ESCAPE!

Description: Lincoln, New Mexico, April 28, 1881: Condemned to hang, Billy the Kid breaks out of jail and kills two guards. The small version represents the historical incident.

OPPOSING FORCES

Side A: Town Police

First character (Jim Bell): Guard

Third character (Robert Olinger): Andy

Fourth character: Smith

Fifth character: Clerk

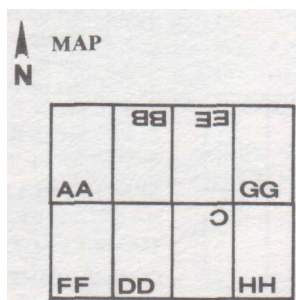
Seventh character: Sodbuster

Side B: Condemned prisoners

Second character (Billy the Kid): Gun Artist

Sixth character: Fast Draw

Small Version: Use characters one to four.



SET UP: Side B is alerted.

Side A: Set up first. Set up the first character in the Cells, the third character in the Saloon, the fourth character in the Stable, the fifth character in hex B5 or C7 in the Bank, and the seventh character in the Ranch House. Each two-handed weapon must be set up at least two hexes from any character. The second character has the first character's handgun.

Side B: Set up the second character in the first character's hex, the sixth character in an adjacent hex. The weapons belonging to side B's characters are not in the game.

SPECIAL RULES

1. Both sides can exit the map only along the east edge.
2. All side B characters on the map at the end of the showdown are captured.
3. Captured characters are killed.

GAME LENGTH: 30 turns

BONUS POINTS: Each character on side B gets +6 victory points.

ROLE PLAYING BONUS: Each westerner on side B gets +3 Fear,

SHOWDOWN 22: WATERHOLE

OPPOSING FORCES

Side A: A rmy patrol

First character: Veteran

Fourth character: Galvanized Yankee

Seventh character: NCO

Side B: Ex-guerillas

Second character: Texas

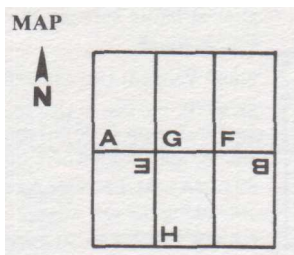
Fifth character: Lightning

Side C: Outlaws

Third character: El Jefe

Sixth character: Drifter

Small Version: Use characters one to four.



Description: While patrolling along the Rio Grande during Reconstruction, an Army patrol runs across outlaws and ex-guerillas.

SETUP: Side C is alerted.

Side C: Set up first, within one hex of hex N19 on board H.

Side A: Set up second, anywhere on board F.

Side B: Set up anywhere on board G.

SPECIAL RULES

1. All characters can exit the map only along the east and west edges.
2. All side B and side C characters on the map at the end of the showdown are captured.

GAME LENGTH: 20 turns

BONUS POINTS: Each character who "holds the field" gets an extra +2 victory points.

SHOWDOWN 23: HIGH NOON

OPPOSING FORCES

Side A: The gang

First character: Quiet Man

Second character: Lightning

Fourth character: Slim

Fifth character: Texas

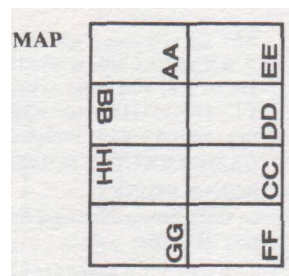
Side B: Lawman

Third character: Marshal

Sixth character: Lady

Seventh character: Running Boy

Small Version: Use characters one to three.



Description: Deserted by his friends but unwilling to run, a lone lawman waits for a vengeful outlaw gang. This showdown is apocryphal.

SET UP: No one is alerted. No one is carrying a two-handed gun.

Side A: Set up first, within two hexes of hex F12 on board DD.

Side B: Set up the third character on board BB. The sixth character appears on any edge of the map on turn 20, the seventh character on any edge of the map on turn 30.

SPECIAL RULE:

1. The characters cannot exit the map.
2. Captured characters are killed.

GAME LENGTH: 40 turns

BONUS POINTS: Each character on side B gets +7 victory points.

ROLE PLAYING BONUS: Each westerner on side B gets +3 Fear.

SHOWDOWN 24: BOX CANYON

Description: While pursuing rustlers, a posse is trapped in a box canyon by Indians.

SPECIAL RULES

1. All sides can exit the map only along the east edge.
2. Captured characters are killed.

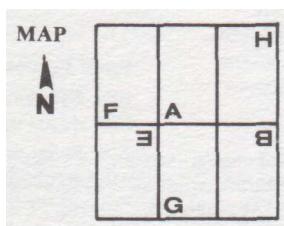
GAME LENGTH: 30 turns

BONUS POINTS:

1. Each character on side B gets +4 victory points.
2. Each character on side C gets +2 victory points.

ROLE PLAYING BONUS

1. Each westerner on side B gets +3 Fear.
2. Each westerner on side C gets +2 Fear.



OPPOSING FORCES

Side A: War party

First character: Axe

Fourth character: Hawk

Seventh character: Eagle

Side C: Rustlers

Third character: Fast Draw

Sixth character: Kid

Side B: Posse

Second character: Guard

Fifth character: Quiet Man

Small Version: Use characters one to four.

SET UP: All sides are alerted.

Side C: Set up first, anywhere on boards E and/or F.

Side B: Set up second, anywhere on boards A and/or G.

Side A: Set up anywhere on boards B and/or H.

SHOWDOWN 25: ROBBER'S ROOST

Description: Holbrook, Arizona, September 4, 1887: Sheriff Commodore Perry Owens ("Commodore" is his name, not a strange legal rank) surprises a band of horse thieves. The small version shows the incident. Owens killed three horse thieves, wounded the last.

OPPOSING FORCES

Side A: Horsethieves

First character: Ike

Second character: Little Ernie

Fourth character: Andy

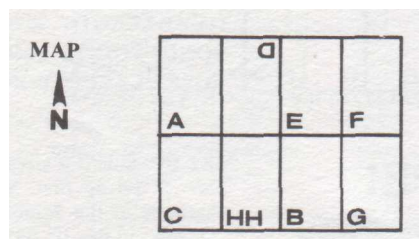
Fifth character: Old Man

Seventh character: Sodbuster

Side B: The Sheriff

Third character (Sheriff Owens): Marshal

Sixth character: Driver



Small Version: Use characters one to five.

SET UP: Side B is alerted.

Side A: Set up first, inside any building or buildings on board HH.

Side B: Set up in any outdoors hexes.

SPECIAL RULES

1. Both sides can exit the map only along the east and west edges.
2. All side A characters on the map at the end of the showdown are captured.

GAME LENGTH: 20 turns

BONUS POINTS: Each character on side A gets -1 victory point.

SHOWDOWN 26: WIDE OPEN TOWN

Description: Rivalry and enmity start gunplay in a lawless town. Apocryphal.

OPPOSING FORCES

Side A: First character: Fast Draw

Side B: Second character: Innocente

Side C: Third character: Ike

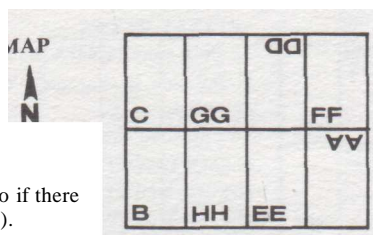
Side D: Fourth character: Dude

Side E: Fifth character: Mountain Man

Side F: Sixth character: John Henry

Side G: Seventh character: Quiet Man

Small Versions: Use one character per player (so if there are five players, use characters one to five, etc.).



SET UP: No one is alerted.

Side D: Set up first, anywhere on the map.

Side B: Set up second, in the Saloon on board DD.

Side C: Set up third, in the 'Back Room' on board HH.

Side A: Set up fourth, in the Bar on board HH.

Side E: Set up fifth, in the Old House on board GG.

Side F: Set up sixth, in the Law Office on board EE.

Side G: Set up in the Shanty on board AA.

SPECIAL RULE: All sides can exit the map only along the east and west edges.

GAME LENGTH: 30 turns

BONUS POINTS: The fourth character gets +1 bonus point.

VARIANTS

Each variant's number identifies the showdown it is patterned after. The variant is played like that showdown, except each section in the variant replaces the corresponding showdown section. *EXAMPLE:* To play variant 1, use the MAP, Small Versions and GAME LENGTH sections shown in showdown 1 and the OPPOSING FORCES, SET UP, BONUS POINTS and ROLE PLAYING BONUS sections shown in variant 1.

VARIANT 1: GUNFIGHT AT THE O.K. CORRAL

OPPOSING FORCES

Side A: The Earps

First character (Virgil Earp): Fast Eddie

Third character (Morgan Earp): Driver

Fifth character (Wyatt Earp): Dude

Seventh character (Doc Holliday): Gambler

Side B: The Clanton/McLaury faction

Second character (Frank McLaury): Ike

Fourth character (Tom McLaury): Andy

Sixth character (Billy Clanton): Little Ernie

SET UP: Side A is alerted. Only the seventh character has a two-handed gun. There is a W44 in the second character's hex. The fourth character does not have any gun. Otherwise, set up as explained in showdown 1.

BONUS POINTS: Each character on side B gets +5 victory points.

ROLE PLAYING BONUS:

1. Each westerner on side A gets -2 Respect.
2. Each westerner on side B gets +2 Fear.

Description: Tombstone, Arizona, October 26, 1881: Police Chief Virgil Earp deputizes his brothers and Doc Holliday and sets out to arrest the Clantons and McLaury's. The full showdown shows the fight, in which the Clantons and McLaury's were killed.

VARIANT 6:

JOHNSON COUNTY WAR

OPPOSING FORCES

Side A: W.S.G.A.

First character (Jim Dudley): Happy

Second character (Detective Smith): Lucky

Third character (Frank Canton): Reb

Fifth character (Major Wolcott): Foreman

Seventh character: Cattle Baron

Side B: County citizens

Fourth character (Nate Champion): Ike

Sixth character (Nick Ray): Drifter

Description: KC Ranch, Wyoming, April 9, 1892: The Wyoming Stock Growers' Association sends an army of gunmen into Johnson County to kill their opponents. The gunmen stop to burn out Nate Champion, who delays them long enough to alert the countyside. The U.S. Army had to save the gunmen from the enraged settlers. The full showdown is a reduced version of the fight.

Small Version: Use characters one to four.

SET UP: Side B cannot set up on board C. Otherwise set up as described in showdown 6.

SPECIAL RULE: On turn 20, dusk falls and all buildings start burning (optional rules 5.5 and 5.7 go into effect). Otherwise, use the special rules in showdown 6.

BONUS POINTS

1. Each side B character gets +7 victory points.
2. Starting on turn 21, each side B character gets +2 victory points at the end of each turn that he is alive, conscious and on the map.

Description: Cimarron, New Mexico, 1875: Troopers hunting for Clay Allison do not recognize him when they stop at Lambert's Cafe. The small version shows the fight. Allison killed the soldiers.

OPPOSING FORCES

Side A: Troopers

First character: NCO

Third character: Veteran

Fourth character: Galvanized Yankee

Fifth character: Clerk

Seventh character: John Henry

Side B: Gunfighters

Second character (Clay Allison): Kid

Sixth character: Reb

SET UP: side B is alerted. Side A has two-handed guns, side B does not.

