

# Gunslinger



## Showdown Viking Con 2008: Shanty Town Shootout

*Description:* Corkstown, Colorado, 1876. Den erfaren bankrøver Mad Maddocks er på flugt fra loven efter at have plyndret banken i Aspen, og gemmer sig nu i byens udkant. Men rygterne om hans bytte trækker to rivaliserende irske bander til, der begge vil have fingrene i de nemme penge. Snart genlyder gaden af skyderi, da banderne tørne sammen.

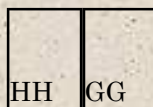
### Opposing Forces:

	Weapons	Cards	Skills					Counter	
			1H	2H	BR	OH	ST		
<i>Side A - O'Neil banden</i>									
First Character: Dillon	R10s, C44, C32, Knf	3	0	+2	0	no	20	Red D	
Fourth Character: Fionn	C44, C32, Knf	2	+1	0	0	no	20	Red F	
Sixth Character: Iollan	C44, C41, Knf	7,8	+2	0	0	no	25	Red I	
<i>Side B - Riley banden:</i>									
Second Character: Alroy	R10s, C44, Knf	4,6,9	0	0	0	no	25	Gld Brw A	
Fifth Character: Bartley	C41, C41, Knf	1,2	0	0	0	-2	20	Gld Brw B	
Seventh Character: Ronan	C44, SW38, Knf	3	0	0	0	no	20	Gld Brw R	
<i>Side C - Bankroveren</i>									
Third Character: Mad Maddocks	R10, C44, C44, Knf	2,5,6,9+3	+3	0	-2	20	Lgt Blu M		

**SET UP:** Ingen af siderne er Alerted. Side C sætter op hemmeligt indenfor i et af husene mindst 8 felter fra kolonne A på HH. Side B og C sætter op i Character rækkefølge; B begynder i kolonne A-C på HH, og side C begynder i række 22-24 på GG.

Efter alle har placeret Characters, placerer Side C sine 4 Moneybags i et felt, der er mindst to Hexes fra Third Character.

MAP:



### SPECIAL RULES:

1. Frem til tur 10, kan ingen stikke af uden at have mindst en Moneybag.
2. Side A kan kun stikke af langs kolonne A på HH.
3. Side B kan kun stikke af langs række 24 på GG.
4. Side C kan kun stikke af langs række 24 på HH.
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

Alle der er tilbage efter tur 20 bliver automatisk Captured af sheriffens folk, der kommer rendende og blander sig.

### BONUS POINTS:

Hver Money Bag giver +4 Pts.  
Side A +1 Pts for "Kill Enemy" vs. Side B.  
Side B +1 Pts for "Kill Enemy" vs. Side A.



**1ST CHARACTER: Dillon O'Neil**

**PERMANENT WOUNDS:**

BONUS CARDS: 3  
SHOOT ONE-HANDED GUN: 0  
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

<b>HOLSTERED</b>      <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>	<b>BOTH HANDS</b>	<b>GUN HAND</b>
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<b>R10s:</b> <b>CAPACITY (2)</b>  ○○	<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>C32:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>
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**2ND CHARACTER: Alroy Riley**

**PERMANENT WOUNDS:**

BONUS CARDS: 4,6,9  
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
21	22	23	24	25					

<b>HOLSTERED</b>      <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>	<b>BOTH HANDS</b>	<b>GUN HAND</b>
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<b>R10s:</b> <b>CAPACITY (2)</b>  ○○	<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>	<b>GUN:</b> <b>CAPACITY:</b>
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**3RD CHARACTER: Mad Maddocks**

**PERMANENT WOUNDS:**

BONUS CARDS: 2, 5, 6, 9  
 SHOOT ONE-HANDED GUN: +3  
 SHOOT TWO-HANDED GUN: +3  
 BRAWLING: 0  
 OTHER HAND: -2

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

<b>HOLSTERED</b>         <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>         	<b>BOTH HANDS</b>         	<b>GUN HAND</b>         
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<b>R10:</b> <b>CAPACITY (2)</b>  ○○	<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>  
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**4TH CHARACTER: Fionn O'Neil**

**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

<b>HOLSTERED</b>         <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>         	<b>BOTH HANDS</b>         	<b>GUN HAND</b>         
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<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>C32:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>  	<b>GUN:</b> <b>CAPACITY:</b>  
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**5TH CHARACTER: Bartley Riley**

**PERMANENT WOUNDS:**

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

SERIOUS:  
GUN HAND:  
OTHER HAND:  
LEG:

VICTORY POINTS EARNED:

**ENDURANCE:**

1	2	3	4	5	6	7	8	9	10

<b>HOLSTERED</b>     <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>     	<b>BOTH HANDS</b>     	<b>GUN HAND</b>     
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<b>C41:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>C41:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>  	<b>GUN:</b> <b>CAPACITY:</b>  
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**6TH CHARACTER: Iolan O'Neil**

**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					

<b>HOLSTERED</b>     <b>Knife</b> (Wielding 4)	<b>OTHER HAND</b>     	<b>BOTH HANDS</b>     	<b>GUN HAND</b>     
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<b>C44:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>C41:</b> <b>CAPACITY (6)</b>  ○○○○○○	<b>GUN:</b> <b>CAPACITY:</b>  	<b>GUN:</b> <b>CAPACITY:</b>  
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**7TH CHARACTER: Ronan Riley**

**PERMANENT WOUNDS:**

BONUS CARDS: 3  
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**

**C44:**  
**CAPACITY (6)**

○○○○○○

**SW38:**  
**CAPACITY (6)**

○○○○○○

**GUN:**  
**CAPACITY:**

**GUN:**  
**CAPACITY:**