

RUTHLESS

THE FASTEST RULES IN THE WEST



RIDING SHOTGUN



THE ORIGIN OF THE EARP — COWBOY FEUD IN 5 FREE ACTS

RIDING SHOTGUN



A FREE RUTHLESS 5th ACT CAMPAIGN

BY GREG WAGMAN

"I wanted the glory of capturing Leonard, Head, and Crane."
—Wyatt Earp

THE CAMPAIGN

A curious incident occurred the night of March 15, 1881 on the road north of Tombstone. Historians still do not agree on exactly what happened, but there is no doubt this incident lit the fuse for a future showdown between the Earps and Cowboys.

What is known is that several masked men attempted to rob \$25,000 in Wells Fargo payroll from a stagecoach on the road between Benson and Tombstone. Two men were killed and one injured in the attack. A friend of Doc Holliday's was said to be involved—but was Doc a part of the hold up, as well? It seems unlikely.

In the aftermath of the robbery, a posse formed in town to track down the criminals. Both Wyatt Earp and Doc Holliday were a part of that posse, though Doc would later be arrested (and then released) by Sheriff Behan. Over the course of two weeks, posses hunted across Cochise County for the suspects. Historically, the bandits evaded capture and were never arrested.

This mini-campaign is structured in five "acts," or quick scenarios playable in a single evening. There is a map-based component to this game, representing a cat-and-mouse chase between the Cowboys and the Earp posse. The Cowboy mission is to escape Cochise County for the relative safety of either the New Mexico Territory or Sonora, Mexico. The Earp player will attempt to track the bandits and bring them to justice before they can flee their jurisdiction!

PLAYER BRIEFINGS

Divide the players into two teams—one is given the Cowboy Briefing and the other receives the Earp Briefing. These briefings appear on the next two pages and allow each team to read and record their decisions *before* reading or playing each new scenario. Players should refrain from studying individual scenario details beforehand (this preserves some surprises!).

KEY CONCEPTS

THE MAP

This campaign includes map-based movement. After playing each act, the Cowboys secretly move one space the map, forcing the Earps to guess their location! The player briefings explain the rules for map movement, but it is likely that fewer than five acts will occur.

SILVER DOLLARS

Both posses start with Silver Dollars, an in-game currency that can be spent to purchase bonuses.

CASUALTIES

At the end of each act, any characters that were killed are *permanently* removed from the campaign. Characters that survived but took some number of wounds may return for the next act, but always return with *one* preexisting wound of your choice marked as permanent. Note that during a scenario, characters may elect to move off a table edge to disengage (...and survive), but doing so counts as being "Lily Livered" for Skedaddle.



COWBOY BRIEFING

A stagecoach operation run by JD Kinnear & Company makes a regular run from Benson to Tombstone carrying passengers. But the worst-kept secret in town is that the coach often carries more than just people—it shuttles silver from the mines. Curly Bill and some of the Cowboys told us that tonight’s run could have a big payday on board. How ‘bout we put on some masks and find a discreet spot to ambush this stagecoach and steal enough silver to live like kings?

VICTORY: You win the game if at least one of the four Cowboy characters from Act I escapes the map alive.

SILVER DOLLARS

\$	\$	\$	\$																
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ACT ONE RIDING SHOTGUN

You may spend up to 2 Silver Dollars to convince Doc Holliday to join your posse for the heist. Roll 1d10 for each Silver Dollar spent. Any roll of 8+ successfully recruits Holliday. Proceed to Scenario #1, “Riding Shotgun.”

ACT TWO FORMING A POSSE

Multiple posses are forming in Tombstone in response to the recent attack on the Wells Fargo stagecoach. We could offer Sheriff Behan some silver in exchange for slowing down the pursuit.

Secretly move one space on the map away from Drew’s Station. Note your new location: _____
 If you wish to pay off Behan to slow the pursuit, spend 1 Silver Dollar and roll 1[d10]. On a result of 5+, inform the Earp player he may not use Silver Dollars to increase the number of men in his posse during a game played in Act II. If the Earp player fails to guess your new location, skip to Act III.

