

Showdown: Lincolnville

by Claus Ekstrøm

Description: Lincolnville, Oklahoma, August 1871: After having laid low for a month following a bank robbery, members of the Granger gang head back to the gang's rendezvous point. On the way back, three gang members pass through a small town and decide to rob the local freight office. This showdown is apocryphal.

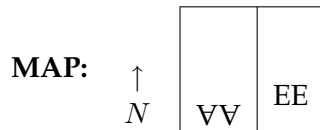
OPPOSING FORCES

Side A: Townsfolk

First character: Marshal	W44, C45, C45, KNF	2, 5, 6, 9	+3	+3	0	-2	20
Third character: Owner	R10, SW38, KNF		0	0	0	no	20
Fifth character: Clerk	R10s, C32 (d.a.), KNF		0	0	0	no	20
Seventh character: NCO	C41, SBR		0	0	+1	no	20

Side B: Gang members

Second character: Innocente	R10, C45, C45, KNF	7, 8	+2	0	0	no	25
Fourth character: Texas	W44, C45, KNF	3, 9	+1	+1	+1	no	25
Sixth character: Fast Draw	H44, C44, KNF	2	+1	0	0	no	20



GAME LENGTH: 20 turns

SET UP: Side B is alerted. Side A: Sets up first. First character sets up in Q10EE and third character in STORE on map EE or inside any building on map AA. Fifth character sets up inside STORE and seventh character can set up anywhere outside and *not* in LOS of hex N8EE. Side B sets up with one character in hex N8EE, one character in FREIGHT OFFICE and one character in SAFE (i.e., second character can choose between any of the three locations, fourth character can choose between the two locations not taken by second character and sixth character sets up in the last of the three locations). Set up a money bag counter in hex Q8EE.

SPECIAL RULES

1. Side B can exit the map only along the north side of board EE. Side A can exit along any map edge.
2. All side B characters on the map at the end of the showdown are captured.
3. Use optional rule 5.3 (shade).
4. The money bag counter is worth +4 victory points to side B (to be shared by all surviving, non-captured members). The MB is picked up using card 9, "Draw and Cock 3", and can be holstered using card 9 again.
5. Side B get time to plan their setup before setting up.
6. Side A does not get +2 victory points for "hold field". Side B does not get a -2 victory point penalty for running away.