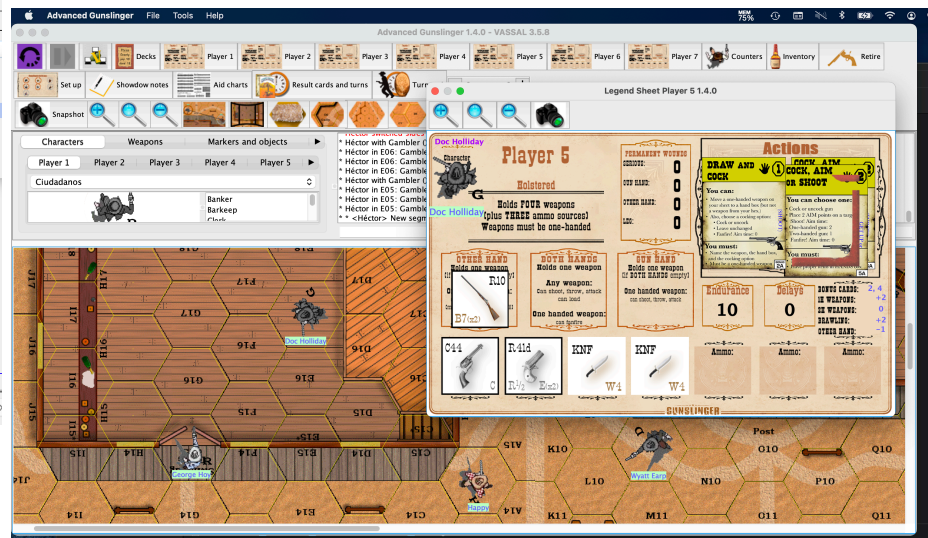
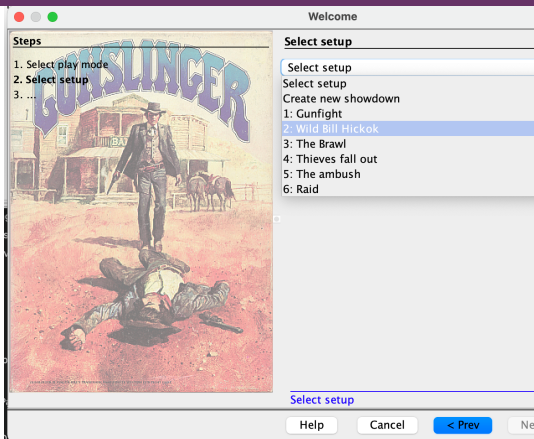
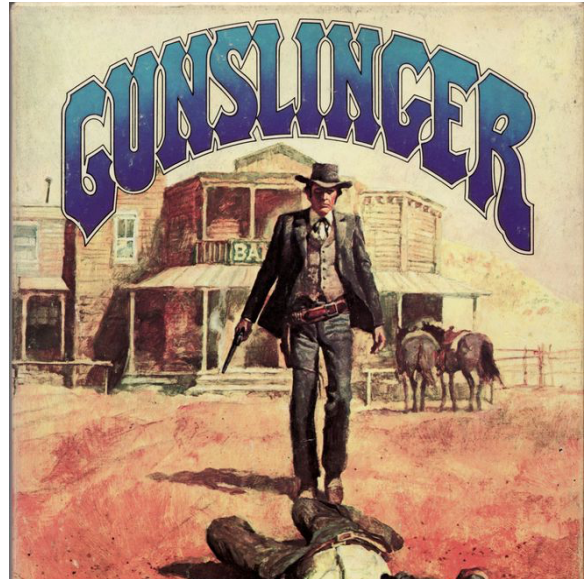


VASSAL MODULE FOR GUNSLINGER



Gunslinger Reloaded
v1.7

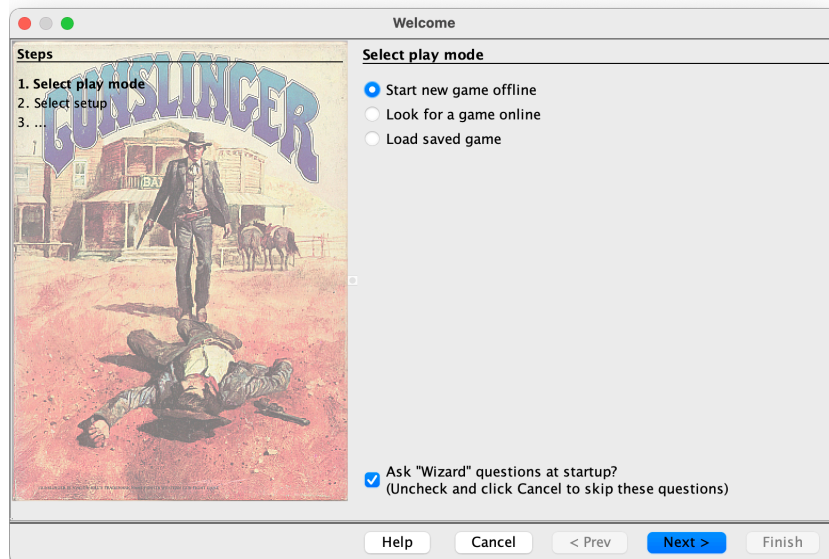
For Vassal - Héctor Caraballo - 2024

INTRODUCTION

This module is based on the Gunslinger game published by Avalon Hill in 1982. In this module I have made the following changes:

- It has incorporated the errata in confrontations 9 (Bank robbery), 12 (Rough night in Fort Worth) and 22 (Waterhole) that Avalon Hill published in its magazine The General in the September-October 1982 issue (Volume 19, number 3), on page 46.
- From the original game art only the game boards have been retained. Everything else (counters, cards, and markers) came from designs shared by the community of Gunslinger players found in the BGG website: Yukarija, Carl Roberts, George Mendoza, Jesús Caraballo and Héctor Caraballo.

THE WIZARD



PLAY WITH OR WITHOUT INTERNET CONNECTION

The wizard at startup gives us the classic options:

1. Start a new game.
2. Search for an online game.
3. Load a saved game.

These options can also be accessed without running the wizard: from File -> Scenarios.

