

Gunslinger



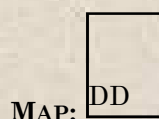
Showdown Viking Con 2007: Full House

Description: Fort Smith, Arkansas, 1876. I den lovløse by på grænsen af indianerterritoriet, er en gruppe mænd samlet omkring - lige fra den professionelle spiller, der ejer saloonen, til den skruppelløse kvægbaron og nogle af egnens mest eftersøgte mænd. Alle har satset stort, og ingen har råd til at tabe - og snart begynder et skænderi hvor anklager om falskspil fører til skydderi. I forvirringen prøver alle at redde sig selv - og ikke mindst en ordentlig luns af pengene.

| Opposing Forces: | Weapons | Cards | Skills | Counter | | | | | | |
|------------------------------------|----------------------|-------|--------|---------|----|----|----|----|-----------|--|
| | | | | 1H | 2H | BR | OH | ST | | |
| <i>Side A - Player One:</i> | | | | | | | | | | |
| 1st Character: Gamblin' George (*) | C44, R41d, Knf, Knf | | 2,4 | +2 | 0 | +2 | no | 10 | Lgt Brw G | |
| 8th Character: Benny Barkeep | R10s, C45, Knf | | 5,8 | 0 | 0 | +2 | no | 20 | Lgt Brw K | |
| <i>Side A - Player Two:</i> | | | | | | | | | | |
| 4th Character: Dan the Dude | R10s, SW45, SW38(da) | | 3 | +2 | +2 | 0 | no | 20 | Lgt Brw D | |
| 11th Character: Pretty Floozy | R41d, Knf | | 1,4,7 | 0 | -2 | 0 | no | 20 | Lgt Brw F | |
| <i>Side B - Player One:</i> | | | | | | | | | | |
| 2nd Character: Charlie Baron (*) | C45, Knf | | | 0 | 0 | 0 | no | 20 | Gld Brw C | |
| 9th Character: Greg Foreman | C44, Knf | | 5,8 | 0 | +1 | +1 | no | 25 | Gld Brw F | |
| <i>Side B - Player Two:</i> | | | | | | | | | | |
| 5th Character: Ike Ernest | C44, Knf | | 3 | +2 | +2 | 0 | -1 | 20 | Gld Brw I | |
| 12th Character: Little Ernest | SW45, Knf | | 1,2 | +1 | 0 | 0 | -2 | 15 | Gld Brw B | |
| <i>Side C - Player One:</i> | | | | | | | | | | |
| 3rd Character: Archie Two-Gun (*) | C45, SW38 | | | +3 | +3 | 0 | 0 | 20 | Red G | |
| 10th Character: Danny Fast | C44, Knf | | 2 | +1 | 0 | 0 | no | 20 | Red F | |
| <i>Side C - Player Two:</i> | | | | | | | | | | |
| 6th Character: Backroom Rico | C45, R41d | | 3 | +2 | +2 | 0 | no | 20 | Red B | |
| 13th Character: El Innocente | C45, C45, Knf | | 7,8 | +2 | 0 | 0 | no | 25 | Red I | |
| <i>Side D - Player Three:</i> | | | | | | | | | | |
| 7th Character: Tex (*) | C45, Knf | | 3,9 | +1 | +1 | +1 | no | 25 | Lgt Blu T | |
| 14th Character: Quiet Gringo | C44, C32, Knf | | 3 | +2 | 0 | 0 | no | 20 | Lgt Blu Q | |

SET UP: Ingen er Alerted. Der på saloonens førstesalg placeret et bord og fire pengesække i felt H20, og 4 stole fordelt i felterne G21, H21, I20 og I21.

Spillerne sætter op i rækkefølge. Characters mærket med (*) begynder i samme felt som en stol på førstesalen - resten placeres frit på plade DD (ikke førstesalen) mindst 2 Hexes fra hinanden.



SPECIAL RULES:

1. Hver spiller styrer to forskellige Characters.
2. Der er førstesal på saloonen (DD).
3. Side A kan ikke stikke af.
4. Frem til tur 15 kan ingen stikke af uden mindst 1 Moneybag.
5. Skizo 1: Max Aim på et felt er 4 Aim
6. Skizo 2: BE Hits skal placeres et visuelt sted (ej Crit / Vital)
7. Skizo 3: Fra første spiller har planlagt sin tur, har alle 60 sekunder til at blive klar med deres tur.

GAME LENGTH: 20 turns

Bonus Points:

Hver pengepose du overlever med: +5 pts.

Dræbe en Character, der har dræbt den anden af dine Characters: +5 pts.



