

# **Gunny Town**

This version is not edited yet, it's a “work in progress” version which needs few corrections, soon illustrated. Thanks you for you understanding !

## **Dos de boite :**

We are in the wild west, during the Gold Rush. A group of bandits enters Gunny Town, a little growing city. Their ambition : to become rich and powerful, and they will do absolutely anything to achieve this. Gamblers, contractors, stores and bank robbers, bounty hunters, wealthy investors... What would their strategies be to rule the town ? it's up to you !

## **Game Overview**

Gunny Town is a fast-paced and highly interactive boardgame in which players take on the role of bandits in the wild west. To win the game, you have to reach a required number of victory points (VP) by accomplishing missions.

## **Goal of the game**

Accomplish missions offered by the town and reach (or go over) 15 VP in order to win the game.

## **Game components**

- 1 EN/FR rulebook.
- 1 Gunny Town Game board.
- 6 Cow-boy Meeples.
- 6 Player boards.
- 30 Plastic Gold Nuggets.
  
- 30 “Shoot” cards.
- 12 “Tier 1 Mission” cards.
- 10 “Tier 2 Mission” cards.
- 10 “Tier 3 Mission” cards.
- 10 “Chest” cards.
- 8 “Bandit” cards.
  
- 2 Punch-boards:
- 6 “Palm pistol” tokens.
- 6 “Colt” tokens.
- 6 “Double Barrel” tokens.
- 6 “Rifle” Tokens.
- 6 “Gatling gun” tokens.
- 6 “Horse” tokens.
- 1 Badge token per job: “Soldier”, “Lawyer”, “Sheriff”, “Undertaker” and “Medic”.
- 17 Gold Bar tokens.
- 36 colored tokens.

## Game Setup

- **Place the Gunny Town's board** in the center of the table.
- **Prepare the "Mission" deck:**
  - Split the "Mission" cards into 3 different stacks, one per tier (1-2-3)
  - Shuffle them independently face down.
  - From each deck, draw 1 card per player plus 3 more cards. (For example: In a 3-player game, draw 6 "tier 1" cards (3+3), 6 "tier 2" cards and 6 "tier 3" cards.).
  - Return the remaining "Mission" cards into the box.
  - Combine the 3 decks to form the "Mission" deck starting by "tier 3" cards at the bottom, then "tier 2" cards and finally "tier 1" cards on the top.
  - Place the deck face down next to the game board in reach of all players.
- **Shuffle** the "ammunition", "chest" and "secret mission" cards separately to form 3 different decks and place them next to the game board.



- **Draw** the 6 first "Mission" cards from the "Mission" deck and place them face up next to the game board where every player can read them.



- **Place** Gold Nuggets (GNs) and Gold Bars on a free space of the game board. (For example on the Bank or the Saloon)
- **Place** "Weapon" tokens next to the game board in reach of all players : **Palm pistols** ; **Colts** ; **Short rifles** ; **Long rifles** ; **Gatling guns**.
- **Place** « job » tokens on the corresponding slots of the board.



**- Individual player setup. Each player takes the following components:**

- 1 player board, place it in front of you.
- 3 “heart” tokens. Place them on your player board. These are your starting Life Points (LP). During the game, LP can NEVER exceed a maximum of 3
- 1 Cow-boy meeple chosen between the available colors.
- 6 player tokens of the according color.
- 1 “Secret Mission” card. You can look at this card at any time but you must not reveal it to other players before it is accomplished.
- As many “ammunition” cards as the number of opponents in this game. (i.e. the number of players minus 1.) For example: In a 3-player game, draw 2 cards (3-1=2).

## **How to play ?**

Your choices and moves are up to you. Gunny Town is an open world in which you build your own strategy. Keep a close watch on the 6 active missions!

**The first player** chooses between the 2 starting positions on the board and places his meeple on it:

- **Stables:** acquire a horse. (Take a “Horse” token from the pile and put it on your player board)

**OR**

- **Armory:** equip a palm gun. (Take a “Palm gun” token from the pile and place it on your player board)

**Starting with a move**, the first player performs his actions. **At this stage, he is alone on the board.**

## **Actions**

- Move: you MUST perform a mandatory single move per turn.
- Perform a location action: you must choose between performing the action at your starting position (before your “move” action) **OR** at your ending position (after your “move” action). During the game, some locations allow you to perform multiple actions. For example: “take a Soldier job” and “Pick up ammunition(s)”
- Challenge a player in a duel, before and/or after your “move” action. You cannot challenge the same player twice in the same turn.
  - Accomplish up to 2 missions at any time in your turn.

**Example:** Mike challenges Nina in a duel. After the fight he performs a location action picking up a GNs and hiring a Soldier job. Nice move Mike! Then, he moves to another location as his mandatory move. Now, he chooses to challenge Tom in a duel. Mike’s turn ends because he cannot take the benefits from the arrival location as he already performed a

location action before moving.

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## How to move

Gunny town offers multiple locations with different resources. Loot (GNs or ammunitions), Jobs (Sheriff, Soldier...), chests, resource stores or investments among other actions.

**Pay attention! Some location allows you to perform multiple actions!**

**On foot**, you can move up to 4 squares.

**Mounted**, the horse allows you to move up to 6 squares.

There is no restriction in the number of players on a location. All players can grab resources from a shared location in the same turn.

You can stop by any location within your moving range (4 squares or 7 if mounted). If you perform an action, your move action ends and your remaining move points are lost.

**Example: on foot, James can move up to 4 squares but chooses to stop on a location to pick up 2 GNs. He cannot move any further this turn.**

On some locations you can pay 2 GNs to move up to 2 more squares. This is the only way to move twice in the same turn.



## Missions

Missions are opened to every players. You can fulfill up to 2 missions in the same turn.

**Mission card: become a soldier and shoot in a player.**

**légende** : Take a Soldier job / Shoot an opponent / Gain 3 GNs and 2 VPs.

**Mission card** : shoot 3 times the player on your left.

**Légende** : Fire and hit the player on your left 3 times / Gain 8 Gs and 4 VPs.

For each hit on the opponent on your left, put a token of your color on the mission card.

The mission is accomplished when you put the third token of your color on the mission card.

### **Fulfilled mission !**

Take the mission card and place it next to your player board.

Take the rewards indicated on the mission card. Take GNs from the common pile and score the VPs on the game board track by moving your colored token accordingly.

At the end of your turn, draw mission cards from the “mission” deck to replace all the accomplished missions.

A mission can also be accomplished during another player’s turn if you win a duel initiated by him and you satisfy the mission’s requirements.

**Example: A revealed mission requires to hit the Sheriff. John’s job is actually Sheriff and he challenges Emma in a duel. She wins! Emma fulfills the requirement “hit the Sheriff”. She takes the**

corresponding mission card and place it next to her player board and gets the rewards. At the end of John's turn, he draws and reveals "mission" cards to replace the fulfilled missions.

### **How to get rid of a bounty?**

A mission requirement may be to hit the player endorsing a specific job. If you already have this job and win a duel **initiated** by an opponent, you also win the mission and its rewards!

Example: the mission "hit the lawyer" is revealed. At the moment, Mike is the Lawyer. John challenges him in a duel but he loses. Mike completes the "Hit the lawyer mission" and gains the rewards.

## **Secret missions**

Secret missions are reserved to Bandits (Jobless player). Each player begins the game with 1 card drawn from the "Secret mission" deck. This card must remain hidden until its requirements are fulfilled. If so, reveal the mission to all players, earn the rewards and discard it to a common pile.

### **Special rules :**

- When you take a new job and own a "Secret mission" card, you can keep this card and complete the mission later.
- If you lose your job and do not own a "secret mission" card, draw one.
- If you validate a "Secret mission" as a Bandit, draw a new card.

When The "Secret mission" deck is empty, shuffle the discard pile to form a new deck.

## **Resources**

You can play with different types of resources in Gunny Town: Ammunitions, Life Points (LPs), Gold Nuggets (GNs) and Weapons. Use them wisely !

- A maximum of 6 "ammunition" cards are allowed in your hand. (You cannot draw a seventh card)
- A maximum of 3 LPs are allowed.
- GNs are unlimited. You can switch 5 GNs for **1 Gold Bar** at any time to ease the trades.

### **Life Points (LPs)**

A valuable resource in Gunny Town!

When you lose all your LPs you must go to jail and skip your next turn. **(case sur un coin du plateau, actuellement nommée « saloon »)**

- Place your Cow-boy meeple on the Jail picture of the board.
- If you have a job, remove its token from your player board and put it back on its original place on the board.
- If you own a horse, remove its token from your player board and put it back in its original stack next to the board.
- Lose 1 VP.
- If this happens during your turn, it ends immediately.

### **Gold Nuggets (GNs)**

GNs are the currency which allows everything in the game: buy stores, ammunitions, LPs or bribe the Judge!

You can obtain GNs by picking them up on the board, by robbing stores or the Bank or in chests.