PLAYING ONLINE

To start a new game, you will need to create a Game Room for you and your opponent(s) to play. In the Server window, type the name you want your room to have in the New Game field, pressing *Enter* on your keyboard. You should now be the sole occupant of this room. If you enter the same name as a current showdown, you will join that room instead.

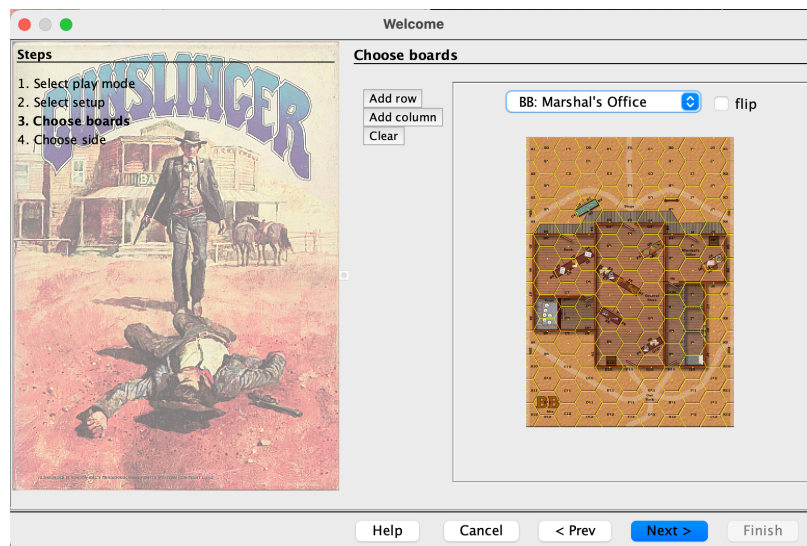
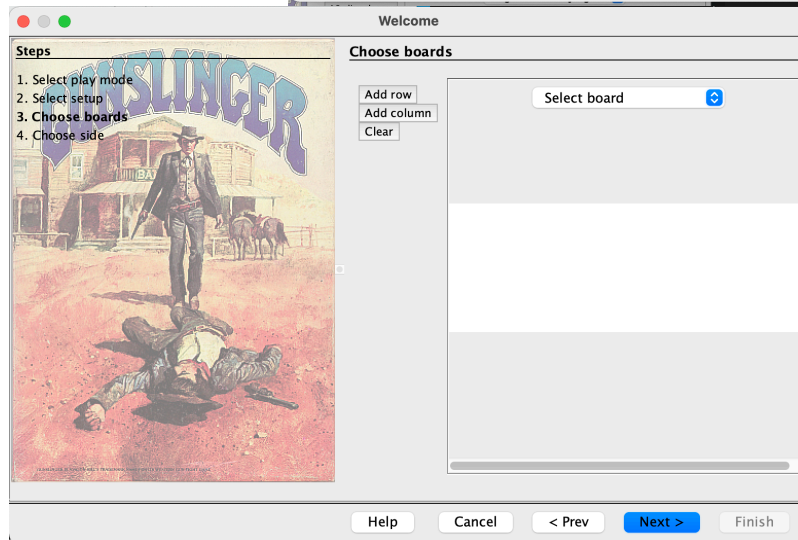
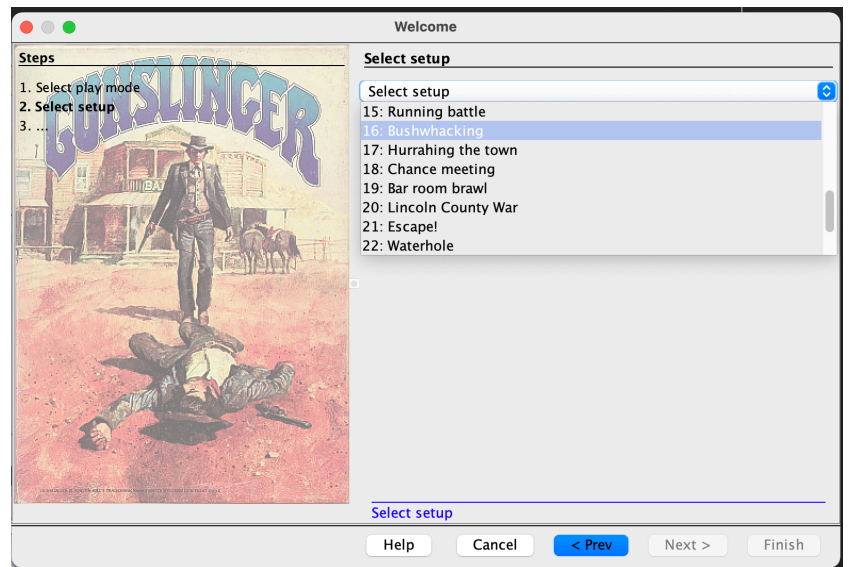
NOTE: The Main Room is the meeting area for players entering VASSAL, not a place to play your game. Although you can have an open game while in the Main Room of the server, your moves will not be transmitted to other players.

As long as you are connected to the chat room of a scenario, all the actions will be transmitted to all players and all map boards being automatically updated. You can save and restore the game as a file on your computer, mobile or local tablet. If your map and your opponent's map seem to differ (e.g. due to lost moves during an interrupted connection), synchronization is performed by right-clicking on your opponent's name and selecting *Synchronize* and your map will be updated to match your opponent's map.

START A NEW GAME

Here the wizard gives us two options:

1. Create a new showdown
2. Select a predefined showdown



CREATE A NEW SCENARIO

The next window allows you to choose the game board(s) where you want to play. It is possible to combine several boards in multiple ways to obtain several battlefields (see section 4.3).

For example, we can choose the *Marshal Office (BB)* board. Clicking *OK* in the *Choose Board* window will open a board map, showing the game board.

When the *Choice of Boards* dialog box appears, select from the drop-down list the map boards you need for the scenario (called *Showdowns* in *Gunslinger*).