Side A: Player One



1ST CHARACTER: Gamblin' George

PERMANENT WOUNDS:

BONUS CARDS: 2,4
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: +2
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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|--|--------------------------|--------------------------|------------------------|
| <p>HOLSTERED</p> <p>Knife (Wielding 4) Knife (Wielding 4)</p> | <p>OTHER HAND</p> | <p>BOTH HANDS</p> | <p>GUN HAND</p> |
|--|--------------------------|--------------------------|------------------------|

| | | | |
|---|--|----------------------------------|----------------------------------|
| <p>C44: CAPACITY (6)</p> <p>○○○○○○</p> | <p>R41D: CAPACITY (2)</p> <p>○○</p> | <p>GUN: CAPACITY:</p> | <p>GUN: CAPACITY:</p> |
|---|--|----------------------------------|----------------------------------|



8TH CHARACTER: Benny Barkeep

PERMANENT WOUNDS:

BONUS CARDS: 5,8
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: +2
 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 |
| | | | | | | | | | |

| | | | |
|---|--------------------------|--------------------------|------------------------|
| <p>HOLSTERED</p> <p>Knife (Wielding 4)</p> | <p>OTHER HAND</p> | <p>BOTH HANDS</p> | <p>GUN HAND</p> |
|---|--------------------------|--------------------------|------------------------|

| | | | |
|--|---|----------------------------------|----------------------------------|
| <p>R10s: CAPACITY (2)</p> <p>○○</p> | <p>C45: CAPACITY (6)</p> <p>○○○○○○</p> | <p>GUN: CAPACITY:</p> | <p>GUN: CAPACITY:</p> |
|--|---|----------------------------------|----------------------------------|

Side A: Player Two

4TH CHARACTER: Dan the Dude

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 |
| | | | | | | | | | |

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|------------------|-------------------|-------------------|-----------------|
| HOLSTERED | OTHER HAND | BOTH HANDS | GUN HAND |
|------------------|-------------------|-------------------|-----------------|

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|--|--|---|--------------------------|
| R10s: CAPACITY (2) ○○ | SW45: CAPACITY (6) ○○○○○○ | SW38 (D.A.): CAPACITY (6) ○○○○○○ | GUN: CAPACITY: |
|--|--|---|--------------------------|

11TH CHARACTER: Pretty Floozy

BONUS CARDS: 1,4,7
 SHOOT ONE-HANDED GUN: 0
 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 |
| | | | | | | | | | |

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|------------------|-------------------|-------------------|-----------------|
| HOLSTERED | OTHER HAND | BOTH HANDS | GUN HAND |
|------------------|-------------------|-------------------|-----------------|

Knife (Wielding 4)

| | | | |
|--|--------------------------|--------------------------|--------------------------|
| R41D: CAPACITY (2) ○○ | GUN: CAPACITY: | GUN: CAPACITY: | GUN: CAPACITY: |
|--|--------------------------|--------------------------|--------------------------|

Side B: Player One



2ND CHARACTER: Charlie Baron

PERMANENT WOUNDS:

BONUS CARDS:
 SHOOT ONE-HANDED GUN: 0
 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

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

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GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:



9TH CHARACTER: Greg Foreman

PERMANENT WOUNDS:

BONUS CARDS: 5,8
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: +1
 BRAWLING: +1
 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 |
| 21 | 22 | 23 | 24 | 25 | | | | | |

HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

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GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

Side B: Player Two

5TH CHARACTER: Ike Ernest

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

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

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



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
 CAPACITY (6)

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GUN:
 CAPACITY:

GUN:
 CAPACITY:

GUN:
 CAPACITY:

12TH CHARACTER: Little Ernest

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

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 | | | | | |
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HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

SW45:
 CAPACITY (6)

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GUN:
 CAPACITY

GUN:
 CAPACITY:

GUN:
 CAPACITY:

Side C: Player One

3RD CHARACTER: Archie Two-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:

ENDURANCE:

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

VICTORY POINTS EARNED:

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

**C45:
CAPACITY (6)**

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**SW38:
CAPACITY (6)**

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**GUN:
CAPACITY:**

**GUN:
CAPACITY:**

10TH CHARACTER: DANNY 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:

ENDURANCE:

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

VICTORY POINTS EARNED:

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

Knife (Wielding 4)

**C44:
CAPACITY (6)**

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**GUN:
CAPACITY:**

**GUN:
CAPACITY:**

**GUN:
CAPACITY:**

Side C: Player Two



6TH CHARACTER: Backroom Rico

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:

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|----|----|----|----|----|----|----|----|----|----|
| 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)

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R41D:
CAPACITY (2)

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GUN:
CAPACITY:

GUN:
CAPACITY:

13TH CHARACTER: El Innocente

PERMANENT WOUNDS:

BONUS CARDS: 7,8
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

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|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | | | | | |



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

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C45:
CAPACITY (6)

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GUN:
CAPACITY:

GUN:
CAPACITY:

Side D: Player One

7TH CHARACTER: Tex

BONUS CARDS: 3,9
 SHOOT ONE-HANDED GUN: +1
 SHOOT TWO-HANDED GUN: +1
 BRAWLING: +1
 OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

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|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | | | | | |



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

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GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

14TH CHARACTER: QUIET GRINGO

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

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

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

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

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C32:
CAPACITY (6)

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GUN:
CAPACITY:

GUN:
CAPACITY: