

# GUNSMOKE

A GAME BY MARTIN KNIGHT

A CARD GAME SET  
IN THE WILD WEST



# GUNSMOKE

A card game For 1-4 players set in the Wild West  
by Martin Knight

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- 14 Town Cards
- 16 Gunfighter Cards
- 27 Weapon Cards
- 25 Item Cards
- 38 Action Cards
- 4 Trump Cards
- 96 Dollar Notes (36 X \$1, 36 X \$5 24 X \$10)
- 4 Cowboy (in 4 Colours)
- 6 Suit Dice
- 25 Wound Tokens

## THE COMPONENTS

**Dollar Notes** are used to finance the players Gangs, there are a number of ways in which they can be collected, banking, gambling, mining, collecting a bounty are but a few.



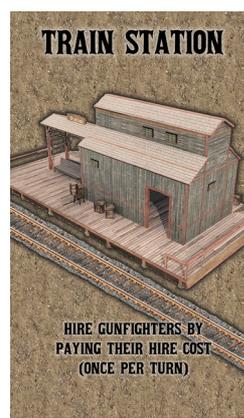
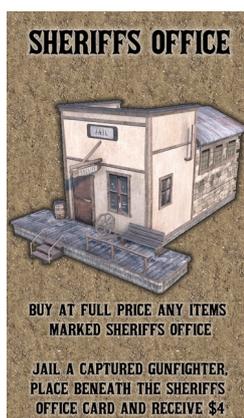
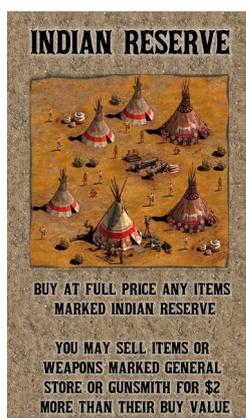
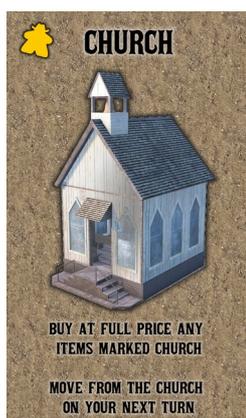
**Wound Tokens** are used to track damage on a Gunfighter and are placed directly onto the cards.



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



**Town Cards** provide a playing board and will need to be landed on to play Weapons and Items or to use Action cards. They also have rules that can be used whilst a player is there.



**Weapons and Item Cards** are bought from places around town, if a player has his cowboy marker on a town card that matches the required location of the card, he can pay the dollar value and then attach the card to one of his gunfighters.



**Action cards** are played directly from a player's hand and have instructions explaining how they are played. Like Item and Weapon Cards they also have a Town Location on them and the player must have their cowboy marker on the matching Town Card or they cannot play the action Card.



**Gunfighter Cards** are played at the Train Station Town Card, the player pays the hire cost to the reserve and places the Gunfighter card in his/her play area. Note that the hire cost is only paid once when the gunfighter is first hired and a player can only ever have 4 Gunfighters in his/her gang at one time.

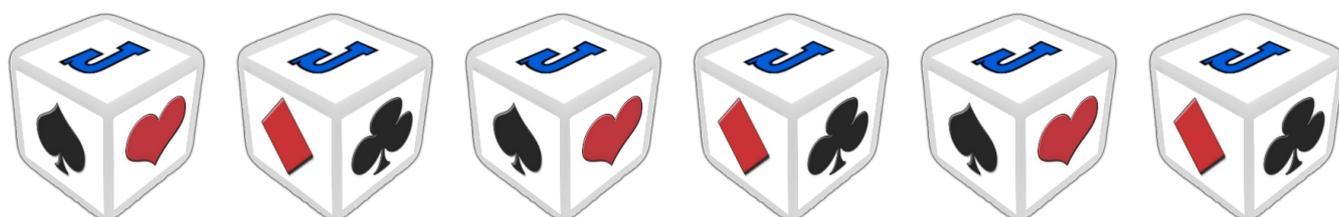


- ① Discard Icon – The player can discard an attached card with this icon to activate a special effect.
- ② Black Characteristic Icons – Either six starting values (Gunfighters) or bonuses/penalties applied to a gang or gunfighters characteristic.
- ③ Blue Characteristic Icons - Six in total and will give bonuses or penalties to an opponents gang or gunfighter.
- ④ Value – Found on cards that require the player to pay dollars to attach or play (in the case of Gunfighters).
- ⑤ Town Location - A player must have their Cowboy Marker on the card to use or interact with that card.
- ⑥ Additional Rules – Special rules that apply to the players Gang or gunfighter.
- ⑦ Life Value – The amount of wound tokens that can be placed on a gunfighter card before being killed.

