

# A Town Called Malice...

At the beginning of the game you are dealt five cards.

At the beginning of each turn you choose a card to play. Each player places their chosen card face down on the table. Simultaneously you all turn them over with the highest card winning and the other players play in sequence. At the end of the turn new cards are dealt to each player to replace played cards so you have a new hand of five cards.

During a turn you can do two actions in any combination or multiples;

Move, Aim, Shoot, Reload 3 shots.

All movement is 6" per action.

## Shooting

You can shoot as many times as you have actions available but fanning a gun counts as one action. Long hits on a 5+ and short on a 4+.

When you fan a gun you use one hand to hold the gun and the other to rapidly stroke the hammer with the other. It's a crude way of getting off six shots so no aiming is allowed and all shots require a six to hit.

Weapons have the following ranges;

Weapon	Short	Long	Rounds
Derringer	6"		2
Six shooter	8"	14"	6
Model No. 3	10"	16"	6
Shotgun	14"		2
Repeating Rifle	14"	38"	15
Sharps Rifle	18"	50"	1

Shotguns can fire one or both barrels with one action

Aiming add +1 to shooting dice roll

Target part visible behind a window/door means a -1 to the shooting dice to hit.

Target part visible behind a solid object means a -2 to the shooting dice to hit.

Targets more than two inches inside a room away from a window/door cannot be hit.

If one of your gang is targeted by the enemy you can play a higher card than the opponents played card or a Joker from your hand. A higher card means you out draw your opponent for a snap shot or you duck behind cover by moving up to 2". A Joker means your opponent gun jams or if they are in tree or standing on a roof then the gun kicks back and they fall off.

## Fisticuffs

To fight both players select a card, the higher score wins. The loser receives a severe wound.

## **The Target**

Each time you hit your target, throw a D6 and consult the table below

<b>Score</b>	<b>Location</b>	<b>Result</b>
<b>1</b>	<b>Leg</b>	<b>Can only move once per turn</b>
<b>2</b>	<b>Arm</b>	<b>Can only shoot once per turn</b>
<b>3</b>	<b>Flesh Wound</b>	<b>Slowly bleeding.</b>
<b>4</b>	<b>Chest</b>	<b>Hard to breathe. Can't aim</b>
<b>5</b>	<b>Severe Wound</b>	<b>Unconscious! Recovers with an Ace</b>
<b>6</b>	<b>Head Shot</b>	<b>Game over!</b>

If the same wound location is hit twice, the character is killed.  
Three wounds is a kill!

## **How to win**

For each kill you score 3 points

For each wound you score one point

Highest score wins!

## **Character Traits**

In a campaign the winner cuts a deck of shuffled cards and depending on the score a trait can be earned for one character.

<b>Cut Card</b>	<b>Trait Name</b>	<b>Trait Description</b>
<b>Ace</b>	<b>Gunfighter</b>	<b>+1 to <u>all</u> shooting rolls</b>
<b>King</b>	<b>Cool head</b>	<b>Joker has no effect</b>
<b>Queen</b>	<b>Pistol Whipping</b>	<b>+1 in fisticuff combat</b>
<b>Jack</b>	<b>Rapid reload</b>	<b>Can reload 6 shots</b>
<b>Ten</b>	<b>Stubborn</b>	<b>Ignore aim penalty for chest wounds</b>
<b>Nine</b>	<b>A cold stare</b>	<b>+1 to out draw score</b>
<b>Eight</b>	<b>Dead Eye</b>	<b>+1 to shooting rolls except fanning</b>
<b>Seven</b>	<b>Windage</b>	<b>+1 to long range shooting rolls</b>
<b>Six</b>	<b>Whiskey Drinker</b>	<b>Will only hit on a six when shooting</b>
<b>Five</b>	<b>Ladies Man</b>	<b>Will not shoot a woman!</b>
<b>Four</b>	<b>Yella Belly</b>	<b>-1 in fisticuff combat</b>
<b>Three</b>	<b>Backstabber</b>	<b>+2 in fisticuff combat from behind</b>
<b>Deuce</b>	<b>No luck</b>	<b>No skill gained!</b>
<b>Joker</b>	<b>A Dirty Cheat</b>	<b>Can pick a card from their hand and randomly swap it with another player's before the initiative phase.</b>