

Based on: http://www.masqueoca.com/tienda/docs/Bang!_2nd_ed_rules.pdf

What I'm trying to explore is fun, meaningful and structured PvP interactions within the context of FAE. Bang! relies heavily on the concept of having cards in your hand; a huge inventory of items is not something that I'm interested in porting over, but there is probably some value in modeling a few specific items (weapons, certainly, and possibly others).

Not all of the concepts from Bang! will or should apply here, but some of the ideas that I want to keep include:

1. Hidden identities; only the sheriff is known at game start, every other role must be determined through interacting at the table
2. Jail being a penalty to keep your character out of the action, while still being vulnerable to attack by other players
3. Each character having a unique special ability (characters should probably be pre-generated as part of the game's ruleset, to help keep the playing field even)
4. Round table: no GM. The provided rules and mechanics should be structured enough that nobody needs to be "running the show" and any disputes can be resolved by consensus vote.

Ideas that aren't necessarily native to Bang!, but which I'd nevertheless like to see explored:

1. Terrain and surroundings holding a large role in how combat plays out: if you're attacked at your favorite saloon, the odds will be more in your favor than if you get ambushed in a dark alley somewhere
2. More roleplaying opportunity. Uneasy truces between two players aren't unheard of in Bang!, but with FAE there can be actual gameplay advantages to making (and breaking) alliances
3. A more detailed map than just "who is adjacent to whom." Perhaps some kind of group creation involving random selection of premade buildings? This would be easier to model with a battle mat, but maybe we could come up with something easy-to-intuit?
4. Positive FATE accrual only. FATE points never leave the system, only enter it (through conceding with consequences, for example). Players spend FP to invoke aspects of locations, the FP passes to the location, and then the location can compel a player. This gives eliminated players something meaningful to do.

One consideration: every objective involves taking out one or more characters. Being able to concede during a combat makes this more difficult to accomplish... too difficult?

Roles

Sheriff

Objective

Eliminate all Outlaws and the Renegade

Extra: Lawman

Permissions: Have the aspect ***Sheriff***

Costs: Reveal the ***Sheriff*** aspect to the table

You gain an extra box of stress and an extra mild consequence slot. Additionally, if you take out a Deputy in a conflict, you lose any and all free invocations that you have available.

Outlaw

Objective

Kill the Sheriff

Extra: Wanted Dead or Alive

Permissions: Have the aspect ***Outlaw***

Costs: None

When you are taken out, reveal your aspect and [describe some reward the victorious player receives].

Deputy

Objective

Protect the Sheriff at all costs, eliminate all Outlaws and the Renegade

Renegade

Objective

Be the last character in play