

Gunslinger



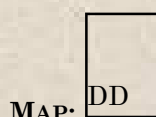
Showdown Viking Con 2008: Full House

Description: Fort Smith, Arkansas, 1876. I den lovløse by på grænsen af indianerterritoriet, er en gruppe mænd samlet omkring pokerbordet - lige fra den professionelle spiller, der ejer saloonen, til den skruppelløse kvægbaron og nogle af egne mest eftersøgte mænd. Alle har satset stort, og ingen har råd til at tabe - og snart begynder et skænderi, hvor anklager om falskspil fører til skyderi. I forvirringen prøver alle at redde sig selv - og en ordentlig luns af pengene.

Opposing Forces:	Weapons	Cards	Skills	Counter						
				1H	2H	BR	OH	ST		
<i>Side A - Player One:</i>										
1st Character: Gamblin' George (*)	C44, R41d, Knf, Knf		2,4	+2	0	+2	no	10	Lgt Brw G	
8th Character: Benny Barkeep	R10s, C45, Knf		5,8	0	0	+2	no	20	Lgt Brw K	
<i>Side A - Player Two:</i>										
4th Character: Dan the Dude	R10s, SW45, SW38(da)		3	+2	+2	0	no	20	Lgt Brw D	
11th Character: Pretty Floozy	R41d, Knf		1,4,7	0	-2	0	no	20	Lgt Brw F	
<i>Side B - Player One:</i>										
2nd Character: Charlie Baron (*)	C45, Knf			0	0	0	no	20	Gld Brw C	
9th Character: Greg Foreman	C44, Knf		5,8	0	+1	+1	no	25	Gld Brw F	
<i>Side B - Player Two:</i>										
5th Character: Ike Ernest	C44, Knf		3	+2	+2	0	-1	20	Gld Brw I	
12th Character: Little Ernest	SW45, Knf		1,2	+1	0	0	-2	15	Gld Brw B	
<i>Side C - Player One:</i>										
3rd Character: Archie Two-Gun (*)	C45, SW38			+3	+3	0	0	20	Red G	
10th Character: Danny Fast	C44, Knf		2	+1	0	0	no	20	Red F	
<i>Side C - Player Two:</i>										
6th Character: Backroom Rico	C45, R41d		3	+2	+2	0	no	20	Red B	
13th Character: El Innocente	C45, C45, Knf		7,8	+2	0	0	no	25	Red I	
<i>Side D - Player Three:</i>										
7th Character: Tex (*)	C45, Knf		3,9	+1	+1	+1	no	25	Lgt Blu T	
14th Character: Quiet Gringo	C44, C32, Knf		3	+2	0	0	no	20	Lgt Blu Q	

SET UP: Ingen er Alerted. Der på saloonens førstesalg placeret et bord og fire pengesække i felt H20, og 4 stole fordelt i felterne G21, H21, I20 og I21.

Spillerne sætter op i rækkefølge. Characters mærket med (*) begynder i samme felt som en stol på førstesalen - resten placeres frit på plade DD (ikke førstesalen) mindst 2 Hexes fra hinanden.



SPECIAL RULES:

1. Hver spiller styrer to forskellige Characters.
2. Der er førstesal på saloonen (DD).
3. Side A kan ikke stikke af.
4. Frem til tur 15 kan ingen stikke af uden mindst 1 Moneybag.
5. Skizo 1: Max Aim på et felt er 4 Aim
6. Skizo 2: BE Hits skal placeres et visuelt sted (ej Crit / Vital)
7. Skizo 3: Fra første spiller har planlagt sin tur, har alle 60 sekunder til at blive klar med deres tur.

GAME LENGTH: 20 turns

Bonus Points:

Hver pengepose du overlever med: +5 pts.

Dræbe en Character, der har dræbt den anden af dine Characters: +5 pts.



