

GUNSLINGER

Showdown VikingCon 1999: The Ketchum posse

Description: Liberty, New Mexico, June 1896: In early June brothers Tom and Sam Ketchum stole some supplies from Bell Ranch where they had worked as cowboys. On June 10th they arrived in Liberty, New Mexico and the same night they robbed the town postoffice/store owned by Levi and Morris Herstein. In the cover of darkness the Ketchums rode towards Pecos River but Levi Herstein quickly gathered a posse and went after the robbers.

This showdown represents the fight between Ketchum and the posse. Tom and Sam Ketchum killed nearly all pursuers and escaped to Arizona.



Tomas Ketchum

OPPOSING FORCES:

	Weapons	Cards	Skills					Counter
			1H	2H	BR	OH	ST	
<i>Side A: The posse</i>								
First character (Levi Herstein): Clerk	R10s, C32 (d.a.)		0	0	0	no	20	Lt bwn C
Third character: Fast Eddie	W44s, C44	2	1	0	0	no	20	Lt bwn E
Fourth character: Reb	H44, C36c	3	0	0	0	no	20	Gld bwn R
Sixth character: Happy	H44, C45, KNF		0	0	0	no	20	Gld bwn H
Seventh character: Lightning	R10, C41	2	0	0	0	no	20	Lt blue L
<i>Side B: The Ketchums</i>								
Second character (Tomas Ketchum): Ike	W44, C44, KNF	3	2	2	0	-1	20	Gld bwn I
Fifth character (Sam Ketchum): Texas	W44, C45, KNF	3, 9	1	1	1	no	25	Lt blue T

SET UP: Side B is alerted.

Side B: Secretly sets up first on map board E.

Side A: Sets up on map board H in hexes K1-K12, L1-L12 or M1-M12.

MAP:



SPECIAL RULES:

1. Side B can escape along the K-column on map board E from turn 16. Side A can escape along any side on map board H.
2. Use optional rule 5.5: darkness.
3. Use house rule "skizo 1": Maximum aim on a hex is 4 aim points. No maximum when aiming on characters.
4. Use house rule "skizo 2": BE hits must be placed in a visible location (i.e., no CRIT or VITAL).
5. Caught characters will be killed.

GAME LENGTH: 20 turns. Survivors from side B will be caught if they are still on the board after turn 20.

BONUS POINTS: None

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