

“Last man standing” variant

Competitive game mode only

After the demise of the last sheriff, the lawless lands now teem with the most despicable outlaws. A showdown looms, where gunfire will decide the ruler of the region. Every outlaw readies for an impending clash, knowing only the most skilled will emerge victorious from the fray.

General set-up:

1. Choose any game map.
2. Agree to play with one or two characters each. The characters are chosen randomly by putting the character counters in a hand and drawing them blindly.
3. Equip the characters as normal. Each player gets 1 horseshoe for any of his characters.
4. There are no leaders. Each character has only 3 health points.
5. Each player chooses a zone (A to D) and places his characters on any of the 12 squares within the zone (see set-up example).
6. All characters which have no LoS to an opponent, start in “Ambush”. Place a Ambush counter next to them.

Special rules:

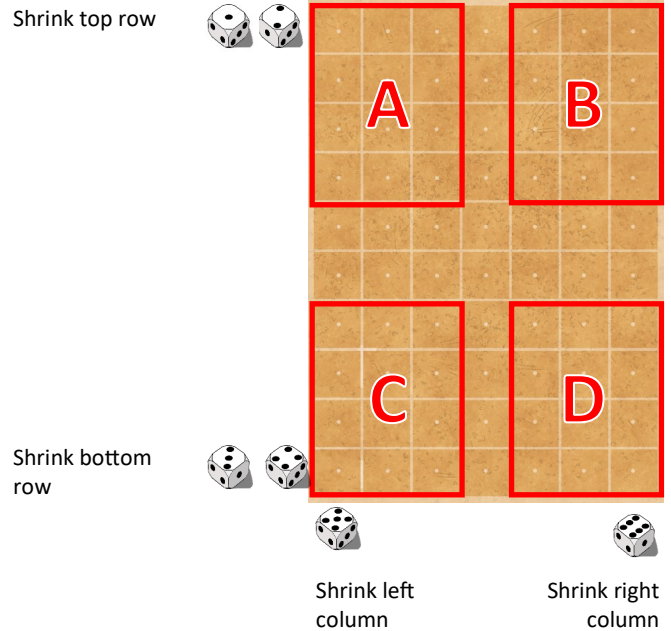
Shrinking game area :

Similar as a “battle royale” game mode, each turn the game area shrinks a little forcing the players to move closer to each other.

At the start of each game turn, roll a die to know which column or row will be shrunk from the game area. Mark this column or row by placing one token next to it.

At the end of the game turn (when all characters have been activated), the column or row is definitively removed from the game. Mark this by using tokens, sticks, paper or any other way at your convenience

Set-up example



(see examples).

A character which stands outside the game area at the moment that the area is shrunk, loses immediately one health point.

Start player:

Each player rolls 2 dice and sums them up. The player who rolled the highest score is the start player. Roll the dice again in case of ties.

The start player selects one of his character to activate first.

From then on, the game proceeds in the usual way according to the activation number of each player character.

Victory conditions:

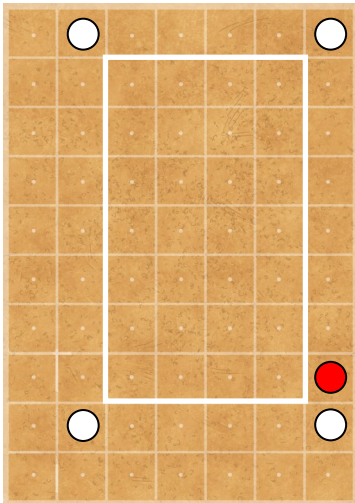
Competitive:

Kill all other player characters. Be the last man standing.

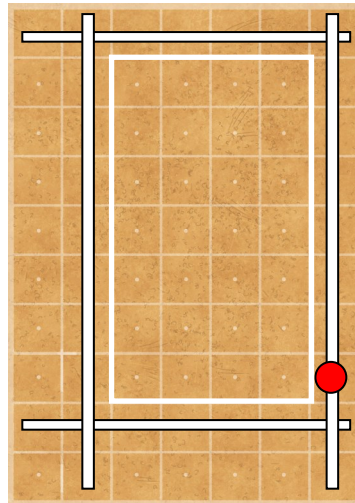


❧ Bite the bullet ❧

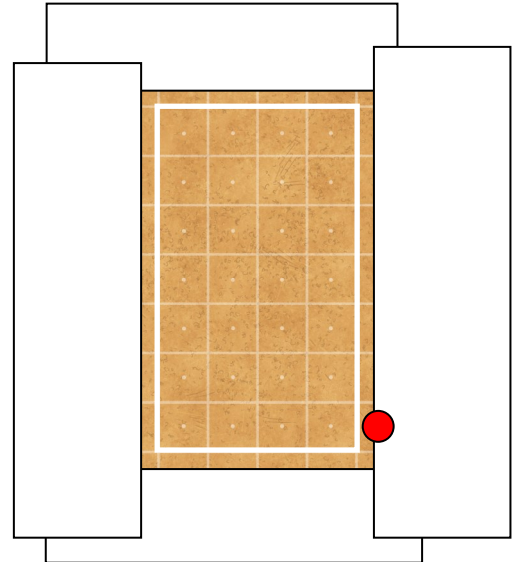
Several ways to mark the shrinking game area



With tokens:
 White rectangle = game area
 White tokens = border marking
 Red = upcoming shrink



With sticks & token:
 White rectangle = game area
 White stick = border marking
 Red = upcoming shrink



With blank paper & token:
 White rectangle = game area
 White paper = border marking
 Red = upcoming shrink

