

GUNFIGHT AT THE OK CORRAL

The scenery you'll need:

See map. If you want a gunfight that is less faithful to the historical events then replace some buildings with woods, and imagine that you're simulating a gunfight in a woody region (maybe Canada, etc).

Table size: 90cm x 90cm

Set-up

Prepare the battlefield with a village in the middle as shown on the map. Add other elements of scenery (fences, barrels etc) to make more varied terrain and to give the Squads some cover. After placing all the scenery both players roll 2d6 and add their leader's VT to see who wins the *Initiative*.

Background description:

It's time to settle some old scores! Only one Squad will be left standing at sun-down

Duration: The scenario lasts until one of the two Squads is completely eliminated (all men are *out of action* or the Squad *Routs*).

Deployment

See map.

Special rules

None.

Victory Conditions

Primary Objective for both: Eliminate the entire enemy Squad. This objective is worth 50 Experience Points.

Secondary Objective for both: Put the enemy Squad leader *out of action*. This objective is worth 10 Experience Points (as well as his value divided by 10).



Colt 45

GUNFIGHT AT THE OK CORRAL: MAP



EARPS

Consisting of:

Wyatt Earp, Virgil Earp, Morgan Earp, Doc Holliday

Breakpoint: - (they must all be put *Out of Action*)

Squad Variants:

☛ The *Squad* can buy up to 2 *Wait Actions* (see special rules) for +40 points each.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Wyatt Earp	5	Revolver, Knife	gunslinger, leader, lucky, marksman (pistol), move & fire (pistol), veteran	120
Virgil Earp	4	Revolver, Knife	gunslinger, marksman (pistol), veteran	70
Morgan Earp	4	Revolver, Knife	agile, gunslinger, marksman (pistol)	65
Doc Holliday	5	Shotgun, Revolver, Knife	doc, gunslinger, marksman (rifle), marksman (pistol), move & fire (pistol), veteran	160

UNIT VARIANTS:

- ☛ Wyatt Earp can add Binoculars to his equipment for +20 points.
- ☛ Wyatt Earp can replace his Revolver with a Colt Buntline Special Revolver for +5 points: in this case Wyatt Earp can't use a second Revolver or the *quick fire* characteristic.
- ☛ Wyatt Earp, Virgil Earp and Morgan Earp can add a Shotgun to their equipment for +40 points each.
- ☛ Wyatt Earp, Virgil Earp and Morgan Earp can add a Breech-loading rifle to their equipment for +10 points each.
- ☛ Virgil Earp and Morgan Earp can buy the *move & fire (pistol)* characteristic for +15 points each.
- ☛ All members of the *Squad* can add a second Revolver to their equipment for +10 points each.
- ☛ All members of the *Squad* can replace their Revolvers with Heavy Revolvers for +5 points each.
- ☛ All members of the *Squad* can buy the *mounted* characteristic for +15 points each.
- ☛ All members of the *Squad*, if *mounted*, can buy the *expert rider* characteristic for +10 points each.
- ☛ All members of the *Squad* can buy the *eagle eye* characteristic for +5 points each.

SPECIAL RULES:

Wait Actions: when the player is building his Squad, he can buy *Wait Actions*. In this case the player will use a dice to keep count of them. During the *Action Sequence*, he can turn the dice over to the next lowest number and pass, forcing the opponent to play again. At the end of the turn the *Wait Actions* are renewed and can be used again next turn.

RANGED WEAPONS TABLE

Type	Range				Rate of fire	Characteristics
	Close 20 cm	Normal 21-40 cm	Long 41-60 cm	Extreme 61-80 cm		
Colt Buntline Special Revolver	+2d6	-	NE	NE	1	melee weapon

COWBOYS

Consisting in:

Frank McLaury, Tom McLaury, Billy Clanton, Ike Clanton, Billy Claiborne

Breakpoint: 2

Squad Variants:

- ⊛ All members of the *Squad* can buy the *seasoned fighter* characteristic for a total cost of +40 points.
- ⊛ All members of the *Squad* can buy the *bad reputation* characteristic for a total cost of +40 points.
- ⊛ The *Squad* can add a Stranger for +75 points.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Frank McLaury	4	2 Revolvers, Knife, Lasso	cut-throat, gunslinger, leader, move & fire (pistol), veteran	100
Tom McLaury	3	2 Revolvers, Knife	cut-throat, gunslinger	55
Billy Clanton	3	Revolver, Knife	gunslinger, move & fire (pistol)	55
Ike Clanton	3	Knife	gunslinger, veteran	40
Billy Claiborne	3	Revolver, Knife	cut-throat, gunslinger	45

UNIT VARIANTS:

- ⊛ Frank McLaury can add Binoculars to his equipment for +20 points.
- ⊛ All members of the *Squad* can buy the *marksman (pistol)* characteristic for +10 points each.
- ⊛ All members of the *Squad* can buy the *move & fire (pistols)* characteristic for +15 points each.
- ⊛ Billy Clanton and Billy Claiborne can add a second Revolver to their equipment for +10 points each.
- ⊛ Ike Clanton can add a Revolver to their equipment for +10 points.
- ⊛ All members of the *Squad* can replace their Revolvers with Heavy Revolvers for +5 points each.
- ⊛ All members of the *Squad* can add a Repeater carbine to their equipment for +15 points each.
- ⊛ All members of the *Squad* can add a Breech-loading rifle to their equipment for +10 points each.
- ⊛ All members of the *Squad* can buy the *mounted* characteristic for +15 points each.
- ⊛ All members of the *Squad*, if *mounted*, can buy the *expert rider* characteristic for +10 points each.

MODEL/GROUP	TV	WEAPON	CHARACTERISTICS	COST
Stranger	3	Repeater carbine, Revolver, Knife	gunslinger, stealthy	75