Otherwise set up as explained in showdown 7.

BONUS POINTS: Each character on side B gets +2 victory points.

Small Version: Use characters one to four.

VARIANT 16: BILLY THE KID

OPPOSING FORCES

Side A: Regulators

First character (Billy the Kid): Gun Artist

Third character (Jim French): Border Rider

Fifth character (Fred Wait): Lucky

Seventh character (John Middleton): Lightning

Description: Lincoln, New Mexico, April 1, 1878: Billy the Kid and the Regulators ambush and kill Sheriff Brady, and public opinion turns against them for good. The full showdown shows a reduced version of the ambush.

Side B: County Sheriff

Second character (Sheriff Brady): Guard

Fourth character (Deputy Hindman): Driver

Sixth character (Billy Matthews): Texas

SPECIAL RULE: The first character has two double-action C41s instead of his normal handguns. Otherwise, use the special rules in showdown 16.

VARIANT 19: FAMILY FEUD

OPPOSING FORCES

Side A: Nesters

First character: Sodbuster

Fourth character: Woman

Seventh character: Running Boy

Side B: Saloon Owners

Second character: Barkeep

Fifth character: Floozy

Side C: Ranchers

Third character: Cattle Baron

Sixth character: Lady

Description: Insults lead to a brawl. The showdown is apocryphal.

VARIANT 20: THE REGULATORS

OPPOSING FORCES

Side A: The Regulators

First character (Dick Brewer): El Jefe

Second character (Charlie Bowdre): Fast Draw

Third character (Billy the Kid): Gun Artist

Fifth character (George Coe): Slim

Sixth character (Henry Brown): Happy

Seventh character (John Middleton): Lightning

Description: Blazer's Mill, New Mexico, April 4, 1878: Attracted by the reward for the killers of Sheriff Brady, Buckshot Roberts attacks Dick Brewer's "Regulators". Both Roberts and Brewer were killed. The full showdown shows a reduced version of the incident.

Side B: Fourth character (Buckshot Roberts): Mountain Man

SPECIAL RULES

1. Do not use optional rules 5.5 and 5.7 (it is not dark and the building is not burning). Otherwise, use the special rules in showdown 20.
2. The fourth character has a W44 in addition to his normal weapons.

VARIANT 26: ABILENE

OPPOSING FORCES

Side A: First character (John Wesley Hardin): Kid

Side B: Second character (Bat Masterson): Scout

Side C: Third character (Ben Thompson): Marshal

Side D: Fourth character (Wild Bill Hickok): Gun Artist

Description: Abilene, Kansas, 1871: Many notorious gunfighters passed through Abilene peacefully during Wild Bill Hickok's term as marshal. This apocryphal variant shows what might have happened . . .

Side E: Fifth character (Jesse James): Border Rider

Side F: Sixth character (Doc Holliday): Gambler

Side G: Seventh character: Barkeep

VARIANT 25: THE POSSE

Description: Crooked Creek, Kansas, 1877: Bat Masterson, the new Sheriff of Ford County, guesses where some train robbers are heading and gets a posse there first to surprise them. The full showdown shows the incident.

OPPOSING FORCES

Side A: Posse

First character (Bat Masterson): Scout

Second character: Smith

Fourth character: Owner

Fifth character: Prospector

Seventh character: Clerk

Side B: Train Robbers

Third character (Dave Rudabaugh): Fast Eddie

Sixth character: Slim

SET UP: Only side A is alerted. Each side B character sets up adjacent to some building on board HH. Otherwise, set up as explained in showdown 25.

SPECIAL RULES: All side B characters on the map when the showdown ends are captured. Both sides can exit the map only along the east and west edges.

THE CAMPAIGNS

Each campaign contains the following new sections:

HISTORY lists the interludes in order.

Each **INTERLUDE** can have the following sections:

1. **HEALING** states how the characters' wounds heal at the start of the interlude. Each character also regains all of his endurance boxes.

2. **SHOWDOWNS** lists the showdowns that are played.

3. **ASSIGNMENTS** lists which characters each group must assign and how they must be assigned.

a. Each group must assign the listed number of characters to each showdown, if possible. If it cannot, it defaults. *EXAMPLE:* If directed to "Assign 2-4 characters to showdowns 5 and 8", it must assign at least two and no more than four characters to each showdown.

b. Characters assigned to the same side each draw a card. The one who draws the lowest ID number is the lowest character on that side, the second lowest draw is the second lowest character, etc. Excess characters in the showdown are ignored. *EXAMPLE:* If two characters are assigned to a side with "second", "fourth" and "sixth" characters, they draw to see

who is the second character and who is the fourth. There is no sixth character.

4. **SPECIAL RULES** lists special rules in effect during that interlude's showdowns. Any **SPECIAL RULES** in the showdowns also remain in effect.

5. **BONUS POINTS** lists how characters earn extra victory points in that interlude's showdowns (ignore the **BONUS POINTS** sections in the showdowns). They also earn victory points normally from the **VICTORY POINTS** schedule. They earn victory points even if a showdown is not played because all enemy sides have defaulted.

6. **DEFAULT PENALTY** lists the victory points a character loses if he withdraws from the game or if his side defaults (if he withdraws and his side defaults, he loses the penalty twice).

7. **ROLE PLAYING BONUS** lists how westerners earn extra role playing points in the interlude's showdowns (ignore the **ROLE PLAYING BONUS** sections in the showdowns). Ignore this section until role playing is explained in rules section VII.