To incorporate another map board, select whether it will be placed horizontally (**Add row**) or vertically (**Add column**). If the map needs to be inverted (rotated), check the **Flip** box. If you have made a mistake in placing the maps, you can click the **Clear** button

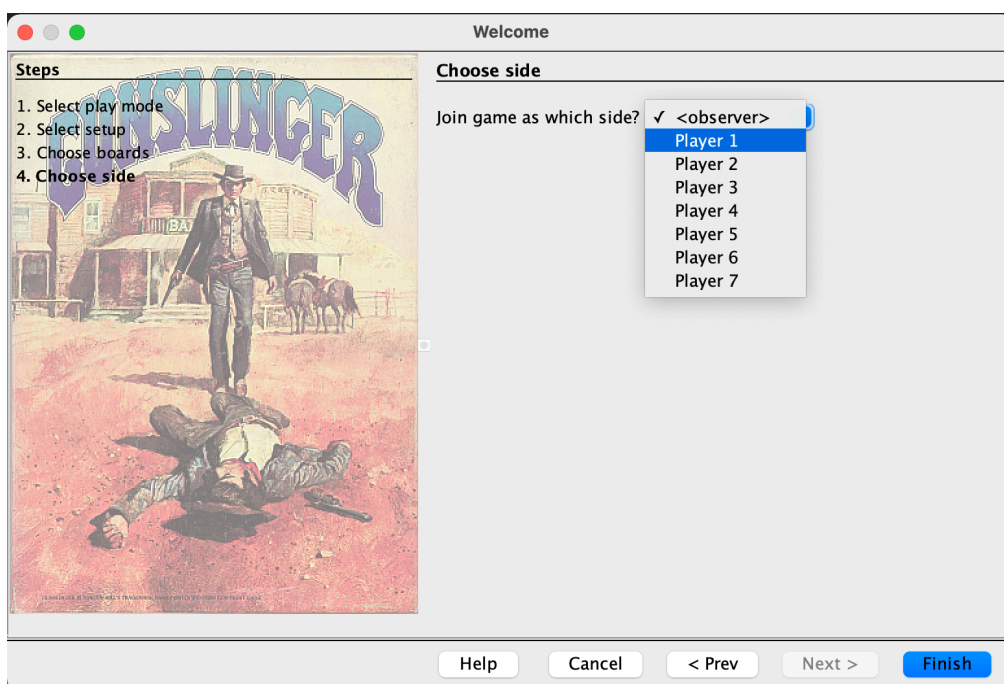
to reset the window and start again. Don't worry about the gray gaps between the maps when choosing the boards: the boards will be aligned correctly in the Map window.

CHOICE OF PLAYER'S SIDE

The last window will ask you to choose a player. **THIS IS IMPORTANT**: you can only move the pieces and cards of the player you have chosen. The **OBSERVER** player cannot move the cards and tokens of any character.

Weapons, markers, animals, and obstacles tokens can be moved by any player.

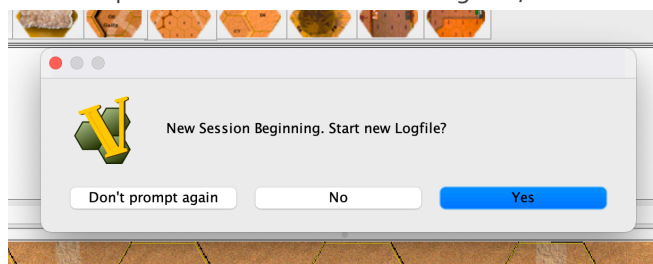
If you are going to create a new showdown, it is important to save it as a game, but **with the OBSERVER player active**; otherwise, when you start your own scenario (from now on we will call them **showdowns**) you will not be allowed to choose a player from the initial wizard.



THE MAIN WINDOW

LOG FILE

The first thing VASSAL will ask you after displaying the game map with its corresponding boards is whether you want to start a new log file. If you do so, you will be able to process all the evolution of the game, like a movie, forward or backward.



Log file

BUTTONS OF THE MAIN INTERFACE (MAIN WINDOW OF THE MODULE)

At the top of the Vassal module of the Gunslinger game are the buttons that will display the various windows and boards of the game. By hovering the mouse over each button, a pop-up help text about the function of that button appears.



Let's see the function of each of these buttons.

UNDO LAST ACTION



Did you shoot by mistake, did you cheat and want to rectify it? This button undoes the last action done in the game.

ADVANCE IN THE LOG FILE

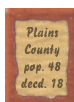


This option only appears if you have loaded a log file of a saved game.

SHOW/HIDE SERVER CONTROLS



Displays the Vassal server window for playing online with other players.



SHOW/HIDE DECKS TABLE

See the *Decks table* section below.

LEGEND SHEET FROM PLAYER X



See section *Player's Legend Sheet*, below.

SHOW/HIDE THE GAME PIECE PALETTE



This button shows and hides the panel with all game pieces. Here you may also find the **overlay maps** (second level) for the **Stable (board C)**, **Rooming House (board CC)** and **Saloon (board DD)**. These overlay maps, if needed, are dragged from the game piece palette onto their corresponding board (C, CC or DD).



SHOW THE INVENTORY OF ALL COUNTERS IN PLAY

To know which characters, animals, weapons, objects, and cards are displayed on the map boards or on auxiliary boards.

RETIRE



To flip sides, observe a game or allow another player to take your side. Character tokens and cards can only be manipulated by the corresponding player.

SHOW/HIDE INITIAL SET UP WINDOW



Here are the characters of the showdown. If you have created a new game, this board will appear empty.

Each character is assigned to a player and, as far as possible, a side. In showdowns with three or more sides, it is not possible to distinguish on this board to which side each character belongs; therefore, always read the **Notes about the showdown**.



NOTES ABOUT THE SHOWDOWN

Here comes the description of the showdown:

- DESCRIPTION, with the historical background of the scenario.
- FORCES ENGAGED, with the sides and characters assigned to each side.
- REDUCED VERSION. Possible alternatives to play with fewer players.
- PREPARATION. How, where and when to place the different characters, their weapons, the objects to be placed on the map, etc.
- SPECIAL RULES. Variations to the specific rules of this showdown.
- DURATION OF THE GAME. How many turns the game lasts. Each confrontation already has the end of turn marker (a tile with a white flag) in the corresponding place on the **Results window and turn indicator**.
- BONUS POINTS: game victory points of some characters and/or sides.
- RPG BONUS: bonus points for campaigns with role-playing rules.

SAVE SNAPSHOT AS A PNG FILE



To immortalize the moment of the corresponding board. Each board has its own capture button: map, cards board, start window...

ZOOM BUTTONS



To increase, decrease or select the scale.

SHOW LOS THREAD



To show line of sight between a shooter and his target.

SHOW/HIDE OVERVIEW WINDOW



Displays a reduced version of the entire game board.

ELEVATION LEVEL BUTTONS



To show only those characters, objects, and animals at a certain elevation (for those counters marked down with their current elevation). The levels are gully, ground, hill, second floor, foliage, and third floor. The leftmost button shows all elevations.

HELP CHARTS



Here you may find some Gunslinger game aid charts, with the optional rules from *The General* magazine already implemented:

- Impact Table
- Striking Table
- Melee weapons Table
- Movement and aim Table
- Summary of combat Table

RESULT CARDS AND TURNS



This button shows the **turn marker** and the **result cards deck**, as well as a legend with the explanation of the icons that appear on these cards.

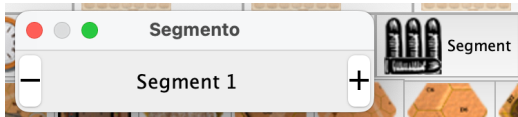
The turn marker, with the shape of a pocket clock, advances automatically when this button is pressed, although players can move it at will. Players can also change, if they wish, the end-of-game marker, which is shaped like a white flag.

END OF TURN



Pressing this button advances the turn marker and all players automatically lose half of their delay points, rounding up.

TURN SEGMENT INDICATOR



The segment in which the game is in each turn is indicated and controlled here.

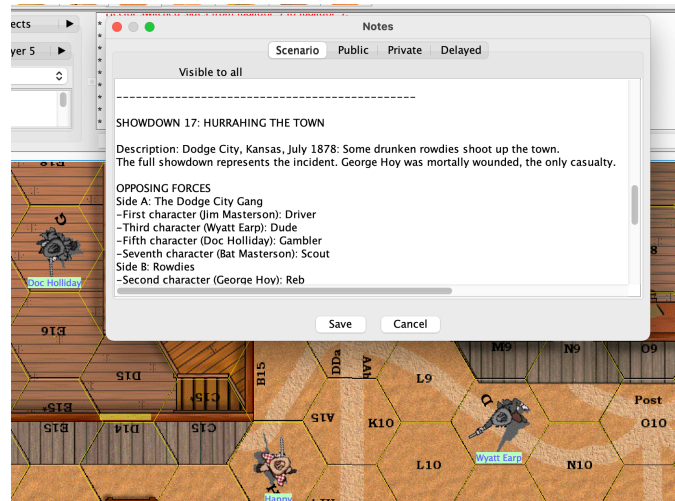
Right click on the window to dock or undock the segment window.

THE GAME MAP AND THE COUNTERS

If you have chosen one among the 26 predefined Gunslinger game's default showdowns in the initial wizard, the first thing to do is to open the **Showdown Notes** and **Initial Set Up** windows (by clicking on their corresponding buttons).

SHOWDOWN NOTES WINDOW

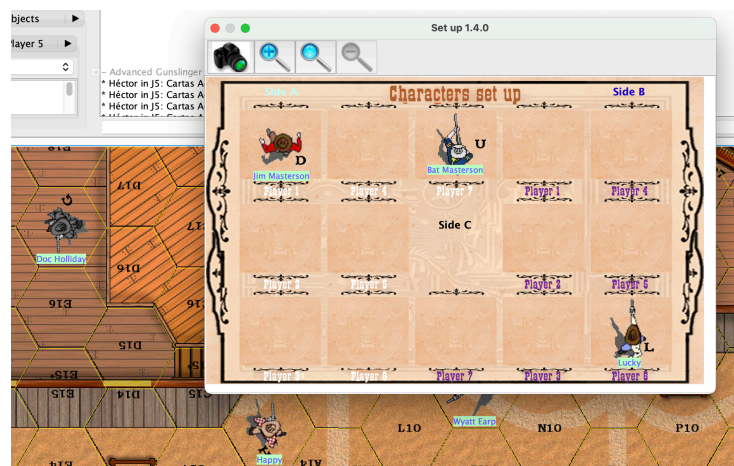
If you have loaded one of the 26 default Gunslinger game showdowns, the first thing to do is to open the **Showdown Notes** and **Initial Set Up** windows. These notes are written in both Spanish and English.



The notes window can be edited and modified as desired, but for the notes to be saved you must save either the game or the log file.

INITIAL SET UP WINDOW

As mentioned above, the characters of the selected match are displayed here. If you have created a new game, this board is empty.



Window with the initial set up of character counters

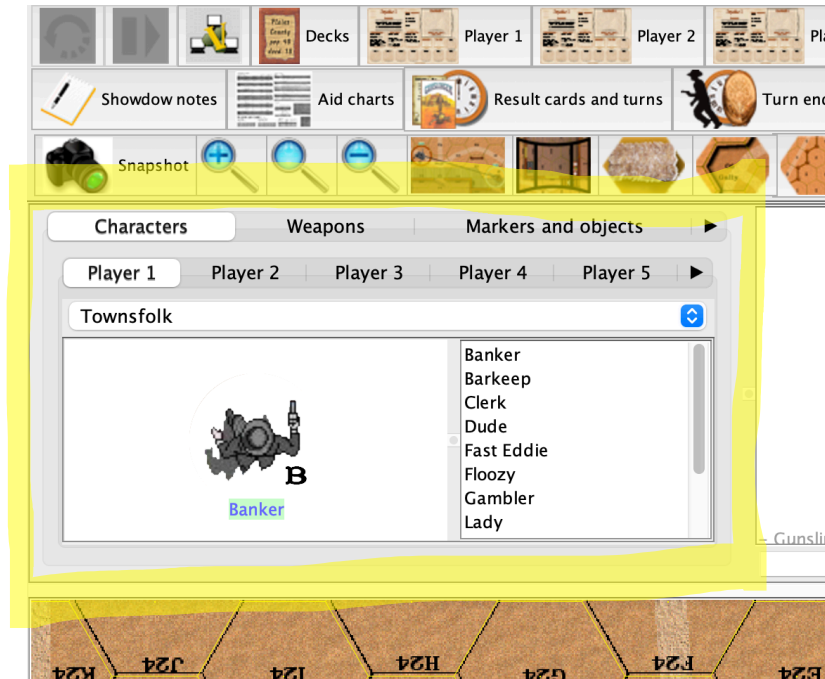
SET UP OF COUNTERS

Once you have placed the map boards, or after you have chosen a showdown or loaded a saved game, the maps window will become visible. If it is not open, click the **Counters** button on the toolbar of the VASSAL Gunslinger module controls window to open the **Game counters window**.

The counters window is organized with a combination of tabs, lists and drop-down menus. To place a counter on the map, select it in the counter window and drag it into the board window, legend sheet, turn board or decks board.

It is important to remember that a player's pieces can only be selected, moved, or manipulated by the corresponding player.

Thus, within the Characters tab there are seven more tabs, one per player: Player 1, Player 2, etc.



Game counters window

The same applies to the Bonus Cards tab. There are seven menus within this tab, one per player: *Player 1 Cards*, *Player 2 Cards*, etc.



Bonus cards window

MANIPULATION OF COUNTERS

All the pieces in VASSAL have pop-up menus to manipulate them. Simply right click on the token and select the desired action.

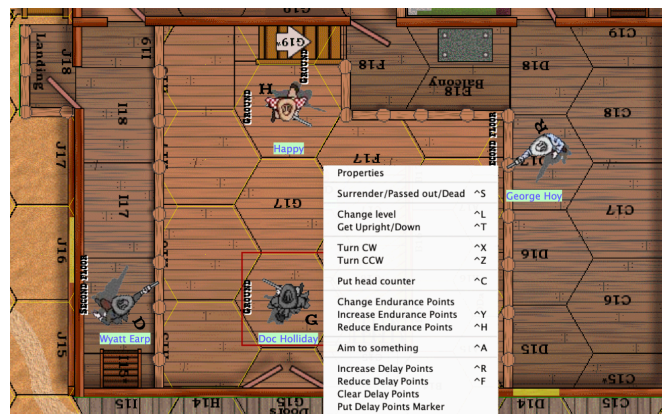
Pop-up menus are also available in the counter window, so you can change the state of a counter before placing it on the map.

Each pop-up menu item has an equivalent keyboard command. To use the keyboard command, first select a counter by left clicking on a map window, decks board, legend sheet or tile window. The counter will be highlighted with a colored border. To select more than one counter at a time, hold down Shift and click at the same time. When you type the corresponding key combination, the equivalent pop-up menu action will be performed on all selected pieces.

For various reasons, Gunslinger maps do not use VASSAL's stacking feature, so some pieces placed on top of each other are not combined into a stack as described in the VASSAL User's Guide. To move a counter up/down, simply select it and use the arrow keys

CHARACTER POP-UP

Right-clicking on a character, weapon, obstacle, animal, or marker displays a menu with different actions.



Player's character pop-up menu

The pop-up menu of a character that does NOT belong to the player is more limited: there are fewer possible actions on a character that belongs to another player.



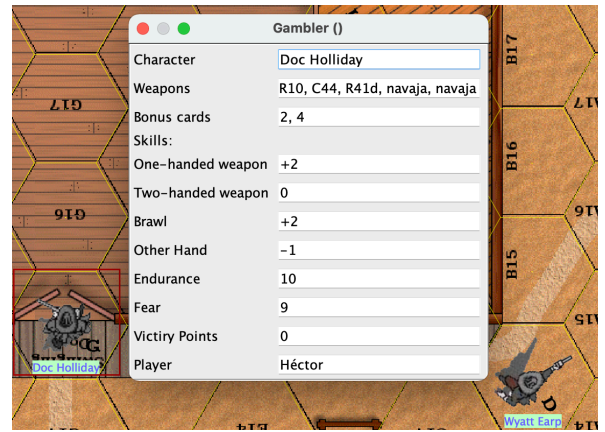
Pop-up menu of another player's character

Let's take a closer look at each of the character pop-up menu options.

VIEW/CHANGE PROPERTIES

The menu that appears when you right-click on a character displays, among others, a "Properties" menu. Clicking on it will display the character's Property Sheet.

Here you can record the character's name, name of the owning player, bonus cards, weapons the character starts with and allowed skills, as well as the victory points earned. The displayed fields can be edited normally (you may have to enlarge the property sheet window and make it bigger to see all the text).



Character properties sheet

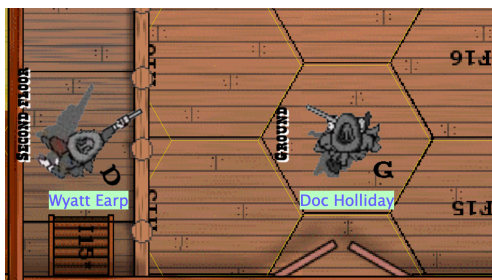
The menu that appears when you right-click on a character display, among others, a "Properties" submenu. Clicking on it will display the character's **Property Sheet**.

Here you can record the character's name, name of the owning player, bonus cards, weapons the character starts with and allowed skills, as well as the victory points earned. The displayed fields can be edited normally (you may have to enlarge the property sheet window and make it bigger to see all the text).

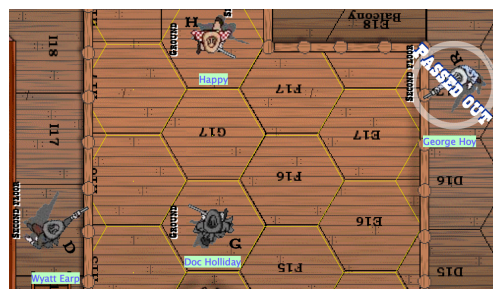
CHANGE ELEVATION (CTRL + L)

In Gunslinger there are rules where the line of sight and the shot is modified according to the height difference between the shooter and his target. **All characters, animals, weapons and objects start with a blank elevation level**, but in the game you may indicate the elevation of the counters, the **overlay boards** start at the Second Level (overlay).

If the elevation is changed, it is written on the left side of the tab:



*Wyatt Earp is at SECOND FLOOR level,
Doc Holliday is at GROUND level*

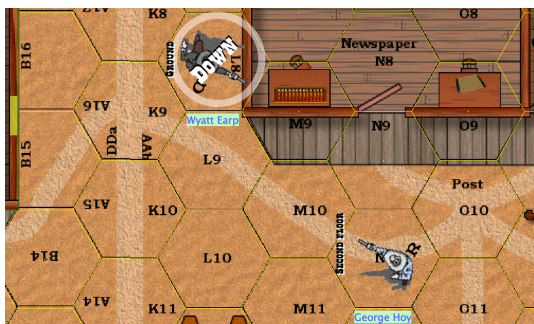


Wyatt Earp has knocked down Pete Spence

SURRENDERED/UNCONSCIOUS/DEAD (CTRL + S)

Changes the status of the character:

- Surrendered
- Unconscious
- Dead

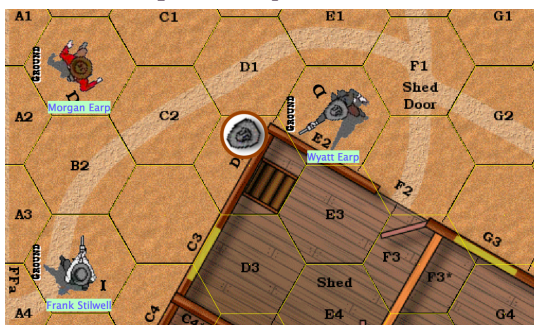


UPRIGHT/DOWN (CTRL + T)

As the name suggests, it changes the position of the character.

The states rendered, unconscious and dead can be combined with the standing/lying state... although it doesn't make much sense.

Wyatt Earp is down



Wyatt Earp pokes his head around the corner

ROTATE CW/CCW (CTRL + X / CTRL + Z)

Rotate the piece clockwise (SR) with Ctrl + X or counterclockwise (SCR) with Ctrl + Z.

HEAD OUT/ HEAD BACK (CTRL + C)

Place/remove a head marker on/from an hex, following the Gunslinger game rules.

To remove a head marker, select **Delete** from the pop-up menu of the head marker itself.

Each character has its own head marker, with a picture that corresponds to the character's own head.

MODIFY ENDURANCE

The **Endurance or Stamina Points** appear both on the **character's Legend Sheet** and on the **character's Property Sheet**. But the value that appears on the property sheet should not be changed (it only indicates the maximum value); the evolution of the stamina points is indicated, as it should be, on the character's Legend Sheet.

INCREASE ENDURANCE / REDUCE ENDURANCE (CTRL + Y / CTRL + H)

Increases or decreases the Endurance Points on the character's **Legend Sheet** by one point.



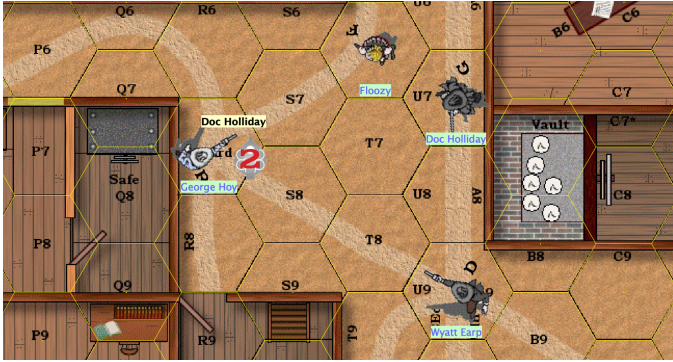
The action of changing Endurance Points is reflected in the Legend Sheet.

AIM AT SOMETHING (CTRL + A)

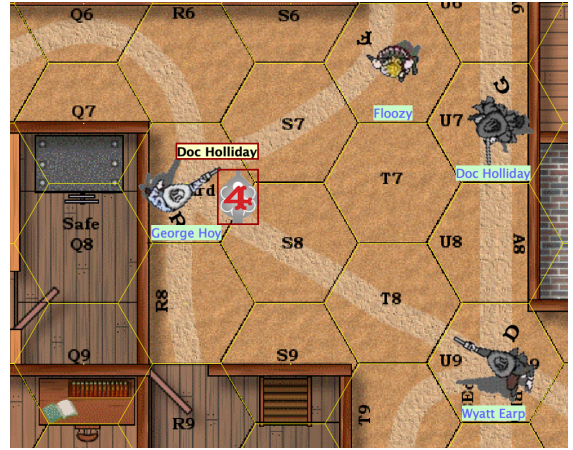
Displays an aiming marker with the character's name. This marker must be placed on the character or animal or empty hex where we want to aim our weapon at.

If we want to increase (Ctrl + Q) or decrease (Ctrl + W) the aiming points, right-click on the aiming marker and select the appropriate option.

If we want to remove the marker (Ctrl + D) we select it from the popup menu.



Doc Holliday is aiming with his gun to George Hoy



George is in a bad way if Doc Holliday keeps aiming at him.

INCREASE/REDUCE/RESET DELAYS

(CTRL + R / CTRL + F)

To control the **Delay Points** of a character. The number of Delay Points will appear on the character's legend sheet. A marker with the delay points will not appear on the board unless you select **Place delay marker**.

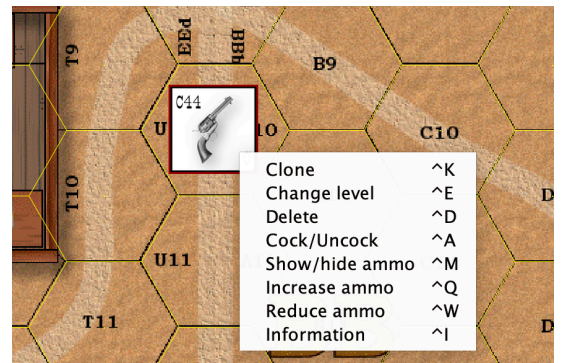


DELETE (CTRL + D)

This option removes the tile from the game, be it a character, weapon, marker etc. The removed tokens do not appear on any game board or in any game window. Cards **cannot** be removed from the game.

