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Gunfight
at the OK Corral

A CHAIN REACTION 3.0 SUPPLEMENT

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GUNFIGHT AT THE OK CORRAL – A CR 3.0 SCENARIO

INTRODUCTION

Gunfight at the OK Corral is the third supplement for Chain Reaction 3.0. It covers the events of October 26th, 1881 in the town of Tombstone located in what was then known as the Arizona Territory. The gunfight actually didn't occur at the OK Corral. Instead it started in a small area outside of Fly's Rooming House and finished on Fremont Street. About 30 shots were fired in 30 seconds resulting in the deaths of three men. Although other gunfights may have caused more deaths the gunfight is perhaps the most famous one in American history.

Gunfight is a very quick game and the Draw mechanics may be imported into other THW games.

WORD OF ADVICE

All rules of CR 3.0 apply with the enclosed rules adding to them.

LISTS

EARPS

Below is the list of the Earp faction at the gunfight.

Earps			
Recruit	*Star Power*	*Rep*	*Weapon*
Virgil Earp	3	4	BA Pistol
Morgan Earp	2	4	BA Pistol
Wyatt Earp	3	5	BA Pistol
"Doc " Holiday	2	5	BAP

ATTRIBUTES

Virgil Earp – Nerves of Steel.

Morgan Earp – Nerves of Steel.

Wyatt Earp – Nerves of Steel.

"Doc" Holiday – Nerves of Steel.

CLANTONS

Below is the list of the Cowboy faction at the gunfight.

Clantons			
Recruit	*Star Power*	*Rep*	*Weapon*
Ike Clanton	0	3	Unarmed.*
Billy Clanton	1	4	BA Pistol
Tom McLaury	0	4	BA Pistol
Frank McLaury	1	4	BA Pistol
Billy Claiborne	0	3	BA Pistol

*Ike will appear to be unarmed and may not be fired on until he arms himself. Ike may produce a BA Pistol at any time when active.

ATTRIBUTES

Ike Clanton – Poser.

Billy Clanton – Slow to React.

Tom McLaury – Poser.

Frank McLaury – Nerves of Steel.

Billy Claiborne – Poser.

STAR POWER

Whenever a character with Star Power takes damage from ranged fire or in hand-to-hand combat it will roll 1d6 equal to its Star Power.

- Any result of 1, 2, or 3 reduces the damage by one level.

- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.

- Any result of 6 means the damage stays but that die is removed from the character's Star Power for the rest of the scenario.

- Damage reduces as follows –

  o Obviously Dead goes to Out of the Fight

  o Out of the Fight goes to Stunned.

  o Stunned goes to no damage taken, character remains on feet and may function normally.

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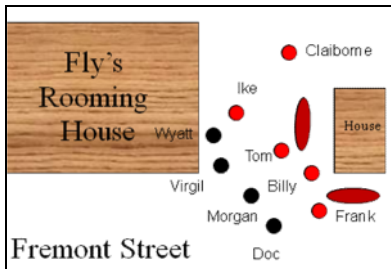
GUNFIGHT

GOAL

- To force the other faction to flee the scene or make them out of the fight.

FORCES

- Earp faction.
- Clanton faction

TERRAIN

- The area of the gunfight. Best played on a 12 x 18 inch surface.

DEPLOYMENT

- The two factions are deployed as seen above.
- The two oblong shapes are horses.

SPECIAL INSTRUCTIONS

- Once the characters have been placed roll 2d6 versus the Rep of each character and consult the Flinch Table.

2	**FLINCH!**

(Taken versus the Rep of the character)

# Of D6 Passed	Result
2	"Bring it on!" Character *initiates the draw.*
1	"Wait!" Character doesn't *Flinch.*
0	"No!" Character *Flinches.*

- Once the characters have tested on the Flinch Table all will go to the Draw Table.
- Designate which character will *draw down* on which opposing character or characters.

- Each character will now roll 1d6 per each point of Rep it has. Modify this total either up or down if applicable.
- Each character then rolls their modified number of d6.
- Any result of a 1, 2, or 3 is a *success.*
- Any result of a 4, 5, or 6 is a *failure.*
- Compare the number of successes between opponents and consult the Draw Down Table.
- After the initial draw has been resolved Activation is rolled normally and combat continues.

REP	**DRAW DOWN**

(Counting successes)

+1d6 if character initiates the draw
+1d6 if character has Nerves of Steel
-1d6 if character is Slow to React
-1d6 if character is a Poser
-1d6 if character is drawing with a shotgun
-1d6 for each opponent drawing against over the first
-1d6 if character Flinched

Each die score of 1, 2, or 3 = Success
Each die score of 4, 5, or 6 = Failure

# Of Successes	Result
Score 3+ or more successes than opponent.	Opponent is hit and Obviously Dead.
Score 2 more successes than opponent.	Opponent is hit and Out of the Fight.
Score 1 more success than opponent.	Running gunfight. Both sides fire and miss with the side with less successes ducking back. Any result of *double sixes* means that character is out of ammo. Activation rolled normally.
Score same number of successes as opponent.	Running gunfight. Both sides fire, miss, and duck back. Any result of *double sixes* means that character is out of ammo. Activation rolled normally.

EXAMPLE OF PLAY –

Here's a simple example of play.

John Law (Rep 5 – Nerves of Steel) is confronted by two cowboys (Rep 4 – Agile and Rep 3 – Poser) in the streets of the west Texas town of El Paso.

- All characters must roll 2d6 on the Flinch Table.

- John Law rolls a 5 and a 4 so passes 2d6 and scores a result of *initiates draw.*

- Cowboy 4 rolls a 3 and 5 so passes 1d6 and scores a result of *doesn't flinch.*

- Cowboy 3 rolls a 4 and 5 so passes 0d6 and scores a result of *flinches.*

- Now we go to the draw Down Table.

- John Law starts with 5d6 for his Rep of 5.

    o He adds 1d6 for initiates the draw and 1d6 for Nerves of Steel. He subtracts 1d6 for drawing down on a second opponent so has a total of 5 +1+1-1= 6d6. He will roll 6d6.

- Cowboy 4 starts with 4d6 for his Rep of 4.

    o He has no modifiers to his total so will roll 4d6.

- Cowboy 3 starts with 3d6 for his Rep of 3.

    o He subtracts 1d6 for being a Poser and another 1d6 for *flinching.* This gives him a total of 3-1-1 = 1d6. He will roll 1d6.

- John Law rolls 6d6 and scores a 1, 2, 3, 3, 5, and 6 for 4 successes.

- Cowboy 4 rolls 4d6 and scores a 2, 3, 3 and 6 for 3 successes.

- Cowboy 3 rolls 1d6 and scores a 2 for 1 success.

- Comparing the successes.

    o John Law scores 1 success more than Cowboy 4 so both have fired and missed with Cowboy 4 ducking back.

    o John Law scores 3 successes more than Cowboy 3 so Cowboy 3 has been hit and is obviously dead.

- John Law and Cowboy 4 continue the gunfight and Activation is rolled normally.

FINAL WORDS

That's it. If you think you may be interested in a more detailed set of Western rules then take a look at Six Gun Sound Blaze of Glory located at the Two Hour Wargames website.

http://www.angelfire.com/az3/twohourwargames/SixGunSoundBOG.htm

Hope you enjoyed the rules!

Ed