

Old West Mini-Wargame: Showdown at High Noon

Setup:

- Place a Bounty Hunter and 3 Outlaws on opposite sides of a tabletop (about 12" apart). Use any small objects for cover (barrels, crates, etc.).

Stats:

- **Bounty Hunter:** 4 Health, Shoots on a 4+ (d6).
- **Outlaws:** 2 Health each, Shoot on a 5+ (d6).

Turn Order:

1. **Bounty Hunter's Turn:** Move up to 6" or stay put and shoot once.
2. **Outlaws' Turn:** Each Outlaw moves up to 6" or shoots once.

Shooting:

- Roll 1d6 for each shot.
- If it meets or exceeds the character's Shoot value, it hits.
- Roll another d6: on a 1-3, the shot deals 1 damage; on a 4-6, it deals 2 damage.

Cover:

- If behind cover, reduce damage taken by 1.

Victory:

- The Bounty Hunter wins if all Outlaws are defeated, so he can rescue their hostage
- The Outlaws win if the Bounty Hunter is defeated.