

Gunslinger



Showdown Viking Con 2007: Shanty Town Shootout

Description: Corkstown, Colorado, 1876. Den erfaren bankrøver Mad Maddocks er på flugt fra loven efter at have plyndret banken i Aspen, og gemmer sig nu i byens udkant. Men rygterne om hans bytte trækker to rivaliserende irske bander til, der begge vil have fingrene i de nemme penge. I nattens mørke kommer det til skyderi, da banderne tørne sammen.

Opposing Forces:

	Weapons	Cards		Skills				Counter
		1H	2H	BR	OH	ST		
<i>Side A - O'Neil banden</i>								
First Character: Dillon	R10s, C44, C32, Knf	3	0	+2	0	no	20	Red D
Fourth Character: Fionn	C44, C32, Knf	2	+1	0	0	no	20	Red F
Sixth Character: Iollan	C44, C41, Knf	7,8	+2	0	0	no	25	Red I
<i>Side B - Riley banden:</i>								
Second Character: Alroy	R10s, C44, Knf	4,6,9	0	0	0	no	25	Gld Brw A
Fifth Character: Bartley	C41, C41, Knf	1,2	0	0	0	-2	20	Gld Brw B
Seventh Character: Ronan	C44, SW38, Knf	3	0	0	0	no	20	Gld Brw R
<i>Side C - Bankrøveren</i>								
Third Character: Mad Maddocks	R10, C44, C44, Knf	2,5,6,9+3	+3	0	-2	20	Lgt Blu M	

SET UP: Ingen af siderne er Alerted. Side C sætter op hemmeligt indenfor i et af husene. Side B og C sætter op i Character rækkefølge; B begynder i kolonne A-C på HH, og side C begynder i række 22-24 på GG.

Efter alle har placeret Characters, placerer Side C sine 4 Moneybags i et felt, der er mindst to Hexes fra Third Character.

MAP:

HH	GG

SPECIAL RULES:

1. Frem til tur 10, kan ingen stikke af uden at have mindst en Moneybag.
2. Side A kan kun stikke af langs kolonne A på HH.
3. Side B kan kun stikke af langs række 24 på GG.
4. Side C kan kun stikke af langs række 24 på HH.
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

Alle der er tilbage efter tur 20 bliver automatisk Captured af sheriffens folk, der kommer rendende og blander sig.

BONUS POINTS:

Hver Money Bag giver +4 Pts.

Side A +1 Pts for "Kill Enemy" vs. Side B.

Side B +1 Pts for "Kill Enemy" vs. Side A.



1ST CHARACTER: Dillon O'Neil

PERMANENT WOUNDS:

BONUS CARDS: 3
SHOOT ONE-HANDED GUN: 0
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

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

R10s:
CAPACITY (2)

○○

C44:
CAPACITY (6)

○○○○○○

C32:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

2ND CHARACTER: Alroy Riley

PERMANENT WOUNDS:

BONUS CARDS: 4,6,9
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
21	22	23	24	25					

HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

R10s:
CAPACITY (2)

○○

C44:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

3RD CHARACTER: Mad Maddocks

PERMANENT WOUNDS:

BONUS CARDS: 2, 5, 6, 9
SHOOT ONE-HANDED GUN: +3
SHOOT TWO-HANDED GUN: +3
BRAWLING: 0
OTHER HAND: -2

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)

R10:
CAPACITY (2)

OO

C44:
CAPACITY (6)

OOOOOO

C44:
CAPACITY (6)

OOOOOO

GUN:
CAPACITY:

4TH CHARACTER: Fionn O'Neil

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)

OOOOOO

C32:
CAPACITY (6)

OOOOOO

GUN:
CAPACITY:

GUN:
CAPACITY:

5TH CHARACTER: Bartley Riley

PERMANENT WOUNDS:

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

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10

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

C41: CAPACITY (6) ○○○○○○	C41: CAPACITY (6) ○○○○○○	GUN: CAPACITY:	GUN: CAPACITY:
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6TH CHARACTER: Iolan O'Neil

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:

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	OTHER HAND	BOTH HANDS	GUN HAND
Knife (Wielding 4)			

C44: CAPACITY (6) ○○○○○○	C41: CAPACITY (6) ○○○○○○	GUN: CAPACITY:	GUN: CAPACITY:
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7TH CHARACTER: Ronan Riley

PERMANENT WOUNDS:

BONUS CARDS: 3
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

C44:
CAPACITY (6)

○○○○○○

SW38:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY: