Showdown: Dog eats dog

Note: this is a play-test draft. Minor changes can occur. Claus Ekstrøm 24th June 2003

Description: Hunt's Forest, Oklahoma, August 1871: Members of the Granger gang rendezvous after a month of laying low and decide to divide the loot from the latest bank robbery. As dusk starts to fall, a heated argument starts on how to split the loot and the gang members scatter into the forest to grab their weapons and let the guns decide who will get the loot. This showdown is apocryphal.

OPPOSING FORCES:

Side A: Gang leader First character (Granger): Gun Artist	C45, SW38		+3	+3	0	0	20
Side B: Greedy gang members Second character: Dude Fifth character: Texas	SW45, SW38 (d.a.) C45, KNF	3 3, 9		+2 +1	0 +1	no no	20 25
Side C: Vasquez brothers Third character: Innocente Sixth character: El Jefe	C45, C45, KNF C44, C44, KNF	7, 8	+2	0 +2		no no	25
Side D: More greedy gang members Fourth character: Border Rider Seventh character: Fast Draw	C45, R41d C44, KNF	3 2	+2 +1	+2	0 0	no no	20 20

MAP: $\uparrow W$

GAME LENGTH: 20 turns

SET UP: No one is alerted. No one is carrying a two-handed weapon (they have been removed from the lists above). The first character sets up first, then the second character, etc. Each character must set up at least three hexes from all other characters and from hex F8. Set up two money bag counters in hex F8. Put an R10 in hex H6, a W44 in E5, a H44 in E11 and an R10s in hex C8.

SPECIAL RULES

- 1. All sides can exit the map along any edge but not before turn 10 (it is not possible to leave the map prior to turn 10).
- 2. At the beginning of turn 5, darkness falls and optional rule 5.5 goes into effect.
- 3. Use optional rule 5.1* (smoke). * Note: smoke lingers for 5 segments and are not removed at the end of the turn.
- 4. Each owned money bag counter is worth +2 victory points (to be shared by all surviving team members). A money bag counter is owned if it is carried by a conscious team member. If a single side is left on the map it owns all money bags in the map board.