

# Showdown Encounters

A showdown differs from ordinary combat in how it begins. The gunfighters, usually only two of them, face off, each intending to be the second one to draw but the first to fire, thereby shooting down their enemy in public without committing a crime, and also demonstrating their skill.

A showdown begins when the two duelists face off, usually at short range, but possibly closer, at the GM's discretion. The showdown unfolds in the following steps:

## Step 1: Face Off

During the first step of a showdown, the two characters face off, each attempting either to intimidate the other or size them up while patiently awaiting for them to draw. Depending on the nerve and experience of the combatants, this standoff might last for seconds or minutes. Veteran duelists might play the entire scenario out in their minds several times before drawing.

*During Step 1: Face Off*, each character may choose to either Size Up, or Intimidate.

### Size Up

The character makes an opposed Perception or Streetwise check against their opponent's Cool. If the character succeeds, they upgrade their ability for the Cool check to determine initiative in *Step 2: Draw* once, and once per additional 2 Success (☀ ☀) on the check. The player and the GM can also spend dice symbols as normal, or for the additional effects in the table below.

### Intimidate


The character makes an opposed Deception or Coercion check against their opponent's Discipline. If the character succeeds, they add 1 Setback (■) to their opponent's Cool check to determine initiative in Step 2: Draw, and 1 Setback (■) per additional 2 Success (☀ ☀) on the check. The player and the GM can also spend dice symbols as normal, or for the additional effects in the table below.

## Step 2: Draw

Both characters make a competitive Cool check with a difficulty of Simple (-) to determine initiative, modified by the results of the checks in *Step 1: Face Off*. The character with the lower initiative result blinks first and tries to attack, while the character with the higher result

keeps their nerve, drawing and attacking in a seamless motion. The character with the higher result takes the first turn, but they must draw their weapon and attack, if they wish to use it. They can use any remaining maneuvers after drawing their weapon to Aim, take cover, or perform other relevant activities.

A successful combat check inflicts damage as normal, and the player and GM may spend spend results in the usual ways, and also the ways listed in the table below.











The GM can spend a Despair (  ) for the winning character to indicate that they act prematurely, both drawing and shooting first. This does not apply to any penalties to skill checks during the combat, but it can have legal and social consequences afterward.


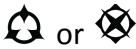




Assuming they survive the other character's attack, the character who goes second takes their turn following the same rules as the first character.

## Step 3: Combat Continues

Any characters who enter the fight at this point make Cool checks to determine initiative.

## Table: Spending Results in Showdown Encounters

COST	RESULT OPTIONS
 or 	<ul style="list-style-type: none"> <li>Perform a Guarded Stance maneuver as an incidental during <b>Step 2: Draw</b> (or subsequent turn).</li> <li>Drop prone or stand up from prone as an incidental during <b>Step 2: Draw</b> (or subsequent turn).</li> </ul>
  or 	<ul style="list-style-type: none"> <li>Perform an Aim maneuver as an incidental during <b>Step 2: Draw</b> (or subsequent turn).</li> <li>Add +10 to the first Critical Injury the character inflicts before the end of their next turn.</li> </ul>
   or 	<ul style="list-style-type: none"> <li>Draw a weapon as an incidental during <b>Step 2: Draw</b> (or subsequent turn).</li> <li>Force the target to drop a weapon it is carrying.</li> </ul>
	<ul style="list-style-type: none"> <li>Add +30 to the first Critical Injury the character inflicts before the end of their next turn.</li> <li>If the attack inflicts damage on a rival NPC target, it kills the target immediately. (This can only be activated during the combat check in <b>Step 2: Draw</b>).</li> </ul>

	<ul style="list-style-type: none"> <li>• If the attack inflicts damage, it incapacitates the target without killing them. (This can only be activated during the combat check in <b>Step 2: Draw</b>).</li> <li>• The character may immediately make another combat check against a different target within range. (This can only be activated during the combat check in <b>Step 2: Draw</b>).</li> </ul>
	<ul style="list-style-type: none"> <li>• The character suffers 2 strain.</li> </ul>
	<ul style="list-style-type: none"> <li>• The character is disoriented for 2 rounds.</li> </ul>
	<ul style="list-style-type: none"> <li>• The character does not benefit from their ranged or melee defense until the end of their next turn.</li> <li>• The character is immobilized for 2 rounds.</li> </ul>
	<ul style="list-style-type: none"> <li>• After they attack, the character's weapon malfunctions or runs out of ammo.</li> </ul>
	<ul style="list-style-type: none"> <li>• The character's attack hits a bystander within range (of their opponent's choice) instead of their target. (This can only be activated during the combat check in <b>Step 2: Draw</b> and if there is a target within range).</li> <li>• The character cannot voluntarily suffer strain to activate any abilities or gain extra maneuvers until the end of their next turn.</li> </ul>