### **Equipments**

You can buy various weapons from the armory located in the middle of the board. Firing a weapon requires a straight line of sight on your target.

### Weapons

**Palm pistol:** Cost: 1 GN / Range: 2 squares / 1 round per duel.

**Colt:** Cost: 5 GNs / Range: 4 squares / 1 round per duel.

**Double Barrel:** Cost: 8 GNs / Range: 2 squares / 2 rounds per duel.

**Rifle:** Cost: 8 GNs / Range: unlimited / 1 round per duel.

**Gatling gun:** Cost: 16 GNs / Range: 4 squares / 3 rounds per duel.

Weapon's features are printed on sides of the game board.

### Horses

For 1 GN, you can buy a horse from stables located in the middle of the game board.

### Ammunitions:

In order to fire at an opponent, you need at least 1 "Ammunition" card.

You can obtain "ammunition" cards by picking them up on the board, buying them from stores or in chests.

Each "ammunition" card refers to a body part. They are classified by wound severity as following:



Dodge – Head – Chest – Arm – Leg – Foot (For arms and feet cards, no difference between right and left)

### Fire an opponent

#### **Challenge an opponent in a duel requires:**

- That it is your turn to play.
- Not to have already challenged him in a duel earlier in this turn.
- To own a weapon or share the same location.
- Your target must be in range (Read "Equipment" section of this rulebook for more)
- To have a straight line of sight on your target.
- To lay at least 1 "ammunition" card.

### Duels

Each player chooses an "ammunition" card from his hand and place it face down in front of him. The challenging player cannot play a "dodge" card.

If the challenged player reveals a "dodge" card, the duel is cancelled and the cards are discarded.

As long as you are in range and have a straight line of sight on your target, you can fire, even if another player stands between you and this one.

### **Resolving a duel**

Both Cow-boys reveal their cards at the same time. The one who have played the highest card wins the duel.

**Challenged player is allowed to fake.** By faking to reveal his card, he will take the hit but save his card. In the meantime, his opponent will be forced to discard his “ammunition” card.

**Example:** Maria and Nick are ready to reveal their cards. Maria shows her empty hand, leaving her card face down on the table while Nick reveals a “chest” ammunition card. Nick wins the duel. Maria loses the duel, 1 LP but she keeps her “ammunition” card.

**If the challenged player is unarmed,** out of range or equipped with a weapon that cannot fire as many bullets as his opponent’s weapon, he can still play an “ammunition” card from his hand. If it is a dodge card or a better one than his opponent’s, the duel is cancelled. The challenger cannot attack him again during this turn.

**In case of a tie,** both players lose 1 LP. They can also validate up to 2 missions. If they compete for the same mission, priority goes to the challenger.

### **The Winner chooses to:**

- Hit his opponent:
  - o The defeated player loses 1 LP
  - o The winner can validate up to 2 missions.
  - o The winner can take the defeated player’s job if he has one.
- Frighten his opponent’s horse, if he has one:
  - o The horse runs away, the corresponding token is removed from the defeated player’s board and placed back in its token pile.
  - o The winner can take the defeated player’s job if he has one.

### **Multiple gun fire**

Some weapons fires more than 1 round. Proceed this way:

Both players fire a first round and resolve the duel.

Both players fire a second round and resolve the duel.

If you are using a Gatling gun, fire your last round and resolve the duel.

You can only reply as many times as the challenger can fire. Even if you are equipped with a weapon that could fire more.

### **Hand-to-hand struggle**

When you stand on a location occupied by another player, you can challenge him in a duel even you are unarmed.

## **Stores store's logo + it's price written on it.**

Stores are designated on the board by a specific icon next to them.

You can trade GNs in stores to buy “ammunition” cards or LPs.

### **On store locations you can:**

- Purchase resources (1 purchase per turn)
- Buy the store paying the indicated price on the board.

## **OR**

- Rob the store

### **Buying a store**

When you stand on a store location, you can buy it by paying the price (GNs) indicated on the Board. Place a marker of your color near the store to indicate your ownership.

### **Owning a store**

When you own a store and stands on its location, you can get the resources offered for free. (Not the same turn you acquired the store)

**Reminder:** if you choose to pick up resources from your store as your action, you cannot play another action no matter if it is before or after your “move” action.

If a player wants to shop at your store, you will get the GNs he will spend.

### **“Buy a store” mission**

Some “mission” cards require to purchase of a specific store.

If the store is free, follow the “buying a store” rules above.

If you already own the required store, simply pay 5 GNs to the Bank during your turn.

