



Intro: we're in an Old West shootout. You start with 20 Grit and when you run out, you're out of the game!

Setup: choose a character. Take the character card and the pawn. Put the character card on your mat, text side down. Set your Grit to 20.

Card Types:

(Mention that a weapon can be kept in holster if it has the holster icon in bottom right. Talk about how bullets work in a Gun.)

(Mention that the block's type must match the attack's.)

Weapon Cards - Weapon cards are used to make Attacks. They come in two types: Melee and Gun.

Attack Enhancement Cards - Attack Enhancement cards are used when making an Attack to improve that Attack.

Block Cards - If you are the target of an Attack, you may respond with one Block card.

Reload Cards - Reload cards are used to add bullets to Guns.

Other concepts:

The Board: space in each cover, Reach, bonuses and penalties

Restricted Movement: if you jump in the Jump Phase or if a card gives you Restricted Movement

Attacks: uses Weapon in Fist; if Melee, must have Reach; if Gun, must pick one of the attack options on that Gun (may pistol-whip); may play any number of Attack Enhancements; target may block

Setup Round: in each player's first "turn," he or she plays Weapon Cards to Fist and/or Holster, then puts his or her pawn on the board

Turn Order:

1. Scavengin' Phase (Discard and Draw)
2. Weapon Phase (may play Weapons and Reload Cards)
3. Jump Phase (may jump out to No Cover)
4. Fightin' Phase (may make one attack)
5. Hunkerin' Down Phase (may move, possibly with Restricted Movement)
6. Weapon Phase #2

Concepts for after game has begun: Counterattacks, Quick Draw