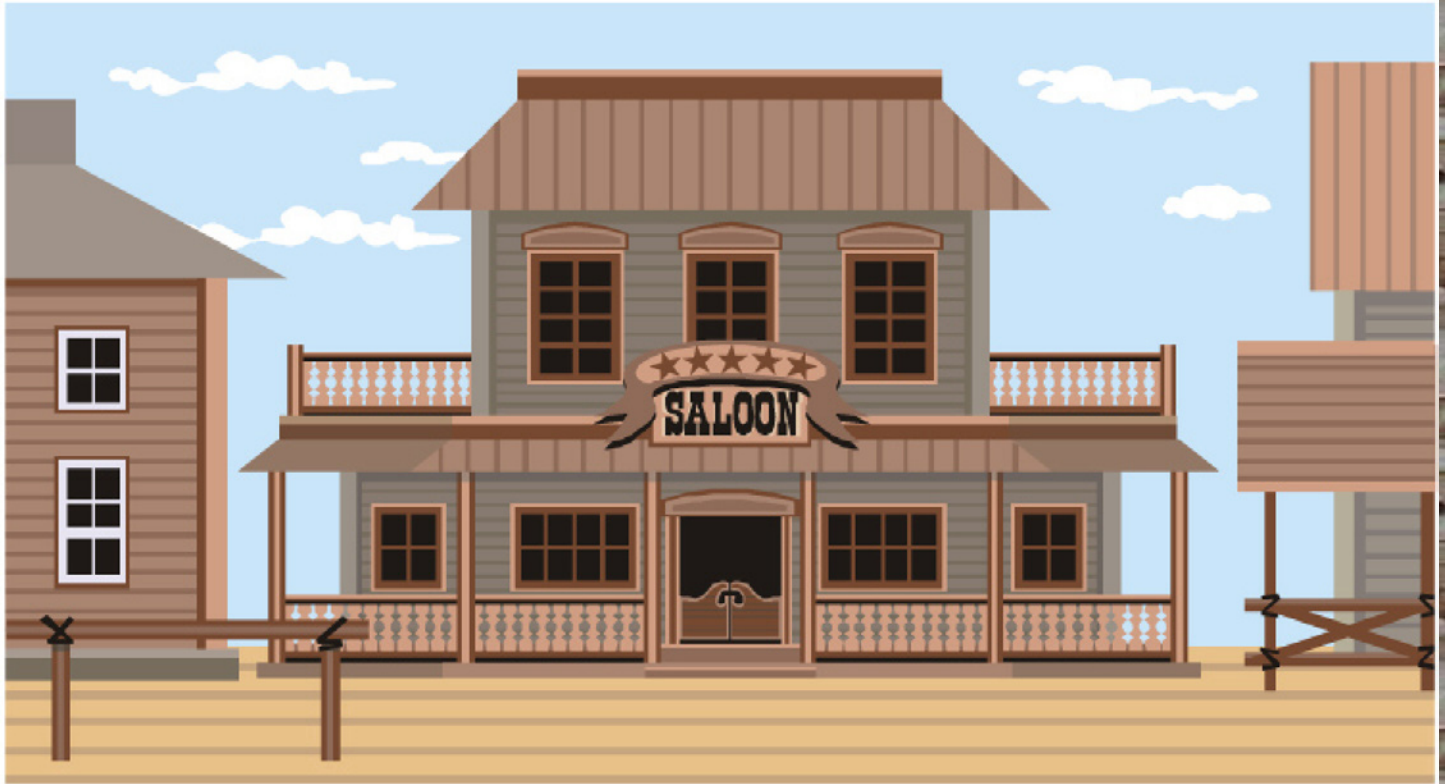


Saloon Fights

Saloon Fights is a game of barroom brawls the way they really were in the western movies. It's the first in a series of games to cover Hollywood's version of life in the Old West. We hope you have as much fun playing it as we had designing it.



Layout & Design
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Saloon Fights

GAME SCALE AND GLOSSARY

The map is a floor plan of **Saloon Fights**, plus the wooden sidewalk and the street just outside. Each hex represents 2.5 feet. Each game turn consists of six impulses, and represents the period between camera cuts in a western movie, however long that might be in real terms.

The game turn, impulse, and number of offense points for both sides are kept track of by using the appropriate counters on the numeric track on the game map.

There are two concepts that are used throughout the rules. There are: “rolling against” a characteristic, and the “quality” of a roll.

Each man has a rating for both strength (STR) and dexterity (DEX), from 1 to 6.

When required to roll against a characteristic, roll one sixsided die, and compare the result to the rating for that characteristic. If the result is equal to or less than the rating, the action that required the roll is successful. The amount by which the die roll is lower than the rating is the quality of the roll.

Each man is represented by three countershead, torso, and legs All other individuals are represented by single counters.

There are certain terms used through the rules. They are: dead, prone, stunned, unconscious, and townsfolk.

Dead - when a man or townsfolk has both STR and DEX reduced to zero, he is dead, becomes prone, and can perform no further actions.

