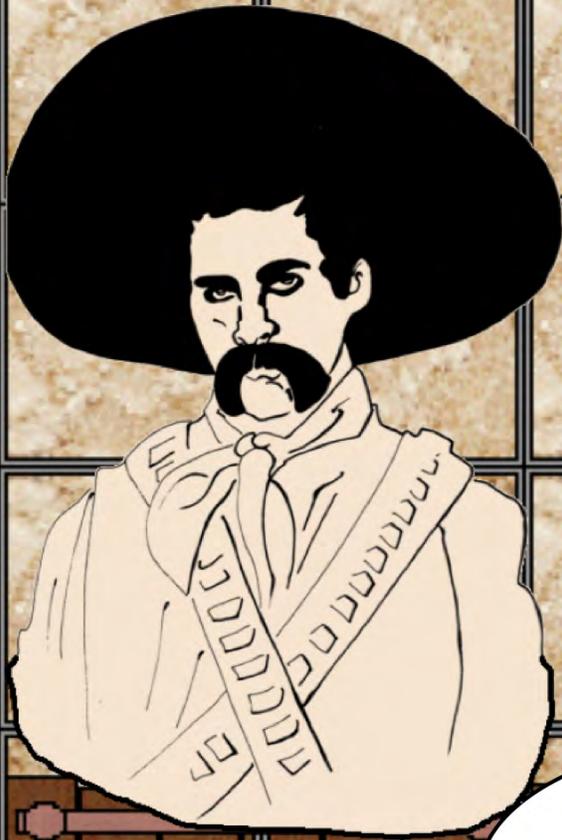# Spaghetti Western

Avalon Games

An S&G Genre Game

Six guns drawn and the dust in your mouth, this was the old west, well as Hollywood and the Italians saw it. Spaghetti Western takes you into the action of the shoot out in the old west. A full game on its own, Spaghetti Western is a fine addition to
the S&G line of skirmish game.

Avalon Games

Introduction

Spaghetti Western is an easy to learn system for running skirmish level battles among classic western forces, ranging from personal one-on-one encounters to pitched engagements involving large shootouts.

Game Construction

Once you are ready to play Spaghetti Western, you will need to print the game components. The amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print out all the needed parts, cut them out, and plunge into battle. Paper pieces can be a bit fragile, though, so if you intend to repeatedly play Spaghetti Western (and we hope you do!) you may want to invest a little additional time and effort in making your game components more durable and reusable.

Suggestions on Component Printing and Construction

First off, if you want to spend a little extra to get better results, buy some good quality paper. Use this to print out the various components and counters. Quality paper or cardstock provides a better image after printing, and if you set your printer to its highest quality setting you will get a very nice set of counters and cards. Use spray glue (available at many craft and office supply stores) to mount the components onto thicker card stock or chipboard; one of our game developers glues the S&G character tokens to inexpensive 1" wooden disks purchased at a craft store. Mounting the pieces makes them easier to pick up and move, which generally creates a better overall experience. Should you wish, you can protect your game components with clear self-adhesive lamination sheets (again available at most office supply stores) to prevent moisture from smearing the ink.

Of course, plastic or metal miniatures can be used instead of the paper counters we've supplied, and you can have a lot of fun searching for just the right figure to match the characters included in the game. Our cards are supplied with a front and back; simply print out the card and then fold it along the seam. Glue the two halves together and the result is a nice card for use in the game. If you like, you can laminate these cards or buy protective cards sleeves for them. You can use a washable marker on these sleeves to record damage and other effects, so they're highly recommended (and can be purchased fairly inexpensively from hobby and game stores).

Getting Started
Once you've printed and assembled the game pieces, you're ready to start a game. First, pick a scenario to play. Set up the game's Battle Tiles as indicated in the scenario instructions. After you and your opponent agree on a total point value for your warbands, "buy" your characters as outlined for that scenario. Each player should then gather the needed counters and cards for the faction they will play, and prepare to start the game.

Spaghetti Western uses standard six-sided dice (referred to as "d6"). Each player should roll 1d6, with the highest roller then placing one of his characters on the Battle Tile map as directed by the scenario's rules. The second player then places one of his characters, and so on, with the players taking turns placing characters until both players' warbands have been completely placed on the map. (Note: Some scenarios may have different rules for game setup, so read each scenario's instructions carefully.)

Characters
Spaghetti Western revolves around players assembling warbands made up of characters from different races and factions, then sending forth their forces to battle their foes. Each character in the game has a set of stats which reflects the character's abilities and helps to determine how well the character performs them. Each character in the game comes with a data card which shows these stats along with any special information or abilities for that character.

Most of the characters in the game are individual and unique. No player may have more then one character of any given type in his warband unless duplicates are permitted by an entry on the character's data card. Opposing players are allowed to play the same character (in situations where both players have constructed their warbands based around same faction).

Characters in the game are classified as either "solo" or belonging to a faction. Faction based characters are part of a race or organization who often work together to overcome their foes. Solo characters are individual warriors who will fight on any faction as long as they are paid well or offered some other incentive.

The status of a character may have special effects within the scenario that you are playing, as outlined in that scenario's instructions. Otherwise there is no difference between the various character types and all are played the same way, following the same rules.

Stats
All characters in the game have a series of stats that reflect their abilities. These stats have effects in the game as described below.

Attack and Defense
These two combat stats show how well the character hits (attack stat) and, conversely, how hard it is to

hit the character in return (defense stat).

Strength
This measures the character's relative strength. This stat is used in combat or when the character tries to throw something.

Speed
Measuring a character's agility and reaction time, this stat determines not only when the character gets to go in a turn, but how often.

Some characters will have a split speed which contains two or more numbers separated by a slash. This indicates characters who are very fast, and thus are able to activate more then once in a single turn. Each time the speed number for that character comes up in the turn order, it may activate and perform two new actions.

Movement
This determines how many squares the character can move in a single move action.

Health
Health is the amount of damage a character may take before it is knocked out (for characters) or destroyed (for objects) and removed from the game.

Will
This measures overall willpower of the character and is a sign of their courage and determination.

Adrenal Points
All characters have adrenal points; these regulate the number of special abilities the character can perform in a game. The more adrenal points the character has, the more abilities it can use and/or the more powerful those abilities can be. Each time a special ability is used, a number of adrenal points must be spent. When a character has used all of their adrenal points for the game, they cannot use any more of their special abilities.

Spent Adrenal points can be regenerated/recovered by various means; the most common of these are magic and rest.

Character Abilities

Most characters have one or more special abilities which they may activate during a game. Each ability will usually cost a specific amount of Adrenal points to activate. Read each ability's description carefully to be sure how the ability works and how much it will cost to activate.

Some abilities are paid for and used only during a movement action of a character's activation while others are used only during an attack action, so be sure to read each description to be sure you understand when it can be activated and used.

Character Card

Cost

Name

Type

20

The Stranger
(Ranchers)

Special Abilities

1. **Rifle**
   Range 10

2. **Lightning Fast**
   (Attack, 1)
   See Description

3. **He's Behind You**
   (Special, 3)
   See Description

Special Abilities

Attack

3

Defense

5

Strength	2
Speed	9 / 3 / 1
Movement	4
Adrenal	6
Will	5

Health

Other Stats

Other Notes

Health