

GUNSLINGER SHOWDOWN: THE CREEK

Claus Thorn Ekstrøm

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

Description: Patooga Creek, near Trinidad, Colorado, August 1865. Prospectors have found a cozy place where they can settle down and dig for gold. Unfortunately, they have chosen to settle where the local mining baron wants to expand his operation, and the pioneers refuse to move. One afternoon, a couple of thugs show up at the pioneers' camp to teach them a lesson and "persuade" them to move but the pioneers fight back. Extremely loosely based on the movie "Pale Rider".

Opposing forces

Characters	Weapons	Cards	1H	2H	BR	OH	ST	Counter
<i>Side A: Scared, oppressed settlers</i>								
First character: Old man	none	5, 7, 8	0	0	+1	no	25	Gld bwn O
Third character: Prospector	PAIL		0	0	0	no	25	Lt blue P
Fifth character: Ike	SPD	3	+2	+2	0	-1	20	Gld bwn I
Seventh character: Running Boy	KNF	1	-1	0	-2	no	15	Gld bwn B
<i>Side B: Oppressing thugs</i>								
Second character: Texas	none	3, 9	+1	+1	+1	no	25	Lt blue T
Fourth character: Andy	none	4, 6, 9	0	0	0	no	25	Gld bwn A
Sixth character: Foreman	KNF	5, 8	0	+1	0	no	25	Gld bwn F

Small version

Use characters 1 to 5.

Set up

No one is alerted. Each character carries the weapons shown in the table above. Put a SPD in Q19, and a PAIL in each of the hexes P19 and P16.

Before the scenario starts, side B decides which map side they want to attack from. They write their decision secretly on a piece of paper.

Side A: Sets up first within at most one hex distance to a rock pile. Two characters cannot set up based on the same rock pile.

Side B: Sets up second along the map side they chose in the beginning.

Map

The River

Special Rules

1. Side B can only escape along the map side the attacked from. Side A can exit along any of the other three map board sides.
2. All water hexes *except* the ford (R14 and S15) should be considered obstracle hexes.
3. Characters who start their turn being DOWN in any water hex and not having a HEAD OUT status draw a WOULD card.

Game Length

20 turns.

Bonus Points

These replace the usual ones

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