**Cowboy Markers** are used to move around the town cards and track of the players gangs.



**Gunsmoke Dice** have 4 suit symbols and 2 jokers on their faces, if a player happens to roll the suit that matches his/her trump card or a joker symbol they have scored a trump. There are 6 dice in total, if you need to roll more than 6, record what you have scored and roll the extra dice needed, there is no limit to the number you can roll.



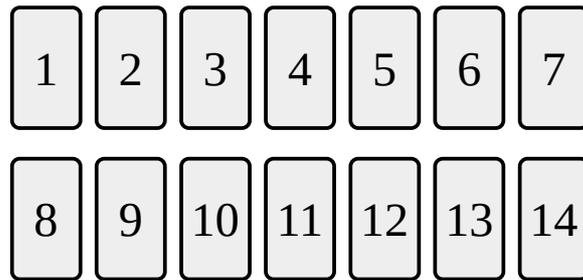
## **OBJECT OF THE GAME**

The object of the game is to build a gang of Gunfighters and then shoot it out to the death. Players control a gang made up of Gunfighters Cards, they move around town earning dollars and buying weapons and items for their Gunfighters to improve their abilities in the hope they can defeat the other Gunfighters in Brawls or Shoot-Outs. When a player loses their last Gunfighter they have been defeated and are out of the game, the last player left is the winner.

# SET UP

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

1. Shuffle the Town Cards and deal them face up numerically as shown below.



2. Shuffle the Trump Cards and deal one to each player, players keep this card in their play area at all times face up for all to see.
3. Each player takes the Cowboy Marker shown at the top right of their trump card and places it on the Town Card showing matching their Cowboy Marker.
4. Each players receives \$10 and may bank any amount they wish by flipping over.
5. Separate the Gunfighters Cards from the rest of the cards, shuffle and deal 2 to each player. If you're playing with 2 or less players, place 4 random Gunfighters cards below the Undertaker Town Card. The remaining Gunfighter cards are shuffled together with the Action, Weapon and Item cards to create a Draw Deck.

6. Deal 5 cards to each player whom may immediately change up to 2 cards with the draw deck.
7. Place the Damage Tokens, Dollar Notes and the Draw Deck with in easy reach of all players.
8. Randomly decide who go first.

## **SOLO PLAY**

The game can be played solo with very little change to the rules but requires a different way the game is set up, follow the normal set up procedure (above) and then adhere to the following additions and changes below.

During step 4 of the Set Up deal out 3 Random Gunfighter Cards face up beside the Town Cards and remove all of the Escape cards and 3 Capture cards from the game.

Separate the Weapon cards and shuffle them, for each of the gunfighters draw a card and attach it to them, now shuffle in the item cards and repeat the process only attaching the second card if it doesn't break attachment limits (max. 1 Red, 1 Brown and 1 Blue Card). Lastly repeat the process again following attachment constraints.

Deal out a random trump card for you and one for the gunfighters, all three share the same trump card.

When you play the Shoot-out, Capture or Brawl Action Cards the 3 Gunfighters are the target of your Action, you choose just one of the Gunfighters to take part in the action. If you manage to defeat/capture all three you have won the game. They will never initiate an attack action and do not have a movement marker.

At the start of each turn place \$2 banked side up beside the gunfighters, this is the money you will win if you happen to perform a successful Hold Up Action, the number of trumps you need is always 4.