If another player owns the store, you have to:

- Move to the store’s location.
- Pay the store’s price indicated on the board + 5 more GNs. The owner cannot decline.
- The GNs spent goes to the common stock on the board.

Those missions are the only way to purchase a store from another player.

## **Robbery**

**To rob, you must own a weapon.**

- You can rob a store, no matter if it is the property of another player or free to buy.

Stop on the store’s location and discard 2 “ammunition” cards from your hand to take up to 3 GNs from the owner of the store, or from the Bank if it’s no one’s property. The owner cannot decline.

- You can rob the Bank. Stop on the Bank’s location and discard a “Head” ammunition card to take 5 GNs from the Bank.

- You can rob the Saloon. Stop on the Saloon’s location and discard a “chest” or “head” ammunition card to take 3 GNs from the Bank.

## **Jobs**

To take a job, move to the board’s location where the corresponding Badge token is. Pick it up and place it on your player board.

If the Badge token is owned by another player, you have to challenge him in a duel and win it.

Whenever you lose your job, you become a bandit again.

Each job grants you an income collected at the beginning of your turn. (Reminder: you never draw a seventh “ammunition” card, even as a “Soldier”). GNs collected this way are taken from the common pile.

**Sheriff:** income: 2 GNs. When you win a duel, collect a penalty of 2 GNs from your opponent.

**Lawyer:** income: 3 Gns.

**Medic:** income: 1 GN and 1 LP.

**Soldier:** income: 1 GN and 1 “ammunition” card.

**Undertaker:** income: 1 GN. Gain 6 GNs when a player loses all his LPs.

Job’s features are printed on the side of the game board.

At the beginning of the game, each player starts as a Bandit and collects a 1 GN income per turn.

## **Saloon (for the moment “Casino” on the game board)**

Move to one of the two squares occupied by the Saloon to try to triple your gains! Choose a number of GNs you own and bet on 2 body parts. Draw an “ammunition” card from the corresponding deck. If you reveal a body part you have bid on, you win! Take your gains from the common pile.

Example: Diego moves to the Saloon and decides to bet 2 of his 5 GNs. He calls for “chest” or “Leg”. He draws the next “ammunition” card and reveals a “chest”. Diego gains 6 GNs and now owns 11 GNs (5 of his savings + 6 from his gain), a good start to be wealthy!

## **Chests**

You can pick up chests on some locations of the board. Draw and reveal the next “chest” card. You gain the equipment or resources indicated. (Without exceeding the maximum allowed)

Be careful: if you draw the “TNT” card, you immediately lose 1 LP. (Actuellement la carte 1 muni + 3 pépites doit être remplacée)

## **Bribing the Judge**

Move to the Court to bribe the Judge: you can remove a Badge token from another player in return of paying 2 GNs to the Judge. GNs returns to the common pile. Badge token returns to its dedicated slot on the game board.

## **Colored markers**

They are used to:

- Track your VPs on the game board.
- Put in on your store to notice to every players that you're the owner.
- Track your achievement on mission cards that requires multiple steps.

## **End of the game**

The game ends when:

- A player reaches or goes over 15 VPs.
- There are only 5 active missions. (The deck is empty and you cannot refill the 6<sup>th</sup> active mission)

As soon as one of the two conditions are fulfilled, players finish the current game's turn.

The winner is the one with the most VPs!

In case of a tie, the player who owns more accomplished missions wins (Excluding “Secret” missions). If there is still a tie, the player with the most GNs wins.

And now, who will be the most Bad-ass Cow-boy in Gunny Town?

Devenez:	Pistolet de paume	Commerces à acheter
Notaire	Colt	Touchez un joueur
Shérif	Fusil Court	Touchez votre voisin de droite
Soldat	Fusil Long	« ou » / « et » +
Médecin	Gatling	Utilisez 3 munitions
Pépite d'or	Achetez...	Tuez un joueur
Munition	Achetez le colt	Braquez la banque ou un commerce
Point de vie	Achetez ce bâtiment	Devenez shérif + touchez un joueur
Point de victoire	Devenez shérif + touchez un joueur	Touchez le notaire
Marqueur de couleur	Touchez le notaire	Donnez 1 munition à chaque adversaire

Devenez soldat

Coffre équipements ressources

Devenez notaire

Devenez médecin

Braquage de banque

Corruption du juge

armurerie, achat d'armes

Ramasser pépite(s)

écurie achat cheval

Ramasser une munition

Devenez shérif

Casino, miser une pépite

Commerce

- achat de ressources
- investissement
- braquage