







Cowboys and Zombies Game 2  
(A.K.A zombie kill fest)

Herb Spence reported the presence of the living dead in the town of Deadman’s gulch to the territorial governor who has dispatched State Marshal’s Wayne and Dalton to investigate, Mr. Spence offers the services of his employees, but regrettably he is unable to accompany the expedition due to the ill health of his wife.

Marshal’s Wayne and Dalton are furious at having to investigate this supposed outbreak of so called undeath. They expect this is some kind of sick joke and are not really expecting any trouble.

Returning characters “The Cowboys”			
			
“Boss” McGriff Rep 5, Repeating Carbine, Pistol. <i>Leader for the cowboys</i>	Sam Jones Rep 4, Repeating Carbine, Pistol	Wyatt Smith Rep 4, Repeating Carbine, Pistol	Tom Tooney Rep 4, Repeating Carbine, Pistol

New characters “The Lawmen”	
	
Marshal Wayne LeDuc Rep 4, Repeating Carbine, Pistol.	Marshal John Dalton Rep 4, Scattergun, Pistol

Turns 1-3:

Wayne and Dalton mosey up the street while Spence's men Fast move during turns 1 and 3.



Turn 2 a gap appears between the two groups



Turn 3 the gap is a gaping hole now



Turn 3 the Zombies arrive, but out of sight of both groups.

Turn 4: (Zombies 2, humans 6)

Zombies move into sight of the Cowboys and take in sight checks all pass 1 or 2 dice and charge even though they are beyond 6 inches, the cowboys sense something behind them and take in sight checks they all pass 1 or 2 dice and turn and shoot McGriff, Sam and Wyatt all miss, Tom hits and kills his target, marshal Wayne shoulders his carbine, shoots and knocks down his target. (5 new zombies are attracted by the gunfire.)



Five zombies shamle into sight of the cowboys, and .....rush them



The lawmen get their first look at the undead.



Five new zombies appear, but are not spotted.



Turn 5: (Zombies 6, Humans 2)

Marshal Dalton rushes forward and empties both barrels into the three standing zombies, Kills one and Knocks down the other two. Wyatt, Sam, Tom and Wayne run upon the downed Zombies and stomp them back into death. Zombies don't move, (5 new Zombies appear in side the saloon.)



Dalton rushes up and open fire on the zombies.



Zombies in the saloon preparing to sally forth.

Turn 6: (Zombies 3, Humans 6)

Zombies in the alley between the bank and bath house move into the street and come into sight of the humans, all of which have their backs to them. The Zombies take an in sight check test and pass 1 and rush 6 inches towards the humans, which take in sight checks which results in one Zombie being knocked down. More Zombies burst out of the Saloon, which results in more "in sight" checks Zombies charge Sam Jones and Marshal Dalton, Sam Knocks his down, but the zombies club Marshal to the ground.



Zombies draw fire.



Zombies ambush.



Zombies knock down Dalton.

Turn 7: (Zombies 3, Humans 2)

Two zombies auto kill Dalton and begin eating him. The three zombie in front of the bank charge Marshal Wayne, who is so aghast by the eating of his colleague just watches them charge him, Tom and Wyatt, in the alley between the Saloon and the Jail see them charge LeDuc and open fire on them, but with all the friendlies in the way providing cover, they both miss. Wayne Leduc, didn't become a Marshal without learning how to take care of hisself and kills one and holds the other zombie off (*even though three zombies charged only two can melee him to his front*). All previously knocked down zombies rise to their feet and since two are still in contact with Sam they fight it out and Sam once again knocks them both down.

Humans half of the turn, Sam stomps one prone Zombie to death, Tom rushes over and stomps the other to death, Wyatt yanks out his pistol and shoots at the two eating Marshal Dalton, knocks one of them down, McGriff rushes over to engage the third zombie trying to get at Marshal Wayne and is quickly killed for his bravery. Marshal Wayne kills his other zombie. (no new zombies arrive).

Turn 8: (zombies 5, humans 5)  
(No new Zombies)

Turn 9: (Humans 4, Zombies 2)

Tom pulls out his pistol and blazes away at a pair of zombies knocking one down. Sam fires a shot at the one Tom missed and Knocks it down. Wyatt and Wayne gang up on a single zombie but all they can do it knock it off its feet.

During the zombies half of the turn they all rise to their feet (as the only zombies on the table are on their butts), the one fighting Wyatt and Wayne is again knocked to the ground, but it rips open Wyatt and instantly kills him on its way down. (no new zombies)



Looks like miller time!



...and then there were three

Turn 10: (Humans 6, Zombies 1)

No Human actions as there are none with a rep of 6 or higher.

Two zombies charge Wayne (he passes one die), two more charge Tom (he passes one die) and one charges Sam (he passes 2 dice) therefore he shoots it knocking it off its feet. Melees: Tom vs. one is knocked down the other continues its attacks, Wayne vs. two others he holds one off and kills the other.  
(4 new Zombies appear, in side the saloon again)

Turn 11: (Humans 3, Zombies 1)

Wayne breaks off melee (both take in sight checks Wayne passes zero, zombie passes one and charges him) Wayne passes two dice on his being charged check and shoots and misses, the ensuing melee is inconclusive, Sam rushes forward and stomp the undead back into the grave. Tom fights it out in front of the saloon and can only knock down his opponent.

Zombies rise to their feet one melees Wayne and Wayne finally kills it, one battles Tom and tom knocks it off its feet, Four zombies exit the front door of the saloon and charge Tom who shoots at two of them killing one off , the other three (two actually cause only two can melee him) force him to the ground. (one new Zombie appears).



Zombies pour out of the saloon and rush Tom



....and roll right over him.

Turn 12: (Zombies 3, Humans 3)

Zombies auto kill Tom.

(no new Zombies)

Turn 13: (Zombies 3, Humans 1)

Two zombies charge Sam's flank and he passes 1 die and skedaddles, since their target fled, the same two zombies carry on their charge into Wayne's flank and he also passes 1 die and flees.