

GUNSLINGERS

A GAME BY MARTIN KNIGHT



GUNSLINGERS

A CARD GAME WITH A TWIST
FOR 2-4 PLAYERS SET IN THE WILD WEST
by Martin Knight

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- Rule Book
- 13 location cards
- 16 gunslinger cards (blue)
- 17 weapon cards (red)
- 8 Brawl Weapon Cards (orange)
- 20 item cards (purple)
- 36 action cards (green)
- 4 Trump Counters (hearts/clubs/diamonds/spades)
- 56 Dollar notes (28 x \$1, 16 x \$5 12 x \$10)
- 4 cowboy figures + stands
- 6 Suit Dice (19 mm Recessed Dice)
- 35 Wound Tokens

THE COMPONENTS

Dollar notes are used to finance the posse, there are a number of ways in which they can be earned, banking, gambling, mining, collecting a bounty are but a few.



Wound tokens are used to track damage on a Gunslinger and are placed directly onto the cards.



Trump Counters are given to each player at the start of the game, during attribute tests a player will roll a number of dice determined by their attribute and for each symbol rolled that matches their trump card will score them a trump. The more trumps a player scores the better.



Location cards provide a playing board and need to be visited to play certain Weapon, Items and Action cards. They also have rules that can be used whenever a player is visiting its location. The bank card has four accounts, coloured to match the cowboy tokens/pawns. The players can bank up to \$3 into their account by placing dollar notes on the segment matching their colour and will earn a return on their investment on each of their turns.



Weapons and Item cards are bought from locations around the town, once the correct dollars have been paid and providing the player is at the correct location (see cards) the card is placed face up along side the players gunslinger cards (their posse), face up cards like this are referred to as Revealed. When ever a revealed card is used it is always discarded to its discard pile.



Action cards are played directly from a players hand and do not need to be revealed first. There are 5 different types of action cards; Gamble, Outlaw, Law, Shoot and Brawl.

- **Gamble** - A test made by a single gunslinger using his/her gamble attribute.
- **Law and Outlaw** - A collective test made by all of a player's gunslinger cards using their Law or Outlaw rating.
- **Shoot and Brawl** - A single gunslinger is chosen to fight another players posse.



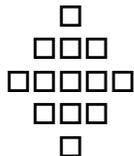
Gunslinger cards are played directly from the players hand and do not need to be revealed first, they can only be played at the Train Station Location card and require a player to pay a hire cost. Note that the hire cost is only paid once, when they are hired.



SET UP

To set up the game ready for play, follow these instructions:

1. Shuffle the location cards and deal them face up as shown in the diagram below.



2. Each player chooses a cowboy token and places it on the Bank card and receive \$8 and 1 Trump card which they place in front of them.
3. Remove the gunslinger cards from the draw deck, shuffle and deal 1 to each player face up. If you're playing a game with only 2 players, remove 4 random gunslinger cards from the game and place them to one side beforehand. The rest of the gunslinger, Action, Weapon and Item cards are shuffled together to make a draw deck.
4. Place the Bullet, Wound and Dollars beside the newly created western town within easy reach of all players.
5. Randomly decide who will take the first turn and then play passes to their left.

OBJECT OF THE GAME

The object of the game is to build a posse of gunslingers and then shoot it out to the death. Each player controls a posse which is made up of gunslinger cards, the gunslingers can use items and weapons to improve their abilities and hopefully

defeat the other gunslingers in brawls and shootouts. When a player loses their last gunslinger they have been defeated. The last player left in the game is the winner.

GAME TURN

The game is played over a number of turns; each player completes a full turn and then play moves to the left. A Shootout, Brawl or Capture action cannot be played until at least one player has hired a gunslinger from the train station.

Each turn is as follows.