FIREARMS POP-UP MENU

Weapons have another menu, distinct from the character menu. Some weapons have only one side, while many of them have two sides, with an upside and a downside. In the pop-up menu the **Change elevation** and **Delete** options are identical to those in the character tokens.



CLONE (CTRL + K)

It does just that: it creates a token equal to the cloned one.

COCK/UNCOCK A GUN (CTRL + A)

Weapons, per se, are uncocked. With this pop-up menu option, a character cocks his weapon, with a label appearing over it indicating this.

In the example on the right, Doc Holliday has his R10 shotgun cocked.

SHOW/HIDE AMUNITION (CTRL + M)

The ammunition left in the weapons is, per se, hidden in the chips. This is done for two reasons: first, for aesthetics. Then, and mainly, to give more suspense to the game. How much ammunition is left in Wyatt Earp's Smith & Wesson 45, don't you remember?

Players should decide in advance whether or not to hide ammunition in the showdown.

INCREASE/REDUCE AMMUNITION

To change the ammunition, we select **Increase** (Ctrl + Q) or **Decrease** (Ctrl + W) ammunition. If the ammunition information remains hidden, the change is made, even if it does not appear in the counter.

Wyatt Earp has 6 bullets left in his Smith & Wesson 45

If the ammunition of a weapon that is fully loaded is increased, the weapon runs out of ammunition; if the ammunition of an empty weapon is decreased, the weapon is fully loaded.

INFORMATION (CTRL + I)

The firearms in this module include information not only from the original game rules, but also from the optional rules published by Avalon Hill in their magazine *The General* in the September-October 1982 issue (Volume 19, number 3), on pages 12, 13, 46, 50, 51 and 52.

The double-action weapons are marked with an asterisk in their code.

Firearms (and only firearms) have a reverse side with information about the weapon: name of the weapon, year of entry into service, caliber and type of ammunition, magazine capacity, price of the weapon and size of the weapon (L "light", M "medium" and H "heavy").

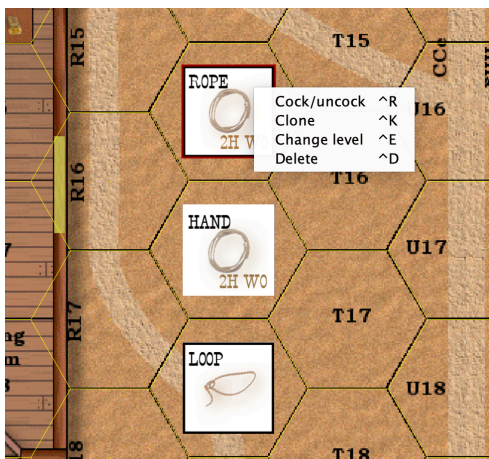
Doc Holliday's arsenal. His C44 is shown to be double-action.

Two-handed weapons have a letter to indicate S (shotgun) if they are shotguns, or R (rifle) if they are rifles, carbines, or bows.

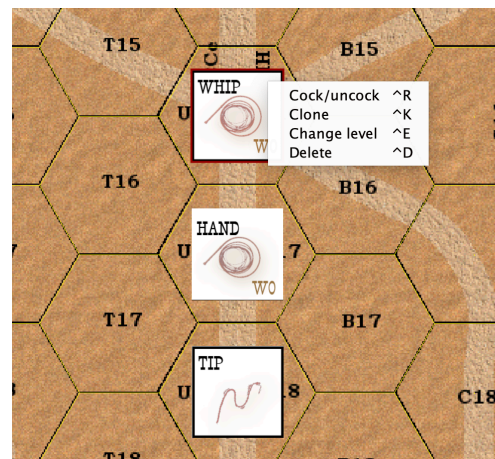
THE WHIP AND THE ROPE

There are two special fighting weapons that are explained in the Gunsmith's Shop rules extension published in *The General* magazine. These weapons are **the whip** and **the rope**. These tokens have their own pop-up menu, an upside, a downside and a third token to represent the end side.

The option Cock rope / Cock whip is used to prepare the whip or rope (just like cocking a gun). The Loop/Tip is another token that is placed on the target.



The rope: pop-up menu with ready rope (ROPE), hand end (HAND) and tip end (LOOP)



The whip: pop-up menu with whip ready (WHIP), hand end (HAND) and tip end (TIP)

THE DECKS TABLE

This window initially displays the twelve normal **Action Cards** for the players, from Player 1 to Player 7. The **Bonus Cards** are initially displayed on each character's Legend Sheet, if available. Drag all the necessary Bonus Action Cards to this window from your character's Legend Sheet, if you are playing a predefined confrontation, or from the counter panel, if you are creating a new scenario, making sure to select the respective Player's card(s).



Each player can only move and drag the cards of their corresponding player: Player 1 can only manipulate the cards of Player 1 and so on.

As with the board counters, described above, select and right-click on a card to see all the available actions.



MASK / UNMASK (CTRL + M)



Cards as seen by his own player. The one on the right is masked

The same cards as seen by the rest of the players

To manipulate a card from a pile of cards, double-click on that pile to expand it, then right-click and select from the pop-up menu Mask/Unmask the card or cards from that pile so that it shows a brown border (see the left image above). After that, the other players will not see the contents of your cards (see the right image above) until you uncover them again with the same action.

To cover/uncover your entire pile of cards, double-click on the stack to collapse it, if it was expanded. Then click on the stack (the cards will appear selected with a black border), and finally right-click and select from the pop-up menu Mask/Unmask to show/remove the brown border on all the cards.

-> NEXT ACTION (CTRL + P)

Send the selected card to the corresponding player's **Player Actions stack**, on the **Decks Table**.

-> TURN HAND TO CARDS TABLE (CTRL + S)

Send selected cards to the corresponding player's **Game Sequence Stacks pile**, on the **Decks Table**.

-> LEGEND SHEET (CTRL + A)

Send selected cards to Character **Legend Sheet**.

FLIP (CTRL + G)

Action cards have a frontside and a backside with different game actions. This pop-up menu command flips the selected card or cards.

THE TURN TABLE

The **Action Cards and Turn Table** displays the **current turn**, indicated by a pocket clock, the **final turn of the Showdown**, indicated by a white flag, and the important **Deck of result cards**.

The turn marker advances automatically when the **End of Turn** button is pressed.



The only options that appear in both the result and discard pile pop-up menus are **Send to discard pile** and **Return to result pile**, respectively. There is no need to shuffle before drawing any card, the deck is shuffled automatically each time a card is drawn.

To draw a card, just left click on the deck and drag the card, releasing it to show the result.



To return the result card to the stack, drag it by left clicking with the mouse. To return the whole stack, select the option from the pop-up menu.

LEGEND SHEETS

The **Legend Sheet** shows the player who controls the character, the character's name and token. It is also used to reveal the **Action Cards** during the game, as well as to keep track of **Endurance points** and **Delay Points**. Finally, in this window we have the inventory of **weapons and ammunition**.

Doc Holliday
Character
Player 5
Holstered
Holds **FOUR** weapons
(plus **THREE** ammo sources)
Weapons must be one-handed

PERMANENT WOUNDS
SERIOUS: 0
GUN HAND: 0
OTHER HAND: 0
LEG: 0

Actions
ADVANCE 2
You can: Move forward either ahead left, ahead right, or straight ahead.
You must: Name which movement you will do.
Also: If you are DOWN, add 2 delay points.

DRAW AND COCK 1
You can: Move a 1-handed weapon on your sheet to a hand box (but not weapon from your back). Also, choose a cocking option: Cock or uncock, Leave unchanged, Empty? Aim time: 0.
You must: Aim the cocking option. Must be a 1-handed weapon.

OTHER HAND
Holds one weapon (if BOTH HANDS empty)
One handed weapon: can shoot, throw, attack (must have Other Hand skill)
Add OH skill to aim

BOTH HANDS
Holds one weapon
R10
Cocked
B7(x2)

GUN HAND
Holds one weapon (if BOTH HANDS empty)
One handed weapon: can shoot, throw, attack

Endurance
10

Delays
0

BONUS CARDS: 2, 4
IN WEAPONS: +2
2H WEAPONS: 0
BRAWLING: +2
OTHER HAND: -1

Weapon Inventory:
C44 (C), R41d (R, 1/2, E(x2)), KNF (W4), KNF (W4)

GUNSLINGER

Make sure the **Action Cards** are stacked in the correct order and are masked. Expand the pile by double-clicking on it, then reveal the top **Action Card** by selecting it and uncovering it (Ctrl + M). After you have played that card, select it and stack it to the side.

If the pile of cards is expanded it will show the number of segments spent, as it allows you to see their numbers on the Action Cards. Leaving the mouse pointer over any non-expanded pile on the **Legend Sheet** for more than one second will show the entire contents of that pile.

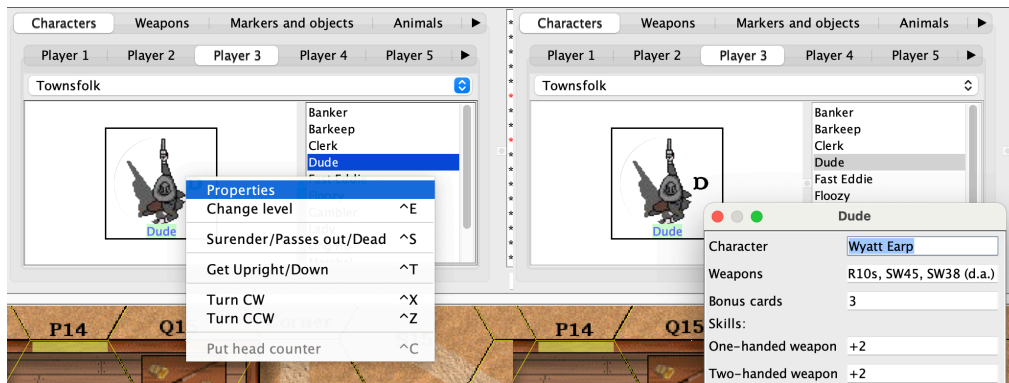
As in the Card Table, the other players will not be able to see your cards while they are masked. When the turn is over, send all **Action Cards** to the **Decks Table** with Ctrl + S. This will send them to the owning player's Action Cards pile.



The box with the character's name and corresponding token (in the upper left corner of the Legend Sheet) is changed by placing a character token from the counters panel.

The View/change properties option displays a sheet with only all properties, but in the Legend Sheet only two fields must be filled in: **Character**, to name our shooter, and **Player**, to indicate the player he belongs to.

The View/change properties option displays a sheet with all the properties of the character, but for the token placed in the Legend Sheet only two fields must be filled in: **Character**, to name our shooter, and **Player**, to indicate the player to which he/she belongs.



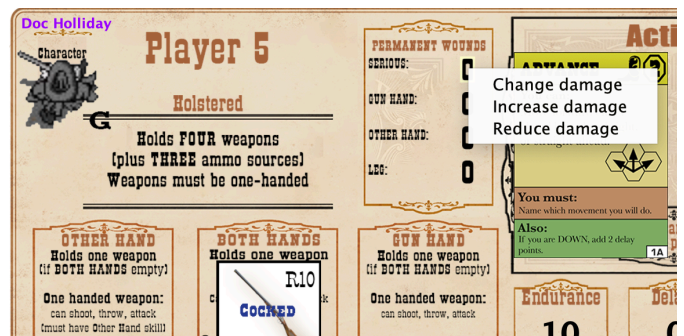
But before placing any token on the legend sheet you must change the name you want to give to the character by right clicking, selecting View/Change Properties and then entering the name in the Character field.

PERMANENT WOUNDS

To record **Severe damage** or damage on the **Gun Hand**, on the **Other Hand** or on the **Leg**, right click on the corresponding number and select the desired option from the pop-up menu.

Selecting **Increase damage** or **Decrease damage** will increase or decrease the damage by one.

The selected number will be marked with a colored box.



If you select **Change damage** you will be able to enter the value of the damage received at the selected location (Severe, Gun Hand, Other Hand or Leg).

ENDURANCE AND DELAY POINTS

Endurance and **Delay points** are changed by selecting the corresponding option by **right clicking on the character's counter**: they are not modified like serious wounds, by right clicking on the character's Legend Sheet.