CAMPAIGN 1: FEUD

OPPOSING FORCES

The McSlatterys: Andy, Little Ernie, Ike, Old Man

The Aldriches: Dude, Fast Eddie, Gambler, Driver

HISTORY: Play showdowns 2, 7 and 16, followed by showdown 1.

FIRST INTERLUDE: The McSlatterys and Aldriches snipe at each other.

SHOWDOWNS: Play showdowns 2, 7 and 16.

ASSIGNMENTS

The McSlatterys: Assign all characters. Assign 1-2 characters to side A in each showdown.

The Aldriches: Assign all characters. Assign 1-2 characters to side B in each showdown.

DEFAULT PENALTY: -4 victory points

ROLE PLAYING BONUS: The Default penalty is -4 Fear.

Description: Bad feeling between two local families develops into a feud.

SECOND INTERLUDE: The families meet to shoot it out once and for all.

SPECIAL RULE: If neither side has lost a character, each player heals (reduces each type of wound by two points) and then the players go back and do the first interlude again. Do the second interlude only if one or more characters are out of the campaign.

HEALING: Each character reduces each type of wound by two.

SHOWDOWNS: Play showdown 1.

ASSIGNMENTS

The McSlatterys: Assign 1-4 characters (all surviving McSlatterys) to side A of showdown 1.

The Aldriches: Assign 1-4 characters (all surviving Aldriches) to side B of showdown 1.

DEFAULT PENALTY: -2 victory points

ROLE PLAYING BONUS: The Default penalty is -2 Fear.

CAMPAIGN 2: RANGE WAR

Description: A powerful cattlemen decides to clear the range of nesters and rustlers.

SPECIAL RULE: Captured characters are out of the campaign

HISTORY: Play each showdown in turn.

FIRST INTERLUDE: The Cattle Baron's men sweep the range.

SHOWDOWNS: Play showdowns 6, 10, and 24.

ASSIGNMENTS

Cattlemen: Assign all characters. Assign 2-4 characters to side A of each showdown.

Nesters: Assign only Andy, Little Ernie, Ike, Old Man, Driver, Sodbuster and John Henry. Assign 1-3 characters to side B of each showdown.

DEFAULT PENALTY: -8 victory points

ROLE PLAYING BONUS (all showdowns)

1. Each westerner on side B gets +2 Fear.

2. Default penalty: -6 Fear.

OPPOSING FORCES

Cattlemen: Cattle Baron, Foreman, Reb, Happy, Lucky, Lightning, Texas, Quiet Man, Slim

Nesters: Andy, Little Ernie, Ike, Old Man, Gun Artist, Kid, Sodbuster, John Henry

SECOND INTERLUDE: The nesters organize, and there is war on the range.

HEALING: Each character reduces each type of wound by two.

SHOWDOWNS: Play showdowns 5, 8, 15 and 18.

ASSIGNMENTS

Cattlemen: Assign all surviving characters.

1. Assign 2-4 characters to side A in showdowns 5 and 8.

2. Assign 1-3 characters to side B in showdowns 15 and 18.

Nesters: Assign all surviving characters.

1. Assign 1-3 characters to side B in showdowns 5 and 8.

2. Assign 1-4 characters to side A in showdowns 15 and 18.

DEFAULT PENALTY: -4 victory points

ROLE PLAYING BONUS: The Default penalty is -3 Fear.

CAMPAIGN 3: WAR PARTY

Description: A band of Apaches leaves the reservation to raid nearby settlements.

SPECIAL RULE: All captured characters are killed.

HISTORY: Play one showdown from the first interlude, one showdown from the second, and two showdowns from the third interlude.

FIRST INTERLUDE: The Apaches strike out across the wilds.

SHOWDOWNS: Play either showdown 8, showdown 10 or showdown 24.

ASSIGNMENTS

Settlers: Assign only the Mountain Man, Prospector and Scout. Assign 1 character to side B in each showdown.

Apaches: After the Settlers have assigned, randomly pick one showdown and assign all 4 Apaches to side A of that showdown. This is the showdown played; characters assigned to the other showdowns do not earn victory points.

SECOND INTERLUDE: The war party reaches the settled areas.

SHOWDOWNS: Play either showdown 6, showdown 8 or showdown 20.

ASSIGNMENTS

Settlers: Assign only the characters named below.

1. Assign the Sodbuster, Woman and Running Boy to side B of showdown 6.
2. Assign the Driver, Guard and John Henry to side B of showdown 8.
3. Assign the Cattle Baron, Lady and Ling Ho to side B of showdown 20.

Apaches: After the Settlers have assigned, randomly pick one showdown and assign all surviving (1-4) Apaches to side A of that showdown. This is the showdown played; characters assigned to the other showdowns do not earn victory points.

THIRD INTERLUDE: The Apache band tries to escape its pursuers.

ASSIGNMENTS

Settlers: Assign all surviving characters except the Woman, Lady and Running Boy. Assign 2-4 characters to side A of each showdown.

Apaches: After the Settlers have assigned, randomly pick one showdown and assign 1-2 Apaches to side B of that showdown. Then randomly pick another showdown and assign 1-2 characters to side B of that showdown. These are the two showdowns played; characters assigned to the other showdowns do not earn victory points.

CAMPAIGN 4: GOLD RUSH

Description: Prospectors, claim jumpers, thieves and a greedy mining company fight over claims in a lawless gold rush town.

HISTORY: Play each showdown in turn.

FIRST INTERLUDE: The prospectors are attacked.

SHOWDOWNS: Play showdowns 6, 11, 22 and 24.

ASSIGNMENTS

Prospectors: Assign all characters.

1. Assign 1-3 characters to side B of showdown 6.
2. Assign 1 character to side D of showdown 11.
3. Assign 1-2 characters to side C in showdowns 22 and 24.

Claim Jumpers: Assign all characters.

1. Assign 2-3 characters to side A of showdown 6.
2. Assign 1-2 characters to side C of showdown 11.

Robbers: Assign all characters. Assign 1-2 characters to side B in showdowns 11, 22 and 24.

Mining Company: Assign all characters.

1. Assign 1-2 characters to side A of showdown 11.
2. Assign 2-3 characters to side A in showdowns 22 and 24.

SPECIAL RULES

1. The money bags are not set up in showdown 11.
2. One prospector in each showdown is carrying a money bag counter.

BONUS POINTS

1. Each money bag is worth +6 victory points.
2. Each character who "holds the field" gets an extra +1 victory point.

DEFAULT PENALTY: -8 victory points

ROLE PLAYING BONUS (all showdowns)

1. Each westerner who survives gets +5 Money.
2. Each westerner who "holds the field" gets an extra +10 Money.
3. Each money bag counter is worth +30 Money points to all sides.
4. Default penalty: -6 Fear.

OPPOSING FORCES

Settlers: Mountain Man, Prospector, Scout, Sodbuster, Woman, Running Boy, Cattle Baron, Lady, Ling Ho, Driver, Guard, John Henry, Border Rider, El Jefe, Innocente, Marshal, Quiet Man, Slim, NCO, Veteran, Yankee

Apaches: Axe, Chief, Eagle, Hawk

DEFAULT PENALTY: -12 victory points

BONUS POINTS: The Settler in the showdown that is played gets +7 victory points.

ROLE PLAYING BONUS (the played showdown)

1. Each Indian in the showdown that is played gets -2 Respect.
2. Each Settler in the showdown that is played gets +3 Fear, +2 Respect.
3. Default penalty: -6 Fear.

HEALING: Each character reduces each type of wound by two.

SPECIAL RULES

1. In showdown 8, add the seventh character to side B.
2. In showdown 20, change the seventh character from side A to side B.

DEFAULT PENALTY: -8 victory points

BONUS POINTS: Each Settler in the showdown that is played gets +6 victory points.

ROLE PLAYING BONUS (the played showdown)

1. Each Indian in the showdown that is played gets -2 Respect.
2. Each Settler in the showdown that is played gets +3 Fear, +2 Respect.
3. Default penalty: -4 Fear.

HEALING: Each character reduces each type of wound by two.

SHOWDOWNS: Play two of the following showdowns: 10, 13, 15 and 18.

DEFAULT PENALTY: -4 victory points

BONUS POINTS: Each Indian in each showdown that is played gets +7 victory points.

ROLE PLAYING BONUS (the played showdowns)

1. Each Indian in each showdown that is played gets +3 Fear.
2. Default penalty: -2 Fear.

OPPOSING FORCES

Prospectors: Prospector, Mountain Man, Dude, Fast Eddie, Driver, Ling Ho, John Henry

Claim Jumpers: Andy, Little Ernie, Ike, Old Man

Robbers: Kid, Gun Artist, Fast Draw, Drifter

Mining Company: Banker, Clerk, Texas, Lightning, Slim, Quiet Man

SECOND INTERLUDE: The sides battle in a free-for-all.

HEALING: Each character reduces each type of wound by two.

SHOWDOWNS: Play showdowns 12, 16, 19 and 23.

ASSIGNMENTS

Prospectors: Assign all surviving characters.

1. Assign 1-2 characters to side C in showdowns 12 and 19.
2. Assign 2-4 characters to side A of showdown 23.

Claim Jumpers: Assign all surviving characters.

1. Assign 1-2 characters to side B in showdowns 12 and 16.
2. Assign 1 character to side B of showdown 19.

Robbers: Assign all surviving characters.

1. Assign 1 character to side D in showdowns 12 and 19.
2. Assign 1-2 characters to side B of showdown 23.

Mining Company: Assign all surviving characters. Assign 1-2 characters to side A in showdowns 12, 16 and 19.

SPECIAL RULE: In each showdown, one character on side A is carrying a money bag counter.

BONUS POINTS

1. Each money bag is worth +6 victory points.
2. Each character who "holds the field" gets an extra +2 victory points.

DEFAULT PENALTY: -4 victory points

ROLE PLAYING BONUS (all showdowns)

1. Each westerner who survives gets +10 Money.
2. Each westerner who "holds the field" gets an extra +20 Money.
3. Each money bag counter is worth +30 Money points to all sides.
4. Default penalty: -3 Fear.

