

GUNSLINGER SHOWDOWN: DODGE CITY RAILROAD

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(<https://www.ekstroem.com/gunslinger/>)

Description: Dodge City, Kansas, September 1872. In 1871, Henry L. Sitler constructed a sod house on Boot Hill five miles west of Fort Dodge. From his house, Sitler could keep an eye on both his ranch and the indians and his home became a stopping place for buffalo hunters and traders along the Santa Fe trail ([More background here](#)).

In 1872 Dodge City was founded with Sitler's house as its first building. Dodge City expanded quickly and became an important trading post especially for buffalo hunters. In September 1872 the first train arrived in Dodge City on the new [Atchison, Topeka and Santa Fe](#) railroad.

Everyone in the city and its surroundings is eagerly awaiting the arrival of the first train. When some "bloody non-locals" cuts the line to get the best spot for viewing the train, the others decide to teach them a lesson.

Opposing forces

Characters	Weapons	Cards	1H	2H	BR	OH	ST	Counter
<i>Side A: Townsfolk</i>								
First character: Owner			0	0	0	no	20	Lt bwn O
Fifth character: Clerk	Bottle		0	0	0	no	20	Lt bwn C
Seventh character: Reb	KNF	3	0	0	0	no	20	Gld bwn R
<i>Side B: Second character: John Henry</i>								
		5, 6, 8, 9	0	0	+2	no	40	Lt blue J
<i>Side C: Mexicans</i>								
Third character: Innocente		7, 8	+2	0	0	no	25	Red I
Sixth character: El Jefe	Bottle		0	+2	0	no	20	Red J
<i>Side D: Fourth character: Ling Ho</i>								
	Pail	1, 4, 5, 6, 7	0	0	+2	no	25	Lt bwn L

Set up

No one is alerted. Each character carries the weapons shown in the table above. Put a chair in hex H6, a SPD in G10*, and a PAIL in D10. The first character sets up first, then the second, and so on. All characters except character two can set up in the waiting room and in hexes F2-F6. Character two can set up in F2-F7

Map

Railroad map

Special Rules

1. All sides can exit along any map board side.

Game Length

10+ turns.

At the end of turn 10 and every turn thereafter a Results card is drawn. If the number of that card is less than to twice the current turn number then the showdown immediately ends as the train arrives. All characters located on the railway tracks are immediately killed when the train arrives.

Bonus Points

These replace the usual ones:

Status	Points
Kill enemy	-6
Knock-out enemy	+2
Make enemy stagger or drop	+1
Ally unconscious	-1

The following points are awarded to conscious characters who are alone (*i.e.*, no other conscious characters in the same hex) in the following hexes at the end of the game:

Hex	Points
F5	+3
F4	+2
F6	+2