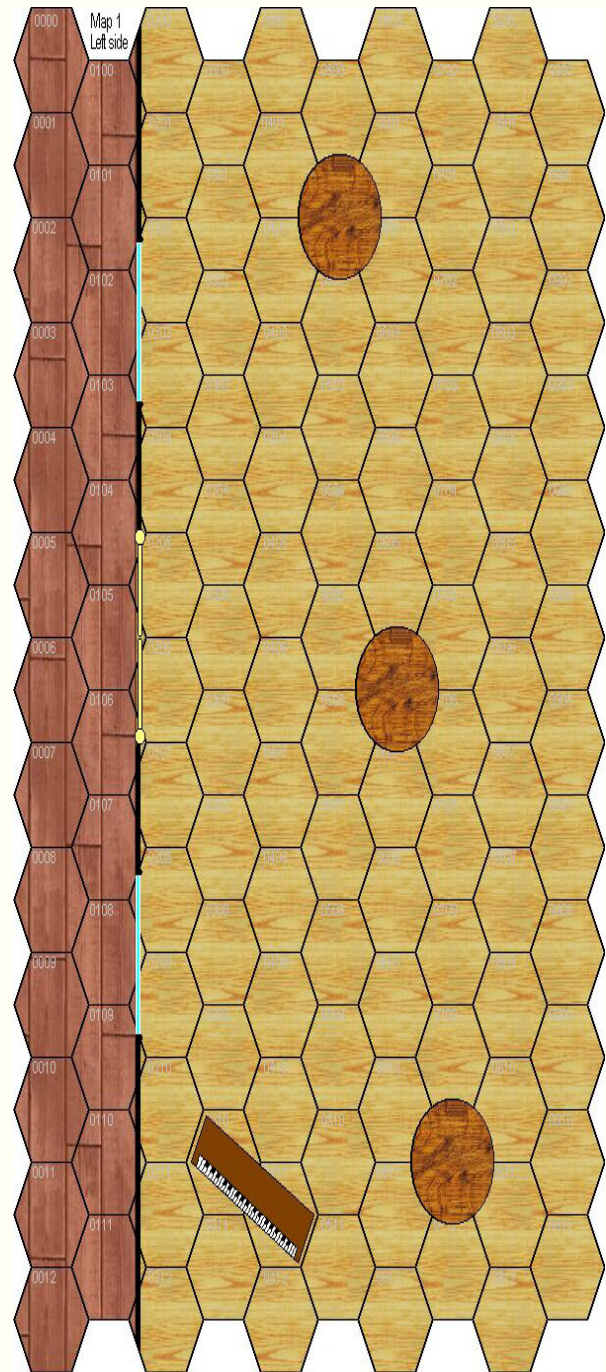
Prone - a prone man’s torso is in one hex while his head is in an adjacent hex and his legs are in the opposite adjacent hex.

Stunned - a stunned man may take no action in the next impulse.

Townsfolk - all townsfolk, including the saloon girls, bartender and piano player, have STR and DEX of 3. Except for the bartender they may not initiate actions, but will always attempt to dodge attacks.

Any attack against atownsfolk that doesn’t make him unconscious or dead has no effect.

Unconscious whena man or townsfolk has either STR or DEX, but not both, reduced to zero, he is unconscious, becomes prone, and can perform no furtheractions till he regains consciousness.



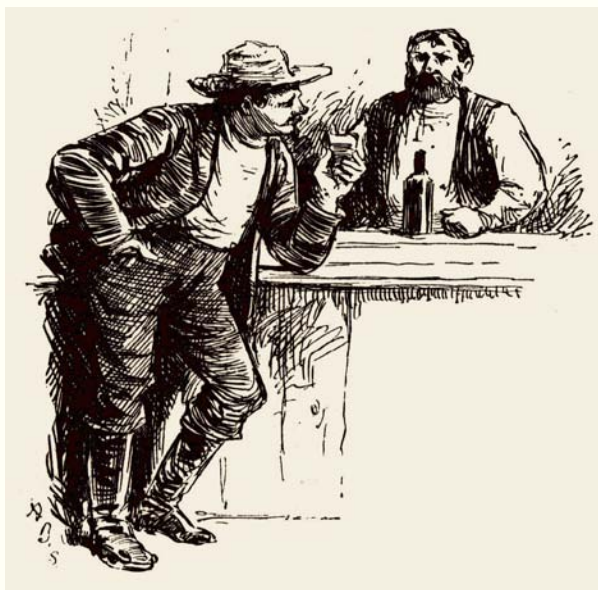
Saloon Fights

INITIAL SETUP

The players each get a crew of six men. One player represents a group of cowhands who've come to town to spend their pay. His men are Amos, Bill, Cal, Dan, Earl, and Fred. The other player represents a local group of ne'er-do-wells just looking for trouble. His men are Gabe, Hank, Ike, Jack, Ken, and Luke. Each player has 50 points that he must allocate to STR and DEX for each man. STR and DEX for each man must each be between 1 and 6.

After the points have been allocated, the players alternate placing their men on the map with the ne'er-do-well player starting. Men can be placed anywhere except behind the bar. Only one man or townsfolk may be in a hex at a time. After all men are placed, the players alternate placing the townsfolk till they've all been placed. Then the piano player and the bartender are placed in their indicated (on the map) starting positions.

Each player rolls a die to determine which of his men is involved in the altercation that starts the brawl. The die roll is counted against the order of the men listed above to pick the man. Both of these men must move directly toward each other and attempt to grapple or punch as soon as possible. No other man may move till they grapple, or the first punch is thrown.



SEQUENCE OF PLAY

Each turn consists of six impulses. On the first impulse of a turn, each player may roll a die for any unconscious man; on a roll of 1 whichever characteristic had reached zero is set to one, and the man thereby regains consciousness. In each impulse, every man may perform one action. Actions are performed in the order of decreasing DEX; the man with the highest DEX performs his action, then the man with the next highest DEX, etc. When more than one man has the same DEX, their order is determined randomly. This order is modified by the dodge rules (explained in the next section) and the following rule. If the man who is to perform his action next is adjacent to an enemy man or men, one die is rolled for each man and the result is subtracted from his DEX. These men then perform actions in the order of these adjusted DEXes. When their actions have been performed, sequencing returns to the normal DEX order.

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