

GUNSLINGER

Showdown VikingCon 2004: High noon at New Haven

Description: New Haven, Wyoming, August 1896: A small town like New Haven is not big enough for more than one major criminal and the local outlaws have decided to settle their fight for New Haven once and for all. When the New Haven bell strikes noon its every man for himself and last man standing will control the town. Unfortunately for the local bullies, a US marshal and his deputy have heard about the fight and ride into town just before showdown.

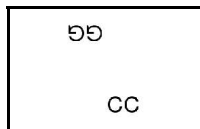
This showdown is apocryphal.

OPPOSING FORCES:

	Weapons	Cards	Skills					Counter
			1H	2H	BR	OH	ST	
<i>Side A: Marshal and deputy</i>								
First character: Marshal	W44, C45, C45, KNF	2,5,6,9	+3	+3	0	-2	20	Lt bwn M
Seventh character: Ike	C44, KNF	3	+2	+2	0	-1	20	Gld bwn I
<i>Side B:</i> Second character: Kid	C45, C32, KNF	2,2	+3	0	0	-1	20	Red K
<i>Side C:</i> Third character: Gun Artist	C45, SW38		+3	+3	0	0	20	Red G
<i>Side D:</i> Fourth character: Border Rider	C45, R41d	3	+2	+2	0	no	20	Red B
<i>Side E:</i> Fifth character: Innocente	R10, C45, C45, KNF	7,8	+2	0	0	no	25	Red I
<i>Side F:</i> Sixth character: Quiet Man	W44, C44, C32, KNF	3	+2	0	0	no	20	Lt blue Q

SET UP: Side A is alerted. Side A secretly sets up first then side B (in secret), then side C (in secret) etc. Side A may discuss where they are to set up prior to setup.

MAP:



SPECIAL RULES:

1. All characters on side B, C, D, E and F are captured at the end of the showdown.
2. All sides can exit the map along any edge.
3. Use optional rule 5.3 (shade).
4. Skizofrenia 1: Maximum aim points on a hex is 4 [House rule]

GAME LENGTH: 20 turns

BONUS POINTS: The usual.

Kill Marshall: +3 (this replaces the +2 for kill enemy)

Kill deputy: +3 (this replaces the +2 for kill enemy)