ACT THREE THE HUNT CONTINUES

Despite rumors, sightings, and near misses, we can still make it out of Cochise County with our skins!

If Leonard, Crane, or Head have been killed by now, add Hank Redfield to your posse for the rest of the campaign. Secretly move one space on the map from your last known location. You may pay [d3] Silver Dollars to ignore any Law symbols on the map during this Act. Note your new location: _____
 If the Earp player fails to guess your new location, skip to Act IV.

ACT FOUR INTO THE BACK COUNTRY

We’ve evaded the law long enough to taste freedom!

Secretly move one space on the map from your last known location. Note your new location: _____
 If the Earp player fails to guess this location, skip to Act V.

ACT FIVE ESCAPE!

If the Cowboys still remain at large, proceed to Scenario D, “Crossing the Border.” You may spend any remaining Silver Dollars to pay Sheriff Behan to interfere with the pursuit of the Earp posse and delay them! Roll 1d10 for each Silver Dollar remaining and count each result of 6+ as a success to influence the final scenario deployment.

EARP BRIEFING



With the town of Tombstone booming, there's a lot of money to be earned if we can develop the right political connections. Later this year there's an election coming for town sheriff, and Wyatt Earp would love nothing more than to fill that office (along with the 10% county-wide tax bonus that comes with it...). And what could be better for boosting your election credentials than tracking down violent criminals and bringing them to justice?

VICTORY: You win the game as long as at least one Earp brother survives and all four Cowboy characters from Act I are killed.

SILVER DOLLARS



ACT ONE RIDING SHOTGUN

You may spend one Silver Dollar to send additional escort with the Wells Fargo payroll leaving Tombstone tonight. After your decision, proceed to Scenario #1, "Riding Shotgun."

ACT TWO FORMING A POSSE

Multiple posses are forming in Tombstone in response to the recent attack on the Wells Fargo stagecoach. While Sheriff Behan forms his group, you might be best served searching for these bandits on your own. But where to begin?

After the Cowboy player secretly notes his next map location, announce which of the three Act II locations your posse will search. If you won the previous scenario, the Cowboy player must narrow your search by one space. If your search guess matches the Cowboy location, proceed to that scenario. If you have not located the Cowboys, skip to Act III.

ACT THREE THE HUNT CONTINUES

Despite rumors, sightings, and near misses, the bandits remain at large. Should we split up to cover more ground?

To split up, Virgil Earp and Marshall Williams will not be available in the next scenario (even if the scenario set up calls for them). But in exchange, you do not have to search for the Cowboys this turn. The Cowboy player must reveal his location and proceed to play the scenario. If you don't want to split up, after the Cowboy player secretly notes his next map location, announce which of the Act III locations your posse will search. If this matches the Cowboy location, proceed to that scenario. If you have not located the Cowboys, skip to Act IV.

ACT FOUR INTO THE BACK COUNTRY

The newspapers are starting to question whether the bandits will ever be found. Maybe it's time we ask Behan for help.

Pay 1 Silver Dollar if you cut a deal with Behan. If you do so, roll 1[d10] and on a result of 4+, the Cowboy player must narrow your search to two possible locations (one of which is accurate). Announce which space your posse will search and if this matches the Cowboy location, proceed to that scenario. If you have not located the Cowboys, skip to Act V.

ACT FIVE ESCAPE!

If the Cowboys still remain at large, proceed to Scenario D, "Crossing the Border."



STARTING LOCATION

The Cowboy bandits begin at Drew's Station, where the stagecoach heist occurred historically. After Act I and each subsequent Act, the Cowboy player secretly advances one space toward New Mexico or Sonora. The Cowboy player is not allowed to split their posse, remain in the same space, or move backward. Map movement must always progress one space closer to escaping Cochise County!