1. **Banking** - You earn a number of dollars equal to the amount you have invested in the bank (it is a good idea to get some money in the bank early on in the game as it provides a steady form of income). The dollars are given directly to the player and not placed at the bank.
2. **Movement** - Move your token to any location that borders your current location (including diagonally). If you have the cowboy boots revealed you may discard it to move up to two locations, or if you have a horse card revealed you may discard it to move to any location. You do not have to move, unless you start your turn at the Church Location.
3. **Hire Gunslinger**- If you are at or end your movement at the train station you may hire a gunslinger. You may only hire one per turn and your posse can only have a maximum of 3.
4. **Buy/Sell Weapons/Items** - you can buy (and reveal) or sell any number of weapons/item cards providing you are at the correct location (see individual cards) and have the dollars to pay for them.
5. **Play Action Cards** - you may play one action card per turn providing you are at the correct location (see individual cards) and you may use a free action like at the Saloon or the Sheriff's Office.
6. **Discard & Draw cards** - you may discard any number of cards from your hand and then draw 2 cards up to a maximum of 5.

MOVEMENT

A player may move their token up to one space in any direction (up, down, left, right or diagonally) providing there is a location there to move on to. If a card is missing (due to an explosion action) then the space cannot be moved onto (unless performing the Rebuild Action) or through (if using the cowboy boots cards).

DOLLARS

When a player earns dollars they are taken directly from the reserve besides the town. If at any time the reserve runs out players can no longer receive dollars and can only start earning again when some have been added into the reserve. Players are obliged to trade up to higher denominations as and when the reserve is in need to payout.

THE DRAW DECK

The draw deck is made up of the Gunslinger, Weapons, Items and Action cards. They are shuffled together at the start of the game and placed within reach of all the players. When a Weapon, Action or Item card has been used it is discarded and placed next to the draw deck face up in a discard pile, when the last card is drawn, the discard pile is turned over and shuffled to create a new draw deck.

LOCATIONS

Each of the 13 locations that make up the western town have special uses and rules they are as follows.

- **Bank:** A player visiting the bank can deposit or withdraw dollars from their account (add or remove dollar tokens from the portion that matches the players colour). At the start of a player's turn they will receive an equal amount of dollars to the amount they have placed on this card (i.e. if a player has \$3 in their account they will receive \$3 at the start of their turn). A player can only ever have a maximum of \$3 in their account at any one time.
- **Boot Hill:** A player visiting Boot Hill may take a look at any dead gunslinger cards that have been placed at

this location. This is the only time a player is permitted to look at the dead.

- **Church:** When a player visits the Church on their next turn they must move off to another location.
- **Gallows:** A player visiting the gallows can hang a captured gunslinger. The gunslinger card is placed face down on the boot hill location card .
- **General Store:** A player visiting the General Store is permitted to sell any number of revealed items for \$2 less than the buy value (i.e. an item worth \$4 would be sold for \$2).
- **Gold Mine:** A player visiting the mine can spend 1 turn (miss a turn) mining gold. On the turn after the missed turn before the bank phase the player receives \$2.
- **Gunsmith:** A player visiting the General Store is permitted to sell any number of revealed Weapons for \$2 less than the buy value (i.e. an item worth \$4 would be sold for \$2).
- **Hotel:** A player visiting the hotel can hire a room and rest up a single gunslinger. They must pay \$3 for the room and miss their next turn. On the turn after the missed turn before the bank phase the player can remove 1 bullet or wound token from a single gunslinger in their posse.
- **Indian reserve:** A player visiting the reserve is permitted to sell revealed weapon/items for \$1 more than their value (i.e. an item worth \$4 chips can be sold for \$5).
- **Livery:** A player visiting the Livery can spend 1 turn (miss a turn) stealing a horse. After the turn has been missed and on their next turn they may move to any location during their movement phase
- **Saloon:** A player visiting the saloon may perform a Shootout or a Brawl action, without actually playing the particular card; this is a free action, so the player could invoke another action as well.
- **Sheriffs Office:** A player visiting the Sheriffs Office may jail a captured gunslinger. Place the captured

gunslinger face up on the jail section of the Sheriffs Office Card and receive \$5.

- **Train Station:** The Train station is the only place players can hire gunslingers from. By paying the gunslingers hire fee, a player can add them to their posse. A player can only ever have a maximum of 3 gunslingers in their posse at any one time.

Note that when a player wishes to miss a turn it must be declared before the bank step and therefore will not gain any dollars for that turn.

THE POSSE

A player may only control a maximum of 3 gunslingers at any one time (an injured gunslinger still counts towards this total, captured gunslingers do not). When a posse is at its maximum a new gunslinger can only be hired when one is killed. A player is not permitted to retire hire gunslingers. Players hire gunslingers to perform actions, earn them money and to kill other gunslingers.

ATTRIBUTES AND ACTIONS

When making an attribute test, the player rolls a number of dice equal to the attribute value being tested (i.e. a gunslinger that has a Gamble of 3 will roll 3 dice). The dice symbols rolled are compared to the player's trump card and if they match a trump is scored. Jokers are wild and will always score the player a trump.

Example: A player with a trumps card of diamonds is taking a gamble action and has just bet \$3, he decides to use Butch Cassidy who has a gamble attribute of 3 and so rolls 3 dice. He gets ♣, ♥ and ♦ as he holds the trumps card for diamonds; he scores one trump; the player wins \$3 plus gets his stake money back.

BONUSES AND PENALTIES

Many of the cards provide bonuses and penalties to attribute ratings, simply add or subtract the penalties before the dice are rolled. Once all the bonuses and penalties have been applied, the new attribute value is the number of dice rolled for the test.

REVEALED CARDS

Before an Item or Weapon card can be used, it must first be revealed. To reveal the card you must be at the correct location that is stated on the card and then simply pay its cost. The card is then placed next to your gunslinger cards and is now considered revealed. Items and Weapons cannot be used directly from your hand; they must first be bought and revealed (in play).

USING CARDS

When a player decides to use a card, its effects (special rules) are dealt with and then it is discarded. With the exception of the action cards, all other cards must be in play first (revealed) to use. During a Shootout or Brawl action any cards that either player's wishes to use towards the combat must be selected prior to the attribute tests. A gunslinger may use 1 item card and then either 1 two handed weapon or 2 one handed weapon cards per shootout or brawl action.

MAXIMUM REVEALED CARDS

A player may only reveal a maximum of 3 gunslinger cards. The number of gunslingers a player has in play will affect how many other cards they may reveal. For each gunslinger a player has revealed they may have 1 item card and then either 1 two handed weapon or 2 one handed weapons cards. If a player loses a gunslinger card and that puts them over this limit, they must choose cards and discard down to within their limit. Use the Hand symbols on the cards to keep track.



THE LAW AND THE OUTLAWS

All of the gunslinger cards have a law rating (Gold Star) and an outlaw rating (Silver Star). When a posse performs an action they may need to test one of these ratings. The action card will detail which test is needed, law or outlaw. When a test is called for the player adds up all the ratings for all of his gunslingers in the posse. He then rolls a number of dice equal to his posses combined rating and compares their suit symbols with his trump card, just like in attribute tests.

THE SHOOTOUT ACTION

A shootout can only be played when two or more players share the same location when it is declared. When the player plays a shootout action, he selects a gunslinger from his posse and each other player at the location selects a gunslinger from their posse. Note that during the fire fight players are only permitted to play their revealed cards and only one item can be played and either 1 two handed weapon or 2 one handed weapon can be used.

When a shootout action is played follow the steps below:

1. Each Player each chooses a single gunslinger from their posse and which revealed cards they are using.
2. Starting with the player who initiated the shoot out the gunslingers make a quick draw test. The gunslinger with the highest number of trumps will shoot first, then the next highest and so on. If there is a draw they will shoot at exactly the same time, regardless if one is killed.
3. In order of who scored highest on the quick draw test, the gunslinger targets an opponent's gunslinger and tests his shoot attribute, for each trump rolled a hit is scored and the gunslinger receives a wound token.
4. If the next fastest gunslinger is still alive or injured they get to fire back. The player makes a shoot test as step 3; this is then repeated until all gunslingers have made a shot, are seriously injured or dead.

THE BRAWL ACTION

A Brawl can only be played when two or more players share the same location when it is declared. When the player plays a Brawl action, he selects a gunslinger from his posse and each other player at the location selects a gunslinger from their posse. Note that during the Brawl players are only permitted to play their revealed cards and only one item can be played and either 1 two handed weapon or 2 one handed weapon can be used.

When a Brawl action is played follow the steps below:

1. Each Player each chooses a single gunslinger from their posse and which revealed cards they are using.
2. In turn, starting with the player who initiated the brawl action the players tests their gunslingers brawl attribute, for each trump rolled a wound is scored and the gunslinger receives a wound token.