## **GAME TURN**

The game is played over a number of turns; each player completes a full turn and then play moves to their left. A complete turn is as follows:

1. **Investment** – You earn \$1 for each \$5 invested at 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 \$'s are given to the player.
2. **Movement** - Move your Cowboy Marker to any adjacent Town Card (orthogonally or diagonally). If any of your gunfighters have some Cowboy Boots, you may discard it to move up to two locations, or if you any have a Horse Card attached you may discard it to move to any

location. You do not have to move, unless you have begun your turn on the Church Town Card.

3. **Play Action Cards** – One Action Card per turn can be played, your Cowboy Marker must be on the correct Town Card (see the individual cards), in addition to playing an action card, you may make use of any free action offered by your location (i.e. the Saloon or the Sheriff's Office).
4. **Discard & Draw cards** – Discard any number of cards from your hand, then draw 2 cards up to a maximum of 5.

## **MOVEMENT**

A player may move their cowboy marker to any adjacent Town Card, orthogonally or diagonally (up, down, left, right or diagonally) providing there is a Town Card 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 when the reserve needs to payout.

## **THE DRAW DECK**

The draw deck is made up of the Gunfighter cards, Weapons and Item Cards and the 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.

## **TOWN CARDS**

There are 14 Town Cards that make up the town, each have special uses and rules. A player can usually only interact with a Town Card if their Cowboy Marker is on that card and only one Town Card can be used per turn.

- **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 Gunfighter. The Gunfighter card is placed face down beneath the Undertakers Town Card.
- **General Store:** A player visiting the General Store can buy and sell only item or weapons that have the Location text “General Store”. To buy items from their hand they pay the price shown on the card and to

sell items that have been equipped to a gunfighter they discard the item and receive half of its buy value, rounded down (i.e. an item worth \$3 would be sold for \$1).

- **Gold Mine:** A player visiting the mine can attempt to mine for some gold and rolls a die, if they score a trump they receive \$3. In addition they can also play the Action Card Mining to try and find more gold.
- **Gunsmith:** A player visiting the Gunsmith can buy and sell only item or weapons that have the Location text “Gunsmith” and follow the same rules for buying and selling as the general store.
- **Hotel:** A player visiting the hotel can hire a room and rest up a single Gunfighter. They pay \$3 for the room and can remove 1 wound token from a single Gunfighter in their posse. Only once per turn.
- **Indian Reserve:** A player visiting the reserve is permitted to sell any weapons or items attached to their Gunfighters that have the town card Gunsmith or General Store marked on them for \$2 more than their buy value (i.e. an item worth \$4 can be sold for \$6).
- **Livery:** A player leaving the Livery can hire a horse for \$2 and move to any Town Card.
- **Madame Bell:** A player visiting Madame Bells may pay \$3 for each Gunfighter they have and for each \$3 they pay permits them to draw 1 card from the draw deck.
- **Saloon:** A player visiting the saloon may perform a Shoot-out or a Brawl action, without playing the

action card; this is a free action, so the can play an action card in addition.

- **Sheriffs Office:** A player visiting the Sheriffs Office may jail a captured Gunfighter. Place the captured Gunfighter card beneath the Sheriffs Office Town Card and receive \$4.
- **Town Bank:** At the Bank a player can deposit funds into accounts by flipping their dollar notes face down or withdraw funds by flipping them face up again, all of their money that has not been banked should be kept separate from their banked notes in their pay area. At the start of a player's turn during the investment phase they will receive \$1 for each full \$3 they have banked (i.e. if a player has \$6 in their account they will receive \$1 at the start of their turn).
- **Train Station:** At the Train station a player can hire themselves a Gunfighter, they must pay the hire cost shown on the individual cards. Note: A player may only ever have a maximum of 4 Gunfighters at a time.
- **Undertakers:** A player visiting the undertakers may take a look at the dead, by looking through any Gunfighter cards that have been placed beneath the undertakers Town card. This is the only time a player is permitted to look at the dead.

# **GANGS**

Players can have a maximum of 4 Gunfighter in their Gang. When a Gang is at its maximum a new Gunfighter can only be hired when one is killed, players are not permitted to retire Gunfighters.

## **CHARACTERISTICS AND TRUMPS**

There are 4 individual Characteristics that a Gunfighter has (Draw, Shoot, Brawl, and Gamble) and 2 Communal Characteristics (Law and Outlaw).