STRIKING TABLE

WEAPON	HIT LOCATION							
	VITAL	CRIT	BODY	SIDE	HEAD	GUN	ARM	LEG
Bare hands	LIGHT 4 LOSE AIM	LIGHT 3 LOSE AIM	LIGHT 2	LIGHT 1	STUN 1	LIGHT 1 LOSE AIM	LIGHT 1	LIGHT 1
PAIL, DYN Bottle (B) one-handed gun ammo source	LIGHT 5 LOSE AIM	LIGHT 4 LOSE AIM	LIGHT 3	LIGHT 1	LIGHT 6 LOSE AIM	LIGHT 2 GUN HAND	LIGHT 2 OTHER HAND	LIGHT 2
SPD, CHAIR two-handed gun <i>BEAR HUG</i> <i>attack</i> <i>KICK attack</i>	STUN 4	LIGHT 6 LOSE AIM	LIGHT 3 LOSE AIM	LIGHT 2	STUN 3	LIGHT 3 GUN HAND GUN ARM 1	LIGHT 3 OTHER HAND OTHER ARM 1	LIGHT 3
TABLE, BALE Rock (R) <i>LOCK attack</i>	LIGHT 10 LOSE AIM STAGGER	LIGHT 8 LOSE AIM DROP	LIGHT 6 LOSE AIM DROP	LIGHT 2	STUN 4 DROP	STUN 2 GUN HAND GUN ARM 2	STUN 2 OTHER HAND OTHER ARM 2	STUN 2 STAGGER LEG 0
Tomahawk (TWK)	KILL	LIGHT 5 LOSE AIM	LIGHT 4	LIGHT 2	STUN 4 SERIOUS 0	STUN 2 GUN HAND GUN ARM 1	STUN 2 OTHER HAND OTHER ARM 1	LIGHT 3
Knife (KNF)	KILL	STUN 3 SERIOUS 1	LIGHT 4 LOSE AIM	STUN 1	LIGHT 3 LOSE AIM	STUN 1 GUN HAND GUN ARM 1	STUN 1 OTHER HAND OTHER ARM 1	LIGHT 3 LEG 0
Pitchfork (PF)	KILL	STUN 6 SERIOUS 2	STUN 3 SERIOUS 1	LIGHT 3	LIGHT 3 LOSE AIM	STUN 1 GUN HAND GUN ARM 2	STUN 1 OTHER HAND OTHER ARM 2	STUN 3 DROP SERIOUS 0 LEG 1
AXE Sabre (SBR)	KILL	STUN 6 SERIOUS 2	STUN 4 SERIOUS 1	STUN 2	STUN 8 SERIOUS 2	STUN 3 GUN HAND SERIOUS 0 GUN ARM 3	STUN 3 OTHER HAND SERIOUS 0 OTHER ARM 3	STUN 3 STAGGER SERIOUS 0 LEG 2

WEAPON LISTS

ONE-HANDED GUNS (*Wielding = 4*)

Code	Description	Calibre	Ammo	Range	Loading
C32	Sneak gun	.32	5	—	normal
C36c	Navy	.36cb	6	—	cap & ball
C41	Lightning	.41	6	—	normal
C44	Colt Frontier	.44	6	—	normal
C45	Peacemaker	.45	6	—	normal
C45c	Dragoon	.45cb	6	—	cap & ball
R41d	derringer ¹	.41	2	—	breakopen
SW38	Target pistol	.38	6	—	breakopen
SW45	Schofield	.45u	6	—	breakopen

TWO-HANDED GUNS (*Wielding = 2*)

Code	Description	Calibre	Ammo	Range	Loading
H44	Henry rifle	.44r	16	D3	breakopen
R10	Shotgun ¹	10g	2	B7	breakopen
R10s	Sawed-off shotgun ¹	10g	2	B5	breakopen
SH50	Sharps Old 50	.50	1	D4	normal
SD58	trapdoor	.58	1	D3	normal
W44	Winchester 73	.44	16	D4	normal
W44s	carbine	.44	13	D2 ²	normal

MELEE WEAPONS

Code	Description	Hands	Wielding
KNF	Knife	1 hand	4
SBR	Sabre	1 hand	2
THK	Tomahawk	1 hand	4
AXE	Two-handed axe	2 hands	1
PF	Pitchfork	2 hands	1
SPD	Spade	2 hands	1
PAIL	Pail	1 hand	2
B	Bottle	1 hand	4
DYN	Dynamite	1 hand	4

AMMO SOURCES (Role Playing)

Code	Description	Ammo	Hands	Wielding
GB	Gunbelt	20 ³	1 hand	2
BD	Bandolier	48 ³	2 hand	2
CB	Cartridge box	40 ⁴	1 hand	4

MOVABLE OBSTACLES (Optional)

Code	Description	Hands	Wielding
R	Rock	2 hands	-3
CHAIR	Chair	2 hands	-3
BALE	Bale of hay	2 hands	-6
TABLE	Table	2 hands	-6

Notes:

1. Double-barrelled gun (see rule 25).
2. Shooter needs only two or more AIM points on his target.
3. Handloaded or storebought shells only.
4. Cap and ball shells only.

Key:

Wielding is the weapon's wielding factor. See rules 16, 17 and 18.

Code is the gun's manufacturer, calibre and model (if unusual). The manufacturers are Colt (C), Henry (H), Remington (R), Sharps (SH), Springfield (SD), Smith and Wesson (SW) and Winchester (W). The models are cap and ball (c), derringer (d) and short barrelled (s).

Calibre is the size and make of the gun's shells. The letters indicate cap and ball shells (cb), derringer shells (d), undersized shells (u), rimfire shells (r) and the gauge of a shotgun shell (g).

Ammo is the maximum number of shells the gun (or ammo source) can hold.

Range is the range factor that affects the range when the gun shoots: D2 means divide the range by 2, D3 means divide the range by 3 and D4 means divide the range by 4. B5 and B7 identify blast patterns and shotgun bonus (see rule 24).

Loading is the loading method that defines how the gun is loaded. See rule 27.

Hands indicates whether the weapon is one-handed or two handed.

KILL TABLE

Victor's Fear	Victim's Fear:			
	0-3	4-7	8-11	12 +
0-3	+2 Fear	+4 Fear	+5 Fear	+6 Fear
4-7	+1 Fear	+2 Fear	+3 Fear	+4 Fear
8-11	+1 Fear	+1 Fear	+1 Fear	+2 Fear
12 +	+0 Fear	+1 Fear	+1 Fear	+1 Fear

KNOCKOUT TABLE

Victor's Fear	Victim's Fear:			
	0-3	4-7	8-11	12 +
0-3	+1 Fear	+2 Fear	+3 Fear	+4 Fear
4-7	+1 Fear	+1 Fear	+2 Fear	+3 Fear
8-11	+0 Fear	+1 Fear	+1 Fear	+1 Fear
12 +	+0 Fear	+0 Fear	+1 Fear	+1 Fear

IMPACT TABLE

GUN	SHOTGUN BONUS	HIT LOCATION							
		VITAL	CRIT	BODY	SIDE	HEAD	GUN	ARM	LEG
SD58 SH50	0-1	KILL	KILL	STUN 6 STAGGER SERIOUS 3	STUN 4 STAGGER SERIOUS 1	KILL	STUN 4 GUN HAND SERIOUS 2 GUN ARM 6	STUN 4 OTHER HAND SERIOUS 2 OTHER ARM 6	STUN 5 STAGGER SERIOUS 3 LEG 6
W44 C45 C45c	2	KILL	KILL	STUN 4 STAGGER SERIOUS 2	STUN 2 STAGGER	STUN 8	STUN 4 GUN HAND SERIOUS 1 GUN ARM 4	STUN 4 OTHER HAND SERIOUS 1 OTHER ARM 4	STUN 3 STAGGER SERIOUS 2 LEG 4
W44s H44 C44 SW45	3	KILL	STUN 8 STAGGER SERIOUS 3	STUN 3 SERIOUS 2	STUN 2	STUN 6	STUN 3 GUN HAND SERIOUS 1 GUN ARM 3	STUN 3 OTHER HAND SERIOUS 1 OTHER ARM 3	STUN 3 DROP SERIOUS 1 LEG 3
C41 C36c	4	KILL	STUN 6 SERIOUS 3	STUN 2 SERIOUS 1	LIGHT 4	STUN 4	STUN 2 GUN HAND GUN ARM 2	STUN 2 OTHER HAND OTHER ARM 2	STUN 2 DROP LEG 2
C32 R41d SW38	5 +	KILL	STUN 4 SERIOUS 2	LIGHT 4	LIGHT 2	LIGHT 4	LIGHT 2 GUN ARM 1	LIGHT 2 OTHER ARM 1	LIGHT 2 LEG 1

Explanation of Results:

Result:	Effect:
DROP	If upright, turn DOWN, draw three delay cards and LOSE AIM. No effect if DOWN.
GUN ARM n (Permanent)	Subtract n from aim time when using weapon in GUN HAND or BOTH HANDS box, or when making Bare Hands, BEAR HUG or LOCK attack.
GUN HAND	1. Drop any weapon (or other object) in GUN HAND box into hex. If a gun is dropped, it goes off (WILD SHOT). 2. Move any weapon (or other object) in BOTH HANDS to OTHER HAND box. 3. LOSE AIM.
KILL (Permanent)	Out of game.
LEG n (Permanent)	1. Draw n fatigue cards each time you move to a new hex while upright. Do not get this penalty when you STAGGER or when you move while DOWN. 2. Subtract n from aim time when making KICK attack.
LIGHT n	Draw n fatigue cards.
LOSE AIM	Remove all of your AIM markers from the map.
OTHER ARM n (Permanent)	Subtract n from aim time when using weapon in OTHER HAND or BOTH HANDS box, or when making BEAR HUG or LOCK attack.
OTHER HAND	1. Drop any weapon (or other object) in OTHER HAND box into hex. If a gun is dropped, it goes off (WILD SHOT). 2. Move any weapon (or other object) in BOTH HANDS box to GUN HAND box. 3. LOSE AIM.
SERIOUS n (Permanent)	1. Draw n fatigue cards at the start of each turn. 2. At end of showdown, draw a result card and add its DELAY value to the SERIOUS total. If the result is four or more, the character is killed.
STAGGER	If upright, draw a direction card and move, draw a direction card and turn, then DROP. No effect if DOWN.
STUN n	Draw n wound cards and LOSE AIM.

VICTORY POINTS

Survive: +2 points
 Hold field: +2 points
 Pass out: 0 points
 Run away: -2 points
 Surrender: -2 points
 Captured: -4 points
 Killed: -8 points
 Ally killed: -1 point
 Kill enemy: +2 points
 Knock out enemy: +1 point

Key:

1. "Draw a delay card:" Draw a result card. DELAY shows the number of delay points you get.
2. "Draw a fatigue card:" Draw a result card. DELAY shows the number of endurance boxes you cross off and the number of delay points you get.
3. "Draw a wound card:" Draw a result card. WOUND shows the number of endurance boxes you cross off and the number of delay points you get.
4. If a character has more delay points than endurance boxes on his sheet for two consecutive turns, he passes out and is out of the showdown.
5. STAGGER is inflicted before other penalties. If a character gets both a STAGGER and a DROP penalty he staggers and then drops.

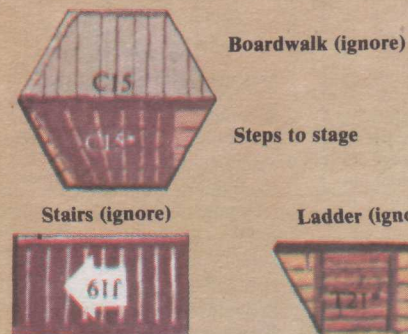
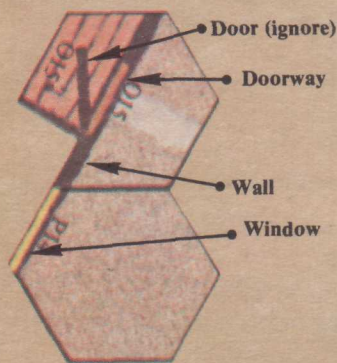
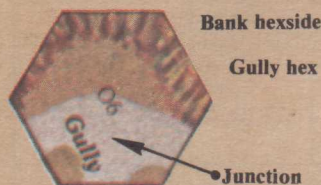
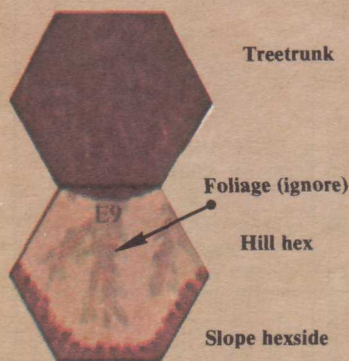
HIT LOCATIONS (from hit card)