In a brawl all attacks are made simultaneously and unlike a shootout, seriously injured or killed gunslinger still make a tests for brawl.

Note a gunslinger does not need a weapon to partake in a Shootout or brawl and that the use of these cards simply upgrades the basic weapons it is assumed that they carry.

WOUNDS AND DEATH

A gunslinger is able to sustain a maximum of 2 wounds before the they are killed. Each wound received damages the gunslinger a little further and impedes them more and more until medical attention has been received.

1 Wound (Injured) The gunslingers attributes (except law and outlaw) are reduced by 1 and any special rules they have are ignored until they are fully healed.

2 Wounds (Seriously Injured) - The gunslinger can no longer perform any actions, all their attributes are reduced to zero, special rules they have are ignored and their law and outlaw rating no longer get added to the rest of the posse when

making those tests. When a seriously injured gunslinger is healed, 1 Hit or Wound token is removed and they become just injured, a further heal is needed to return them to full health. **Note** a seriously injured gunslinger my still be selected to act in a brawl or shootout, however they will not be eligible to fight back.

3 Wounds (Dead) - If any of the gunslinger are killed they are placed face down on the boot hill card, if the boot hill location is not in play, the killed gunslingers are removed from the game.

LOSING YOUR LAST GUNSLINGER

When a player's last gunslinger card is captured or killed, they have lost the game. All cards in their hand and any revealed cards they have are placed in the discard pile. All dollars they own are returned to the reserve, however any of their banked chips remain at the bank and will stay there until either the end of the game or the bank is robbed.

PRINTING THE COMPONENTS

13 LOCATIONS (7 PAGES) - print and trimmed to size (Paper : A4 Matt Photo 230g/m² and use a high quality print setting using standard paper option). Alternatively print to to a A4 label sheet and then stick to mounting board (usually used for picture framing) and trimmed to size using a craft knife, steel rule and cutting board. (Paper : Any A4 Matt label sheets and mounting board, use a high quality print setting using standard paper option).

Dollars, Dice and Tokens (2 Pages) - print to to a A4 label sheet and then stick to mounting board (usually used for picture framing) and trimmed to size using a craft knife, steel rule and cutting board. The dice labels are fixed to a recessed d6 20mm blank dice. (Paper : Any A4 Matt label sheets and mounting board, use a high quality print setting using standard paper option).

The cards (12 Pages) - print to either Avery Business cards (C32024) or print to A4 thick photo paper and trim to size. (Paper : A4 Matt Photo 230g/m² or Avery Business Cards C32024 and use a high quality print setting using standard paper option).

EXAMPLE OF A SHOOTOUT

STEP ONE: Each player chooses a single gunslinger.

Wyatt Earp has the following cards and has CLUBS for trumps



Wild Bill has the following cards and has HEARTS for trumps



STEP TWO: Wyatt Earp adds up any card bonuses he is using to his Draw Attribute for a total of 4 (Draw 3 +1 for the holster). He rolls 4 dice and gets a ♣ ♣ J and ♦. That's a Draw result of 3.

STEP TWO: WILD BILL adds up any card bonuses he is using to his Draw Attribute for a total of 5 (Draw 3 +2 for the peacemaker). He rolls 5 dice and gets a ♣ ♣ ♥ J and ♠. That's a Draw result of 2.

STEP THREE: As Wyatt Earp scored highest in the Draw test he shoots first, he doesn't have any card bonuses he can add, so his Shoot Attribute is 4. He rolls 4 dice and gets a ♣ ♥ ♥ and ♠. That's a result of 1 hit which injures Wild Bill.

STEP FOUR: Wild Bill is injured but still alive and can shoot back, because he is injured all his attributes are now with a -1 penalty. He adds up any card bonuses he is using to his Shoot Attribute for a total of 4 (Shoot 2 +2 for the Buntline), but has to deduct -1 for Wyatt being Hard to Hit and -1 because he is injured, giving him a final shoot value of 2. He rolls 2 dice and gets a ♥ and J. That's a result of 2 hits and seriously injures Wyatt.

All weapon and Item cards used in the shootout are now placed in the discard pile and the shootout is over.

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