When making an Individual Characteristics test, the player chooses a single gunfighter from his/her Gang and rolls a number of dice equal to the Gunfighters Characteristic being tested including any attached cards that provide a bonus or penalty.

**Example:** A Gunfighter that has a Gamble of 3 would roll 3 dice, but if the Gunfighter also had Marked Cards Attached which give +2 to gamble the player would roll 5 dice.

After the dice have been rolled the player compares the symbols on the dice against his trump card and for each symbol that matches scores the player a trump. Jokers are wild and always score a trump. The player counts

up his trumps and consults the cards and rules to determine the effect.

**Example:** Bob is performing a gamble action and has just placed \$3 as his stake, he uses a Gunfighter who has a gamble characteristic of 3 and so rolls 3 dice. He gets ♣, ♦ and ♦ as he holds the trumps card for diamonds Bob scores two trumps and wins \$6.

Making a Communal Characteristic test is performed almost identically to that of an individual characteristic test except that all gunfighters in a players gang and all attached cards are included in the test.

## **BONUSES AND PENALTIES**

Many of the cards provide bonuses and penalties directly to a Gang or Gunfighters characteristics value, simply add or subtract the penalties before the dice are rolled. Characteristic Icons in black apply the modification to the owner whilst characteristic Icons in blue apply to your opponent.

## **USING CARDS**

Items and Weapons must be Attached in order to be used during play, Gunfighter cards need to be hired (at the train station) and Action cards are used directly from a players hand.

Some Items and Weapons have a discard icon and can be used by the player when circumstances permit, once the discard rules have been used the attached card is discarded.

## **ATTACHING CARDS**

Before an Item or Weapon card can be used, it must first be attached to a Gunfighter. To attach a card the player's Cowboy Marker must be at the correct Town Card as stated on the Item or Weapon Card, the player then pays its cost to the reserve (cannot use bank money) and chooses a Gunfighter to attach it to. The Item or Weapon is placed beneath the Gunfighter Card with the lower part revealed (using the barbed wire line as a guide). Items and Weapons cannot be used directly from your hand; they must first be bought and attached to be used.

## **SELLING CARDS**

When a player wishes to sell a card they must have their cowboy marker on the correct town card as specified by the town card and it must be attached to one of their gunfighters before it can be sold. Note: Some cards can never be sold, such as items bought from the church, the horse card, the sheriffs badge, wanted poster, the horse card and all of the gunfighters.

## **MAXIMUM NUMBER OF ATTACHED CARDS**

Gunfighter are permitted to have one of each type of card attached at a time, making a maximum of three cards in total. The cards are defined by their colour to make things easier, they are Red for projectile weapons, Brown for hand Weapons and Blue for items. If a player wishes they can replace an attached card by discarding the old one and attaching the new one, however they do not receive the sell value of the card.

## **THE SHOOT-OUT ACTION**

A shoot-out can only be played when two or more players share the same Town card when it is declared. When the player plays a shoot-out action, he selects a Gunfighter from his gang and each other player at the location selects a Gunfighter from their gang.

When a Shoot-Out Action Card is played follow the steps below:

1. Each Player chooses a single Gunfighter from their Gang.
2. Starting with the player who initiated the shoot-out the Gunfighters perform a quick draw test . The Gunfighter who scores the most trumps shoots first, followed by the next highest and so

on. If there is a tie they shoot at exactly the same time, regardless if one is killed.

3. The Gunfighter who scored highest for the quick draw test, targets any opponent's Gunfighter (only those that have been selected for the shoot-out) and performs a Shoot test 1, each trump scored deals a wound and the Gunfighter receives a wound token.
4. If the next fastest Gunfighter is alive they get to fire back and the player makes a shoot test as detailed in step 3; this is then repeated until all Gunfighter have made a shot or have been killed.

Once all of the Gunfighters have taken a shot or have been killed the Shoot-Out is over.

## **THE BRAWL ACTION**

A brawl can only be played when two or more players share the same Town card when it is declared. When the player plays a brawl action, he selects a Gunfighter from his gang and each other player at the location selects a Gunfighter from their gang.

When a Brawl Action Card is played follow the steps below:

1. Each Player chooses a single Gunfighter from their Gang.

2. Starting with the player who initiated the brawl action the Gunfighters perform a brawl test 🖊, each trump scored deals a wound and the Gunfighter receives a wound token.

Brawl Actions are made simultaneously and even if a Gunfighter is killed they still make a Brawl test and will deal wounds for each trump they score.

**Note:** Gunfighters do not need to have a weapon attached to partake in Shoot-outs or brawls, these cards are upgrade to basic weapons it is assumed that they carry.

## **LOOSING A GUNFIGHTER**

Each Gunfighter has a life value (shown as a heart) when the gunfighter has received a number of wound tokens equal to or above this value they have been killed and are placed beneath the Undertaker Town card (or discarded if it is currently out of play due to an Explosion Action) any attached cards they had are discarded.

When a Gunfighter is captured the capturing player takes the gunfighter card and places it face down in his/her play area, all attached cards are discarded.

# SAMPLE SHOOT-OUT ACTION

Martin has just played a Shoot-Out Action Card at the Train Station and Wendy having a Cowboy Marker there must partake in the Gunfight.

**STEP ONE:** Martin selects **Doc Hollandaise** and Wendy selects **Angie Oakley** from their Gangs.



Wendy decides to use her Lasso Item card (which she discards) to steal Doc's Cowboy Hat, she could attach it to any of her gunfighters but it would be pretty handy to Attach it to Angie Oakley at this moment and chooses to do that.



Wendy discards her Lasso and steals Doc's Cowboy Hat, attaching it to Angie Oakley.

**STEP TWO:** Martin checks Doc Hollandaise Quick Draw ①, with no cards providing a bonus or penalty Doc's Quick Draw is ♠ 4. He rolls 4 dice and gets a ♣ ♣ J and ♦. As Martins Trump Card is CLUBS, he scores 3 Trumps.

Wendy like Martin has no cards attached that modify Angie's Quick Draw ② and therefore has a Quick Draw of ♠ 3. Wendy rolls 3 dice and gets ♥ J and ♥. Lucky for Wendy as her Trump Card is HEARTS, she scores 3 trumps.

As both Martin and Wendy have 1 scored 3 trumps each they have drawn at exactly the same time and will both get to shoot even if one is killed.

**STEP THREE:** Martin can see with Doc's Buntline attached his Shoot **3** is  $4+2 = \blacksquare 6$ , Martin rolls 6 dice and gets a **♣ ♣ ♥ ♥ ♦** and **♠**. Not a good roll, just 2 Trumps scored with the Clubs, Angie Oakley receives 2 wound tokens **4**.

Angie's base Shoot is  $\blacksquare 4$ , but with the Carbine attached she gains a special bonus of  $+1 \blacksquare \mathbf{5}$  to the  $+1 \blacksquare \mathbf{6}$  the Carbine Card gives anyway and with her newly acquired Cowboy Hat giving her another  $+1 \blacksquare \mathbf{7}$  she ends up with a Shoot of  $4+1+1+1 = \blacksquare 7$ . Wendy rolls 7 dice and gets **♥ J ♦ ♦ ♣ ♥** and **J**. Scoring 4 Trumps with the 2 Hearts and 2 Jokers Doc Hollandaise receives 4 Wound Tokens **8**.

As Doc only has Life Value of 3 he is killed and Martin places his card underneath the Undertakers Town Card and discards the Buntline Weapon Card.

**STEP FOUR:** As all Gunfighters have taken a shot the Shoot-Out is over.



#### CREDITS

Game Design and Development:  
Editing and Proofreading:  
Layout Design:  
Cover Design:  
Artwork:

Martin Knight  
Wendy Knight  
Martin Knight  
Martin Knight  
Sourced Stock

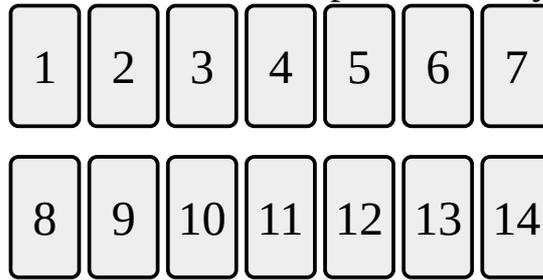
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# SET UP