Result:	Description:
"_"	(miss)
"LEG"	either leg
"GUN"	gun arm
"ARM"	other arm
"SIDE"	glancing body hit
"BODY"	non-vital body hit
"CRIT"	hit near vital area
"VITAL"	hits vital area
"HEAD"	hit side of head
"BE"	bullseye

ROLE PLAYING POINTS

Survive: +1 Respect, +1 Fear
 Hold field: +1 Respect, +1 Fear
 Pass out: 0 Respect, -1 Fear
 Run away: -1 Respect, -2 Fear
 Captured: 0 Respect, -1 Fear
 Surrender: -2 Respect, -2 Fear
 Wound card: -1 Comfort
 Killed: -100 Success
 Ally killed: -1 Fear, -1 Respect
 Kill enemy: -2 Respect, see KILL table.
 Knock out enemy: +1 Respect, see KNOCKOUT table.

TERRAIN



Headstone (obstacle)



Rockpile (obstacle)



Trough (obstacle)



Well (obstacle)



Stove (obstacle)



Bar/counter (obstacle)



Table (obstacle)



Fence hexside



HEIGHTS

Elevation	Terrain Feature or Counter
—	10. All walls and tree trunks
HILL	9. upright counters 8. obstacles 7. DOWN body counters
GROUND	6. slope hexsides 5. upright counters 4. windows, obstacles 3. DOWN body counters 2. bank hexsides
GULLY	1. all counters

1. To find the height of a feature or counter, find the elevation of its hex and then find its height within that elevation. When comparing a counter and a feature, the entry showing the higher number has the greater height.

2. If a body counter is upright, use the **upright counters** entry. If it is DOWN, use the **DOWN body counters** entry. Head counters always use the **upright counters** entry. **EXCEPTION:** A DOWN counter on an obstacle is upright in height and uses the **upright counters** entry.

3. Foliage does **not** block LOS.

MOVEMENT EFFECTS

Type of terrain:	Movement cost:	Head counter:
Wall hexside	cannot cross ¹	cannot cross ¹
Corner	can move around corner without penalty	can put head around corner without penalty
Door hexside	no penalty to cross	no penalty to cross
Window hexside	2 delay cards to cross	no penalty to cross
Bank hexside	2 delay cards to cross	no penalty to cross
Slope hexside	2 delay cards to cross	no penalty to cross
Door hexside	2 delay cards to cross	no penalty to cross
Fence hexside	2 delay cards to cross	no penalty to cross
Obstacle hex	2 delay cards to enter or leave ²	no penalty to enter or leave
Well or Forge	if enter, killed	no penalty to enter
Steps hex	no penalty to enter or leave ²	no penalty to enter or leave
Boardwalk hex	no penalty to enter or leave	no penalty to enter or leave
Floorboards	no penalty to enter or leave	no penalty to enter or leave
Tree trunk hex	cannot enter ¹	cannot enter ¹
Small tree trunk	cannot enter ¹	cannot enter ¹

Notes:

1. A character draws two delay cards if he tries this move.
2. There is no penalty to move from steps hex to stage hex or vice versa.
3. A character cannot even try to move onto the tree trunk—it is not a hex.

OPTIONAL HEIGHTS

Elevation	Terrain Feature or Counter
—	30. Tree trunks, regardless of elevation
THIRD FLOOR	29. any counter on two-story roof 28. edges of two-story roofs
FOLIAGE	27. Foliage 26. any counter on ladder above second floor
SECOND FLOOR	25. upright counter on second floor or on one-story roof 24. obstacles ¹ on second floor <i>bottom edge of table</i> 23. DOWN body counter on second floor or on one-story roof 22. edges of two-story roofs
HILL	21. <i>bottom edge of Foliage</i> 20. any counter on horse ² or on roof, seat or tailgate of stagecoach 19. horses ² 18. upright counter on hill, stairs or ladder ³ 17. obstacles ⁴ , stagecoach walls, <i>bottom edge of horse², bottom edge of table</i> 16. DOWN body counter on hill or stairs 15. stagecoach walls, edge of stagecoach roof
GROUND	14. slope hexsides 13. upright counter on wagon floor ⁶ or horse ⁵ 12. horses ⁵ 11. upright counter 10. buckboard walls ⁷ 9. DOWN body counter on wagon floor ⁶ 8. obstacles ⁸ , <i>bottom edge of buckboard⁹, bottom edge of horse⁵, bottom edge of table</i> 7. DOWN body counter 6. bank hexsides
GULLY	5. any counter on horse ¹⁰ 4. horse ¹⁰ 3. upright counter 2. obstacles ¹¹ , <i>bottom edge of horse¹⁰</i> 1. DOWN body counter

Notes:

1. Includes movable obstacles on second floors.
2. Upright horse in hill hex.
3. Only ladders between ground floor and second floor.
4. Includes movable obstacles and DOWN horses on hills.
5. Upright horse in ground level hex.
6. Or on floor of stagecoach.
7. Or window at side of stagecoach.
8. Includes movable obstacle or DOWN horse in ground level hex.
9. And stagecoach.
10. Upright horse in gully hex.
11. Includes movable obstacle or DOWN horse in gully.