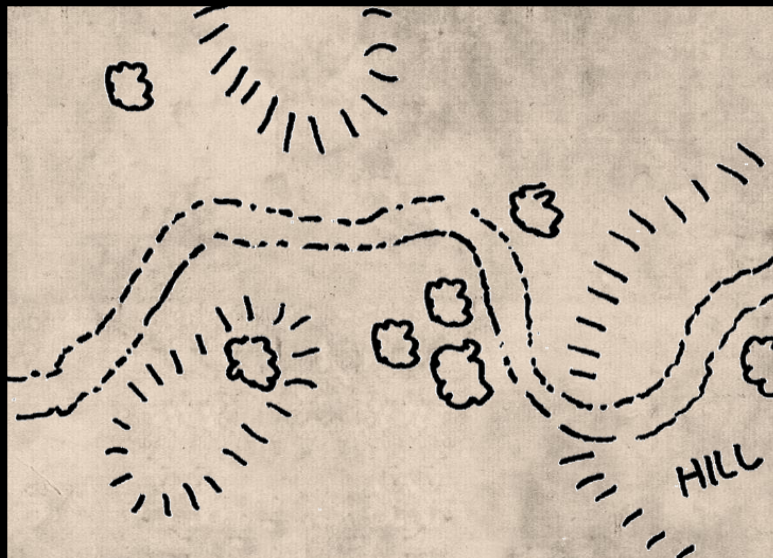
MAP SYMBOLS

Some map spaces are noted with a COWBOY or a LAW symbol. The longhorn cattle symbol denotes locations with known Cowboy sympathizers and these spaces might impact the scenario set up. If so, the scenario will specify any special rules. The sheriff badge symbol denotes a space with active law enforcement, providing assistance to the Earp posse. If the Cowboys enter this space, they roll 1d10. On a result of 4+ the Cowboy player immediately reveals his location, and on a result of 8+, in addition to the reveal, the Earps earn +1 Silver Dollar.

RIDING SHOTGUN

MARCH 15, 1881.

Every month, a stagecoach carries pay between Tombstone and Benson in the Arizona Territory. Moving that amount of silver and cash on regular basis is bound to draw unwanted attention, especially in these parts. On March 15, masked men lie in ambush at the bottom of a steep hill near Drew Station. They wait for the coach to arrive, carrying over \$25,000 in Wells Fargo payroll and nine passengers. One of them, Bob Paul, is a former sheriff, riding shotgun.



SCENARIO RULES

- ★ The tabletop map is 6'x4', and Bill Leonard, Jim Crane, and Harry Head deploy on foot in the center of the table, within 6" of the road. Luther King deploys at least 12" away from them, holding four horses. Doc Holliday may deploy next to any Cowboy, mounted, if he has joined the Cowboys.
- ★ Add Marshall Williams, on horseback, to the Wells Fargo posse if the Earp player spent 1 Silver Dollar for escort. The stagecoach arrives from the eastern table edge on Turn 1 with two men on board—driver Bud Philpott and former sheriff Bob Paul. "Taking the reins" to switch drivers mid-game costs one action. Whenever the driver takes a "Move" action, advance the stagecoach 6". The driver may use a special "Whip!" action to increase the move by +d6", but on a roll of "5-6" one random horse takes a wound from exhaustion.
- ★ If the stagecoach ever moves off the trail, roll 1d10 and on a result of 1-4, reposition the coach 3" in a random direction as it's jolted by a rock or other bad ground! You can roll a die to determine the direction.
- ★ The stagecoach may be used to "ram" Cowboys on foot or on horseback. If the coach moves into contact with a Cowboy model, resolve a round of Fisticuffs. If the Cowboy wins, he dodges 2" out of the way without further effect. If the coach wins, the Cowboy takes one hit and is thrown back 4"!
- ★ Cowboys may intentionally target any of the four coach horses. If the shot hits, the exact horse is randomized. Each horse can sustain three wounds, and for each coach horse killed, reduce the movement rate of the stagecoach by 1". If fired upon, Philpott and Paul are both considered to have -1 (light) cover.
- ★ Bud Philpott and Bob Paul will not Skedaddle. If the driver becomes Lily Livered the coach swerves! Immediately take a random 3" move as described earlier. The coach might bounce off trail!