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

1. Shuffle the Town Cards and deal them face up numerically as shown below.



2. Shuffle the Trump Cards and deal one to each player, players keep this card in their play area at all times face up for all to see.
3. Each player takes the Cowboy Marker shown at the top right of their trump card and places it on the Town Card showing matching their Cowboy Marker.
4. Each player receives \$10 and may bank any amount they wish by flipping over.
5. Separate the Gunfighters Cards from the rest of the cards, shuffle and deal 2 to each player. If you're playing with 2 or less players, place 4 random Gunfighters cards below the Undertaker Town Card. The remaining Gunfighter cards are shuffled together with the Action, Weapon and Item cards to create a Draw Deck.
6. Deal 5 cards to each player whom may immediately change up to 2 cards with the draw deck.
7. Place the Damage Tokens, Dollar Notes and the Draw Deck with in easy reach of all players.
8. Randomly decide who go first.

# TURN

Each player completes a turn, then play moves to their left.

1. **Investment** – You earn \$1 for each \$5 invested at 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 \$'s are given to the player.
2. **Movement** - Move your Cowboy Marker to any adjacent Town Card (orthogonally or diagonally). If any of your gunfighters have some Cowboy Boots, you may discard it to move up to two locations, or if you any have a Horse Card attached you may discard it to move to any location. You do not have to move, unless you have begun your turn on the Church Town Card.
3. **Play Action Cards** – One Action Card per turn can be played, your Cowboy Marker must be on the correct Town Card (see the individual cards), in addition to playing an action card, you may make use of any free action offered by your location (i.e. the Saloon or the Sheriff's Office).
4. **Discard & Draw cards** – Discard any number of cards from your hand, then draw 2 cards up to a maximum of 5.



**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 Gunfighter. The Gunfighter card is placed face down beneath the Undertakers Town Card.



**General Store:** A player visiting the General Store can only buy and sell cards that have the Location Mark "General Store". To buy items from their hand they pay the price shown on the card and to sell items that have been attached to a gunfighter they discard the card and receive half of its buy value, rounded down.



**Gold Mine:** A player visiting the mine can attempt to mine for some gold and rolls a die, if they score a trump they receive \$3. In addition they can also play the Action Card Mining to try and find more gold.



**Gunsmith:** A player visiting the Gunsmith can buy and sell only item or weapons that have the Location Mark "Gunsmith" and follow the same rules for buying and selling as the general store.



**Hotel:** A player visiting the hotel can hire a room and rest up a single Gunfighter. They pay \$3 for the room and can remove 1 wound token from a single Gunfighter in their posse. Only once per turn.



**Indian Reserve:** A player visiting the reserve is permitted to sell weapons or items attached to their Gunfighters that have the Location Mark Gunsmith or General Store for \$2 more than their buy value.



**Livery:** A player leaving the Livery can hire a horse for \$2 and move to any Town Card.



**Madame Bell:** A player visiting Madame Bells may pay \$3 for each Gunfighter they have and for each \$3 they pay permits them to draw 1 card from the draw deck.



**Saloon:** A player visiting the saloon may perform a Shoot-out or a Brawl action, without playing the action card; this is a free action, so the can play an action card in addition.



**Sheriff's Office:** A player visiting the Sheriff's Office may jail a captured Gunfighter. Place the captured Gunfighter card beneath the Sheriff's Office Town Card and receive \$4.



**Town Bank:** At the Bank a player can deposit funds into accounts by flipping their dollar notes face down or withdraw funds by flipping them face up again, all of their money that has not been banked should be kept separate from their banked notes in their pay area.



**Train Station:** At the Train station a player can hire themselves a Gunfighter, they must pay the hire cost shown on the individual cards.



**Undertakers:** A player visiting the undertakers may take a look at the dead, by looking through any Gunfighter cards that have been placed beneath the undertakers Town card.

 **BLACK ICON** – REFERS TO THE PLAYER

 **BLUE ICON** – REFERS TO THE PLAYERS OPPONENT



**QUICK DRAW**



**SHOOT**



**BRAWL**



**GAMBLE**



**LAW**



**OUTLAW**



**WOUND/LIFE**