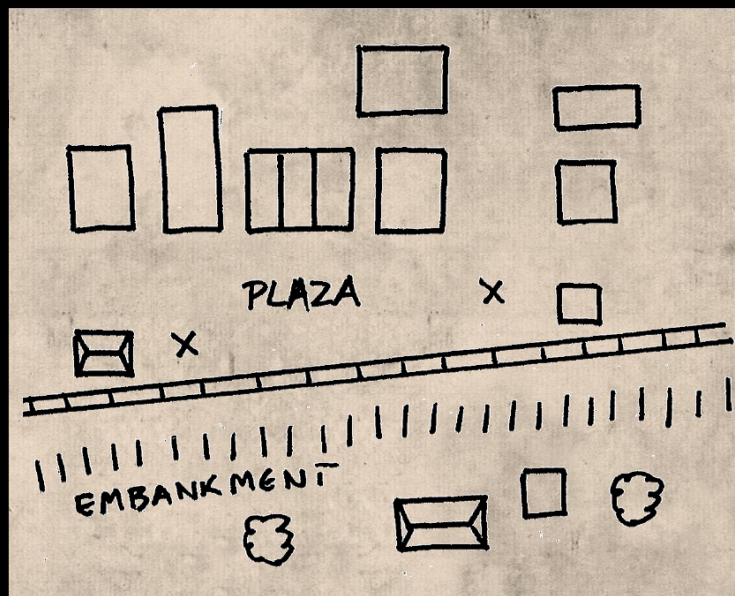


# DODGE CITY DRAW

April 16, 1881.

Jim Masterson and AJ Peacock are uneasy co-owners of the Lady Gay Saloon in Dodge City. Tensions boil over when Peacock's drunken brother-in-law skims money from the till and conspires with Peacock to remove Masterson from the picture. But Jim Masterson's older brother is legendary lawman Bat Masterson, and when a telegram reaches him in Tombstone, Bat races back to Dodge City to aid his brother. He steps off the train and spies Peacock....



## SCENARIO RULES

- ★ Bat Masterson sets up first in the open plaza above the train track embankment. AJ Peacock and Al Updegraff set up second, also in the open plaza. Additional citizens of town will appear later in the scenario but begin the game off-table.
- ★ After resolving every "Fire" action taken by any character, roll a d10. On a result of 1-4, the player who fired is assigned one random citizen for their posse. The Peacock posse must place their citizens anywhere along the north side of the street within 6" of a building, while the Masterson posse adds citizens anywhere south of the railroad embankment. Historically, town citizens began shooting at each other in the mayhem, mostly unaware of how the firing began in the first place!
- ★ There is a limit to the number of citizens who are eligible to appear. Once all the character cards are assigned, no additional citizens are added. Jim Masterson must be assigned to the Masterson posse. The LAST citizen to appear will always be town mayor AB Webster. Historically, he ended the gunfight by arresting Bat Masterson after Updegraff was wounded in the chest.
- ★ If either player plays a "2" card for initiative, this also allows you to temporarily control one citizen of the opposing posse for two immediate actions. This special rule helps represent some of the chaos from the brief, violent gunfight at the plaza!

## WINNING THE GAME

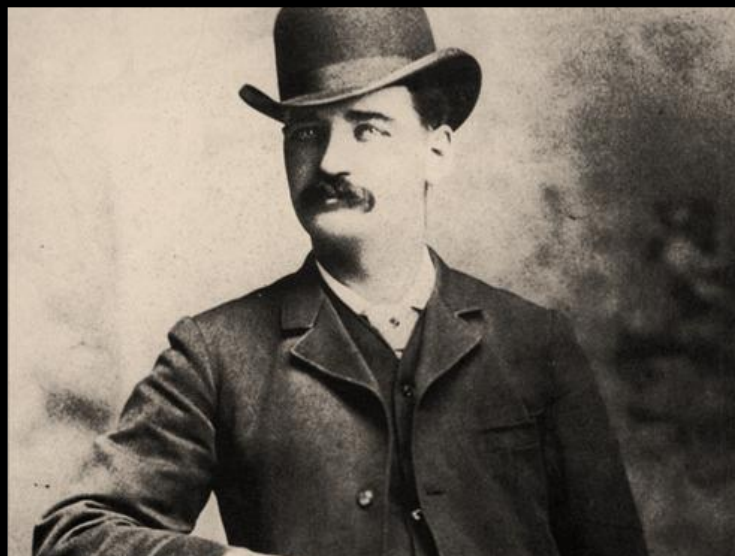
The scenario ends when either Bat Masterson or AJ Peacock is killed or Skeddaddles.

### MASTERSON POSSE:

- +(d6)VP for wounding Updegraff (+1 VP for killing)
- +(d3) VP for wounding Peacock (+0 VP for killing)
- 1 VP for each citizen in your posse other than Jim
- 1 VP for each opposing citizen your posse kills

### PEACOCK POSSE

- +(d10) VP for killing Bat Masterson
- 1 VP for each citizen in your posse



# DODGE CITY DRAW UNIT CARDS

**BAT MASTERSON** 3

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

**REVOLVER** **DERRINGER**

▮	▮	▮	▮	▮	▮
---	---	---	---	---	---

▮	▮
---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

**AJ PEACOCK** 5

**NERVOUS** ... -1 TO ALL SHOOTING ROLLS

**REVOLVER**

▮	▮	▮	▮	▮	▮
---	---	---	---	---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

**JIM MASTERSON** 5

**TRIGGER FINGER** ... +1 VALUE TO SNAP SHOT CARDS

**REVOLVER**

▮	▮	▮	▮	▮	▮
---	---	---	---	---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

**AL UPDEGRAFF** 5

**DRUNK** ... MAY NOT USE "AIM" OR "GOT YOU COVERED"  
**DIRTY CHEAT** ... SWAP A RANDOM OPPONENT'S CARD

**REVOLVER**

▮	▮	▮	▮	▮	▮
---	---	---	---	---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

**TOM MIXON (DEPUTY)** 5

**COOL HAND** ... IGNORE FAILED TOUGHNESS TEST

**REVOLVER**

▮	▮	▮	▮	▮	▮
---	---	---	---	---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

**CHALKEY BEESON** 6

**STUBBORN** ... IGNORE ARM WOUND PENALTY

**SHOTGUN**

▮	▮
---	---

**WOUNDS**

LEG		ARM		CHEST		SEVERE	
▮	▮	▮	▮	▮	▮	▮	▮
	☠		☠		☠		☠

# DODGE CITY DRAW UNIT CARDS

<b>FRED SINGER (MARSHAL)</b>		<b>6</b>							
UNPREPARED ... CANNOT RELOAD									
REVOLVER									
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>									
WOUNDS									
LEG		ARM		CHEST		SEVERE			

<b>PAT SUGHRUE</b>		<b>7</b>											
NERVOUS ... -1 TO ALL SHOOTING ROLLS													
REPEATING RIFLE													
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WOUNDS													
LEG		ARM		CHEST		SEVERE							

<b>JOHN CARPENTER</b>		<b>6</b>							
OLD WOUND ... START WITH ONE ARM OR LEG WOUND									
REVOLVER									
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>									
WOUNDS									
LEG		ARM		CHEST		SEVERE			

<b>ISIAH PRIOR</b>		<b>7</b>											
GREENMORN ... -2 TO ALL SHOOTING ROLLS													
REPEATING RIFLE													
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WOUNDS													
LEG		ARM		CHEST		SEVERE							

<b>SAM TIPPLE</b>		<b>8</b>							
NERVOUS ... -1 TO ALL SHOOTING ROLLS									
UNPREPARED ... CANNOT RELOAD									
REVOLVER									
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>									
WOUNDS									
LEG		ARM		CHEST		SEVERE			

<b>AB WEBSTER (MAYOR)</b>		<b>4</b>					
TOUGH AS NAILS ... IGNORE FIRST WOUND <input type="checkbox"/>							
SHOTGUN							
<table border="1"> <tr> <td></td> <td></td> </tr> </table>							
WOUNDS							
LEG		ARM		CHEST		SEVERE	

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