COWBOY CONSEQUENCES

Win the Scenario

... if both Philpott and Paul are killed or unconscious, allowing us to rob the coach! *Gain +[d6] Silver Dollars and proceed to Act II.*

Lose the Scenario

...if the coach escapes the western table edge. *Proceed to Act II.*

Lose the Campaign

...if all four original Cowboys are dead. *Campaign over!*

EARP CONSEQUENCES

Win the Scenario

... if the coach escapes the western table edge with at least one posse member alive, or if the Cowboy posse Skedaddles. The survivors give you valuable testimony about the bandits! *When proceeding to Act II, the Cowboy player must reveal one possible movement location he did not choose. This narrows down your search to two spaces!*

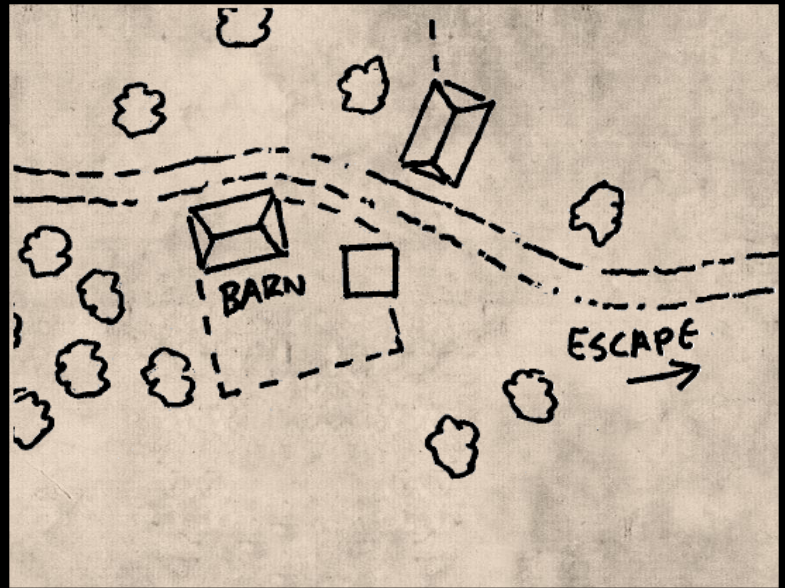
Lose the Scenario

...if Philpott and Paul are dead or unconscious and the coach is stopped. *Proceed to Act II.*

SCENARIO A: THE RANCH

MARCH 1881.

The Earp posse catches up with the suspected bandits near a small Arizona ranch. Can the Cowboys drive off the lawmen or manage to slip away yet again?



**PLAY THIS SCENARIO IF THE EARPS LOCATE
THE COWBOYS IN A MAP SPACE MARKED
"Scenario A"**

SCENARIO RULES

- ★ The tabletop map is 6'x4', and the Cowboy posse deploys within 3" of the ranch house, on foot. Bill Leonard, Jim Crane, Harry Head, and Luther King are in the posse. Roll 1d3 and add that number of horses in the barn on the other side of the trail, available to be mounted for a possible fast getaway!
- ★ If this space on the map is marked with a COWBOY symbol, it is a sympathetic Cowboy hideout. If this is the case, do not roll for the number of horses in the barn. Instead, place one horse for each posse member. Additionally, the Cowboy player rolls d10 at the end of Turn 1. On a result of 3-8, Pony Diehl enters from the eastern table edge, mounted. On a result of 9-10, Curly Bill enters alongside Pony Diehl.
- ★ The Earp posse deploys one character on foot, anywhere on the table at least 12" away from a Cowboy. This is the Earp's scout!. The rest of the Earp posses enters mounted anywhere from the western table edge. The posse includes Wyatt Earp, Virgil Earp, Marshall Williams, and Bob Paul (if he survived Act I).
- ★ The Earp player may spend 1 Silver Dollar to add Morgan Earp, Bat Masterson, or Doc Holliday. If Holliday was a member of the Cowboy posse during Act I, adding any of the above characters costs 2 Silver Dollars instead of 1!
- ★ The Cowboy posse may only escape the table from the trail exiting the eastern table edge.

COWBOY CONSEQUENCES

Win the Scenario

... if the Earp posse Skedaddles first or by safely escaping the trail on the eastern table edge. *Proceed to the next Act.*

Lose the Scenario

...if the Cowboy posse is forced to Skedaddle before voluntarily escaping to the east in good order! *Proceed to the next Act and roll 1d10. On a 1-4, lose 1 Silver Dollar.*

Lose the Campaign

...if all four original Cowboys from Act I are dead or left unconscious. *Campaign over!*

EARP CONSEQUENCES

Win the Campaign

... if all four original Cowboys from Act I are killed or left unconscious. *Campaign over!*

Lose the Campaign

...if all three Earp brothers are killed. *Campaign over!*

The Bandits Remain at Large

...if any of the four original Cowboys from Act I remain alive. *Gain +1 Silver Dollar for killing Leonard, Crane, or Head in this scenario. Then proceed to the next Act.*

SCENARIO B: MOUNTAIN MANHUNT

MARCH 1881.

The Cowboy bandits are holed up in a mountain camp when they hear horses approaching in the distance. It's the Earp boys! Make a run for it!

PLAY THIS SCENARIO IF THE EARPS LOCATE THE COWBOYS IN A MAP SPACE MARKED "Scenario A"



SCENARIO RULES

- ★ The tabletop map is 4'x4', and the Cowboy posse deploys within 3" of the camp, on foot. Bill Leonard, Jim Crane, Harry Head, and Luther King are in the posse. There are no horses on the table.
- ★ If this space on the map is marked with a COWBOY symbol, it is a sympathetic Cowboy hideout. If this is the case, the Cowboy player rolls d10 at the end of Turn 1. On a result of 1-6, Pony Diehl or Pete Spence enter from the southern table edge, mounted. On a result of 8-10, Pony Diehl or Pete Spence arrive with two additional horses in tow, available to aid a getaway!
- ★ The Earp posse must divide their posse between the eastern and western table edge, entering from both directions. The posse includes Wyatt Earp, Virgil Earp, Morgan Earp, and Bob Paul (if he survived Act I). All characters are on foot.
- ★ If this map space is marked with a LAW symbol, one Earp posse member may arrive mounted.
- ★ The Earp player may spend 1 Silver Dollar to add Bat Masterson, Marshall Williams, or Doc Holliday. If Holliday was a member of the Cowboy posse during Act I, he is not available in this scenario.
- ★ The Cowboy posse may only escape the table from the mountain pass exiting the southern table edge.

COWBOY CONSEQUENCES

Win the Scenario

... if the Earp posse Skedaddles first or by safely escaping the trail off the southern table edge. *Proceed to the next Act.*

Lose the Scenario

...if the Cowboy posse is forced to Skedaddle before voluntarily escaping south in good order! *Proceed to the next Act.*

Lose the Campaign

...if all four original Cowboys from Act I are dead or left unconscious. *Campaign over!*

EARP CONSEQUENCES

Win the Campaign

... if all four original Cowboys from Act I are killed or left unconscious. *Campaign over!*

Lose the Campaign

...if all three Earp brothers are killed. *Campaign over!*

The Bandits Remain at Large

...if any of the four original Cowboys from Act I remain alive. *Gain +1 Silver Dollar for killing Leonard, Crane, or Head in this scenario. Then proceed to the next Act.*

SCENARIO C: SHALLOW WATERS

MARCH 1881.

After tracking the bandits for days, the Earp posse stops to water their horses. It is a rare moment of loose cooperation between the Earp and Behan factions, who have largely operated independently so far in the manhunt. When a Cowboy ambush springs into action, will the Earps fight it out or try to run?

PLAY THIS SCENARIO IF THE EARPS LOCATE THE COWBOYS IN A MAP SPACE MARKED "Scenario A"



SCENARIO RULES

- ★ The tabletop map is 4'x4', and the Earp posse deploys in the center of the table. They are dismounted, with horses drinking from the river. The posse includes Wyatt Earp, Virgil Earp, Bat Masterson, Doc Holliday, and Bob Paul (if he survived Act I).
- ★ Add Johnny Behan and Harry Woods to the Earp posse. Before the first turn of the scenario, the Cowboy player secretly rolls 1d6 and records that result on a piece of paper. The turn after this number, Behan and Woods Skedaddle from the table automatically. (Example: The Cowboy player rolls a 3. He keeps this information secret until the start of Turn 4, when he reveals the result. Behan and Woods are removed.)
- ★ The Cowboy posse may deploy within 4" of any table edge, mounted or dismounted. The posse includes Bill Leonard, Jim Crane, Harry Head, and Luther King. The Cowboy player may spend 1 Silver Dollar to add Pony Diehl, Pete Spence, or Curly Bill to the posse.
- ★ Before the scenario begins, the Cowboy player may secretly nominate any one table edge as a trap for the Earp posse. Write down the designated trap table edge and do not reveal it to the Earp player. At the end of the game, if any Earp posse character voluntarily chose to exit the table from this edge, that character may not appear in the next scenario played!
- ★ If this scenario occurs at San Simon Creek on the strategic map, the Cowboy player may Spend 1 Silver Dollar to designate an additional table edge as a second trap.

COWBOY CONSEQUENCES

Win the Scenario

... if the Earp posse Skedaddles first or voluntarily exits a table edge. *Proceed to the next Act and gain +1 Silver Dollar.*

Lose the Scenario

...if the Cowboy posse Skedaddles. *Proceed to the next Act.*

Lose the Campaign

...if all four original Cowboys from Act I are dead or left unconscious. *Campaign over!*

EARP CONSEQUENCES

Win the Campaign

... if all four original Cowboys from Act I are killed or left unconscious. *Campaign over!*

Lose the Campaign

...if all three Earp brothers are killed. *Campaign over!*

The Bandits Remain at Large

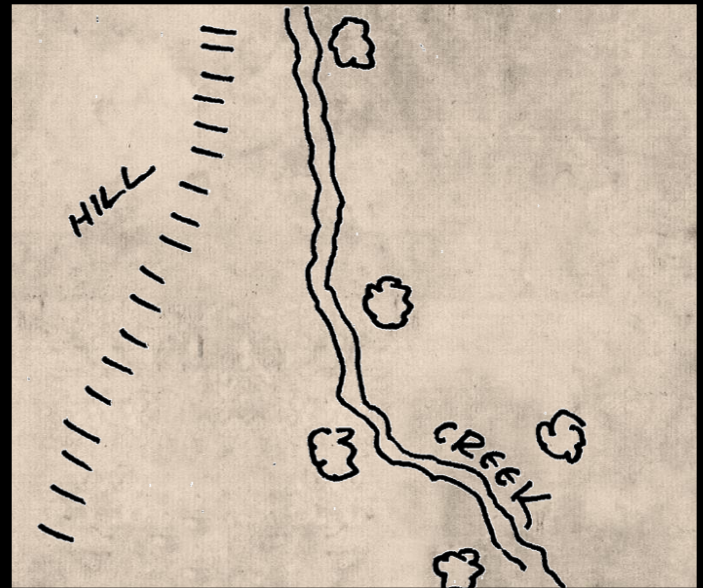
...if any of the four original Cowboys from Act I remain alive. *Gain +1 Silver Dollar for killing Leonard, Crane, or Head in this scenario. Proceed to the next Act.*

SCENARIO D: BORDER CROSSING

EARLY APRIL 1881.

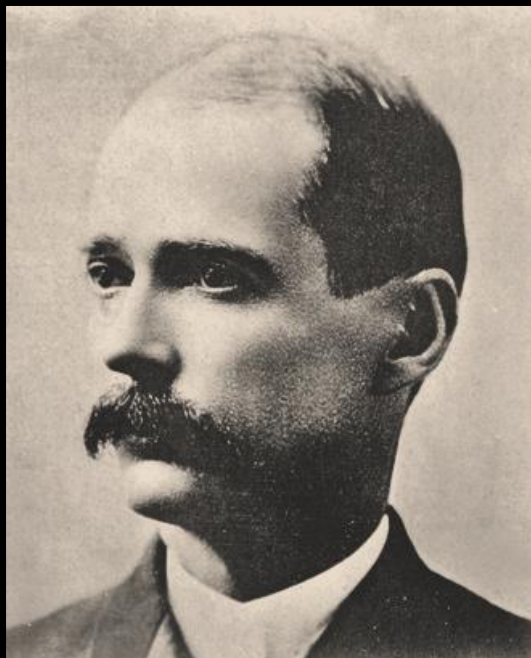
The Earp lawmen have tracked the bandits all the way to the border, where they are no doubt seeking to find their way toward the relative safety of the Clanton family ranch in the Animas Valley in southern New Mexico. Will the Cowboys escape Cochise County to evade the long arm of the law?

PLAY THIS SCENARIO IF THE EARPS LOCATE THE COWBOYS IN A MAP SPACE MARKED "Scenario D"



SCENARIO RULES

- ★ The tabletop map is 4'x4', and the Cowboy posse deploys within 4" of the western table edge with Bill Leonard, Jim Crane, Harry Head, and Luther King mounted.
- ★ Wyatt Earp, Virgil Earp, Morgan Earp, Bat Masterson, Doc Holliday, and Marshall Williams enter on Turn 1 from shallow creek bed at the northern or southern table edges (they may use both or either edge). For each success the Cowboy player may have rolled for Behan's interference one Earp posse member is delayed until Turn 2.
- ★ At the end of each turn, the Cowboy player rolls 1d10. On a result of 7+ Cowboys arrive from the border to assist their crossing. Pony Diehl, Ike Clanton, and Billy Clanton enter mounted from the eastern table edge.
- ★ Any Cowboys who wish to exit the table must do so within 6" of the center of the eastern edge!



SHERIFF JOHNNY BEHAN

COWBOY CONSEQUENCES

Win the Campaign

... if the Earp posse Skedaddles or one least one Cowboy who started on the western table edge safely exits the eastern edge. *You've made it to freedom and the safety of Sonora or New Mexico!*

Lose the Campaign

...if your posse Skedaddles before achieving victory.

EARP CONSEQUENCES

Win the Campaign

... if all four original Cowboys from Act I are killed or left unconscious. *The Earps will defeat Behan in the upcoming election for Tombstone sheriff!*

Lose the Campaign

...if your posse Skedaddles before achieving victory.

RIDING SHOTGUN UNIT CARDS

BOB PAUL 4

LUCKY ... ONE FREE RE-ROLL PER GAME
LAW DOC ... MAY NOT SHOOT UNTIL ENEMY FIRES FIRST

REVOLVER **SHOTGUN**

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WOUNDS

LEG	ARM	CHEST	SEVERE

BUD PHILPOTT 5

SKILLED DRIVER ... AT ANY TIME, DISARD ONE FACE CARD TO MOVE THE COACH +[d6]"

REVOLVER

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WOUNDS

LEG	ARM	CHEST	SEVERE

HARRY THE KID HEAD 4

TRIGGER FINGER ... +1 VALUE TO SNAP SHOT CARDS
GUNFIGHTER ... +1 TO ALL SHOOTING ROLLS

REVOLVER

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WOUNDS

LEG	ARM	CHEST	SEVERE

BILL LEONARD 6

DIRTY CHEAT ... SWAP A RANDOM OPPONENT'S CARD

REVOLVER

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WOUNDS

LEG	ARM	CHEST	SEVERE

SLIM JIM CRANE 5

COOL HAND ... IGNORE FAILED TOUGHNESS TEST
BOWIE KNIFE ... MAY ADJUST HIT RESULT IN FISTICUFFS

REVOLVER **DERRINGER**

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WOUNDS

LEG	ARM	CHEST	SEVERE

LUTHER KING 6

UNPREPARED ... CANNOT RELOAD

REPEATING RIFLE

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WOUNDS

LEG	ARM	CHEST	SEVERE

RIDING SHOTGUN UNIT CARDS

BAT MASTERSON 3

TOUCH AS NAILS ... IGNORE FIRST WOUND
TRIGGER FINGER ... +1 VALUE TO SNAP SHOT CARDS

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	

MARSHALL WILLIAMS 6

DRUNK ... MAY NOT USE AIM OR GOT YOU COVERED

SHOTGUN

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WOUNDS

LEG		ARM		CHEST		SEVERE	

DOC HOLLIDAY 4

TRIGGER FINGER ... +1 VALUE TO SNAP SHOT CARDS
DIRTY CHEAT ... SWAP A RANDOM OPPONENT'S CARD

REVOLVER

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SHOTGUN

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WOUNDS

LEG		ARM		CHEST		SEVERE	

WYATT EARP 3

LUCKY ... ONE FREE RE-ROLL PER GAME
GUNFIGHTER ... +1 TO ALL SHOOTING ROLLS

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	

VIRGIL EARP 3

COOL HAND ... IGNORE FAILED TOUGHNESS TEST
LAW DOC ... MAY NOT SHOOT UNTIL ENEMY FIRES FIRST

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	

MORGAN EARP 4

NERVOUS ... -1 TO ALL SHOOTING ROLLS

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	

RIDING SHOTGUN UNIT CARDS

JOHNNY BEHAN 5

LUCKY ... ONE FREE RE-ROLL PER GAME

LAW DOC ... MAY NOT SHOOT UNTIL ENEMY FIRES FIRST

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

HARRY WOODS 6

NERVOUS ... -1 TO ALL SHOOTING ROLLS

LAW DOC ... MAY NOT SHOOT UNTIL ENEMY FIRES FIRST

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

HANK REDFIELD 7

NERVOUS ... -1 TO ALL SHOOTING ROLLS

YELLA BELLY ... -1 IN FISTICUFFS

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

CURLY BILLY BROCIOS 4

LOUD MOUTH ... -1 TO ENEMY TOUGHNESS TESTS

OLD WOUND ... START WITH ONE ARM OR LEG WOUND

REVOLVER

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SHOTGUN

█	█
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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

PONY DIEHL 4

COOL HAND ... IGNORE FAILED TOUGHNESS TEST

GUNFIGHTER ... +1 TO ALL SHOOTING ROLLS

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

PETE SPENCE 6

DIRTY CHEAT ... SWAP A RANDOM OPPONENT'S CARD

REVOLVER

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WOUNDS

LEG		ARM		CHEST		SEVERE	
█	█	█	█	█	█	█	█
		☠			☠		☠

RIDING SHOTGUN UNIT CARDS

IKE CLANTON		8							
LOUD MOUTH ... -1 TO ENEMY TOUGHNESS TESTS YELLA BELLY ... -1 IN FISTICUFFS									
REVOLVER									
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WOUNDS									
LEG	ARM	CHEST	SEVERE						
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BILLY CLANTON		4							
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WOUNDS									
LEG	ARM	CHEST	SEVERE						
█	█	█	█						

TOMBSTONE TINDERBOX

A Wild West Tabletop Starter Box



- ★ MINIATURES
- ★ BUILDINGS
- ★ GAME MAT
- ★ GAME RULES
- ★ CUSTOM CARDS
- ★ DICE & ACCESSORIES
- ★ 4-ACT SCENARIO BOOKLET

EVERYTHING YOU NEED TO PLAY IN ONE BOX
EXCLUSIVELY FOR SALE AT LITTLE WARS TV