Side A: Player One



1ST CHARACTER: Gamblin' George

PERMANENT WOUNDS:

BONUS CARDS: 2,4
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: +2
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10

<p>HOLSTERED</p> <p>Knife (Wielding 4) Knife (Wielding 4)</p>	<p>OTHER HAND</p>	<p>BOTH HANDS</p>	<p>GUN HAND</p>
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<p>C44: CAPACITY (6)</p> <p>○○○○○○</p>	<p>R41D: CAPACITY (2)</p> <p>○○</p>	<p>GUN: CAPACITY:</p>	<p>GUN: CAPACITY:</p>
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8TH CHARACTER: Benny Barkeep

PERMANENT WOUNDS:

BONUS CARDS: 5,8
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: +2
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

<p>HOLSTERED</p> <p>Knife (Wielding 4)</p>	<p>OTHER HAND</p>	<p>BOTH HANDS</p>	<p>GUN HAND</p>
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<p>R10S: CAPACITY (2)</p> <p>○○</p>	<p>C45: CAPACITY (6)</p> <p>○○○○○○</p>	<p>GUN: CAPACITY:</p>	<p>GUN: CAPACITY:</p>
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Side A: Player Two

4TH CHARACTER: Dan the Dude

BONUS CARDS: 3
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: +2
 BRAWLING: 0
 OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:



ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED	OTHER HAND	BOTH HANDS	GUN HAND

R10s: CAPACITY (2) ○○	SW45: CAPACITY (6) ○○○○○○	SW38 (D.A.): CAPACITY (6) ○○○○○○	GUN: CAPACITY:
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11TH CHARACTER: Pretty Floozy

BONUS CARDS: 1,4,7
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: -2
 BRAWLING: 0
 OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:



ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED	OTHER HAND	BOTH HANDS	GUN HAND
Knife (Wielding 4)			

R41D: CAPACITY (2) ○○	GUN: CAPACITY:	GUN: CAPACITY:	GUN: CAPACITY:
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Side B: Player One



2ND CHARACTER: Charlie Baron

PERMANENT WOUNDS:

BONUS CARDS:
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

9TH CHARACTER: Greg Foreman

PERMANENT WOUNDS:

BONUS CARDS: 5,8
 SHOOT ONE-HANDED GUN: 0
 SHOOT TWO-HANDED GUN: +1
 BRAWLING: +1
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25					



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

Side B: Player Two

5TH CHARACTER: Ike Ernest

BONUS CARDS: 3
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: +2
 BRAWLING: 0
 OTHER HAND: -1

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

12TH CHARACTER: Little Ernest

BONUS CARDS: 1,2
 SHOOT ONE-HANDED GUN: +1
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: -2

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15					



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

SW45:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY

GUN:
CAPACITY:

GUN:
CAPACITY:

Side C: Player One

3RD CHARACTER: Archie Two-Gun

PERMANENT WOUNDS:



BONUS CARDS:

SHOOT ONE-HANDED GUN: +3

SHOOT TWO-HANDED GUN: +3

BRAWLING: 0

OTHER HAND: 0

SERIOUS:

GUN HAND:

OTHER HAND:

LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

○○○○○○

SW38:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

10TH CHARACTER: DANNY FAST

PERMANENT WOUNDS:



BONUS CARDS: 2

SHOOT ONE-HANDED GUN: +1

SHOOT TWO-HANDED GUN: 0

BRAWLING: 0

OTHER HAND: No

SERIOUS:

GUN HAND:

OTHER HAND:

LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

Side C: Player Two



6TH CHARACTER: Backroom Rico

PERMANENT WOUNDS:

BONUS CARDS: 3
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: +2
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

HOLSTERED

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

○○○○○○

R41D:
CAPACITY (2)

○○

GUN:
CAPACITY:

GUN:
CAPACITY:

13TH CHARACTER: El Innocente

PERMANENT WOUNDS:

BONUS CARDS: 7,8
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: No

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

VICTORY POINTS EARNED:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25					



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

○○○○○○

C45:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

Side D: Player One

7TH CHARACTER: Tex

BONUS CARDS: 3,9
 SHOOT ONE-HANDED GUN: +1
 SHOOT TWO-HANDED GUN: +1
 BRAWLING: +1
 OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25					



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C45:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY:

GUN:
CAPACITY:

14TH CHARACTER: QUIET GRINGO

BONUS CARDS: 3
 SHOOT ONE-HANDED GUN: +2
 SHOOT TWO-HANDED GUN: 0
 BRAWLING: 0
 OTHER HAND: No

VICTORY POINTS EARNED:

PERMANENT WOUNDS:

SERIOUS:
 GUN HAND:
 OTHER HAND:
 LEG:

ENDURANCE:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20



HOLSTERED

Knife (Wielding 4)

OTHER HAND

BOTH HANDS

GUN HAND

C44:
CAPACITY (6)

○○○○○○

C32:
CAPACITY (6)

○○○○○○

GUN:
CAPACITY:

GUN:
CAPACITY: