

Gunslinger



Showdown Viking Con 2007: Bad Tequila

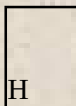
Description: Deadrock, New Mexico, 1876. En gruppe af statens værste banditter har tømt banken i minebyen Deadrock for sølv. Efter en lang flugt har de rystet forfølgerne af deres spor og holder et velfortjent hvil. Der bliver drukket tæt omkring bålet, og en kombination af to dages hårdt ridt under en stegende sol og alt for meget hjemmebrand, får temperamentet til at koge over. Et skænderi om hvordan byttet skal fordeles ender med de fulde banditter trækker pistoler og knive. Kun den sidste mand i live, får glæde af sølvet.

Opposing Forces:

	Weapons	Cards	Skills					Counter
			1H	2H	BR	OH	ST	
<i>Side A:</i>								
First Character: Arkasaw Kid	C45, C32, Knf	2,2	+3	0	0	-1	20	Red K
<i>Side B:</i>								
Second Character: Freddy Fast	C44, C36, Knf	2	+1	0	0	no	20	Red F
<i>Side C:</i>								
Third Character: Gill the Gun	C45, SW38		+3	+3	0	0	20	Red G
<i>Side D:</i>								
Fourth Character: Backshot Bobby	C45, R41d	3	+2	+2	0	no	20	Red B
<i>Side E:</i>								
Fifth Character: Straight George	C44, R41d, Knf, Knf	2,4	+2	0	+2	-1	10	Lt Brw G
<i>Side F:</i>								
Sixth Character: Indian Jim	C44, C36, Knf	3	+2	+2	0	-1	20	Gld Brw I
<i>Side G:</i>								
Seventh Character: Danny Dix	SW45, SW38 (d.a)	3	+2	+2	0	no	20	Lt Brw D

SET UP: Ingen af siderne er Alerted. Alle har en Bottle i Gun Hand. Alle sætter op efter tur; maksimalt to felter fra P18 - alle står op.

MAP:



SPECIAL RULES:

1. Ingen kan stikke af (det er jo midt i ørkenen)
2. Der er Darkness (Rule 5.5; Afstand for at ramme er fordoblet; LOS max 12 felter)
3. Der er en Campfire i felt P18 (Rule 5.6; Ophæver Darkness inden for to felter; En Character tager et Wound Card for hvert Segment han er i bålet).
4. Skizo 1: Max Aim på et felt er 4 Aim
5. Skizo 2: BE Hits skal placeres et visuelt sted (ej Crit / Vital)
6. Skizo 3: Fra første spiller har planlagt sin tur, har alle 60 sekunder til at blive klar med deres tur.

GAME LENGTH: 15 turns

BONUS POINTS: De banditter der er ved bevidsthed efter tur 15, skal dele bankens sølv. Da det er surt at dele med andre, får de hver -2 pts per Character, der er ved bevidsthed.





1ST CHARACTER: Arkansaw Kid

PERMANENT WOUNDS:

BONUS CARDS: 2,2
 SHOOT ONE-HANDED GUN: +3
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: -1

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED	OTHER HAND	BOTH HANDS	GUN HAND
Knife (Wielding 4)			

C45:
CAPACITY (6)

○○○○○○

C32:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

2ND CHARACTER: Freddy Fast

PERMANENT WOUNDS:

BONUS CARDS: 2
 SHOOT ONE-HANDED GUN: +1
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20



HOLSTERED	OTHER HAND	BOTH HANDS	GUN HAND
Knife (Wielding 4)			

C44:
CAPACITY (6)

○○○○○○

C36:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

3RD CHARACTER: Gill the Gun

PERMANENT WOUNDS:



BONUS CARDS:

SHOOT ONE-HANDED GUN: +3
 SHOOT TWO-HANDED GUN: +3
 BRAWLING: 0
 OTHER HAND: 0

SERIOUS:

GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)
 ○○○○○○

SW38:
CAPACITY (6)
 ○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

4TH CHARACTER: Backshot Bobby

PERMANENT WOUNDS:



BONUS CARDS: 3

SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: +2
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:

GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)
 ○○○○○○

R41D:
CAPACITY (2)
 ○○

GUN:
CAPACITY:

GUN:
CAPACITY:

5TH CHARACTER: Straight George

PERMANENT WOUNDS:



BONUS CARDS: 2,4
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: +2
 OTHER HAND: -1

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10

HOLSTERED Knife (Wielding 4)	OTHER HAND	BOTH HANDS	GUN HAND
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C44: CAPACITY (6) ○○○○○○	R41D: CAPACITY (2) ○○	GUN: CAPACITY:	GUN: CAPACITY:
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6TH CHARACTER: Indian Jim

PERMANENT WOUNDS:



BONUS CARDS: 3
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: +2
 BRAWLING: 0
 OTHER HAND: -1

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED Knife (Wielding 4) Knife (Wielding 4)	OTHER HAND	BOTH HANDS	GUN HAND
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C44: CAPACITY (6) ○○○○○○	C36: CAPACITY (6) ○○○○○○	GUN: CAPACITY:	GUN: CAPACITY:
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7TH CHARACTER: Danny Dix

BONUS CARDS: 3
SHOOT ONE-HANDED GUN: +2
SHOOT TWO-HANDED GUN: +2
BRAWLING: 0
OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
GUN HAND:
OTHER HAND:
LEG:



ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

SW45:
CAPACITY (6)

○○○○○○

SW38 (D.A.):
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY: