

GUNFIGHT AT THE O.K. CORRAL

Small-unit tactics in the Old West

Rules manual · version 1.3.0 · Tronsoft Games

Tombstone, Arizona Territory — October 26, 1881

Iron Springs, Whetstone Mountains — March 24, 1882

1. The game

Nine men and a few yards of dirt: The lawmen have walked down Fremont Street and stopped at the mouth of the narrow lot beside Fly's. The cowboys are bunched inside, some feet away. Virgil means to disarm them. Nobody has drawn yet. In 1881 the fight in the lot lasted about thirty seconds. Billy Clanton and both McLaurys were killed; Ike Clanton and Billy Claiborne ran; Virgil and Morgan Earp were badly wounded and Doc Holliday was grazed. Wyatt Earp was not touched.

The game lets you fight it again, from either side, and asks what small-unit tactics — cover, fire and movement, the flank, nerve — do to the odds. Every number in this manual is printed from the game's own rule tables.

2. Scenarios

Group	Scenario	Rounds	Par (lawmen)
Tombstone, 1881	The Vacant Lot Tombstone, Arizona Territory — Wednesday, October 26, 1881, about 3 p.m.	10	+10.7
Tombstone, 1881	Down Fremont Street Tombstone, Arizona Territory — Wednesday, October 26, 1881, about 3 p.m.	18	+7.1
Tombstone, 1881	Standoff in the Street Tombstone, Arizona Territory — October 26, 1881 (what-if)	16	+8.8
The Vendetta Ride, 1882	Iron Springs Iron Springs, Whetstone Mountains, Arizona Territory — Friday, March 24, 1882	12	+13.4
Skirmish	Skirmish in a Strange Town A fictional cow town, Arizona Territory	16	+5.9

Tactics Primer	1. Reading the Odds The Tactics Primer — a drill yard	8	lesson
Tactics Primer	2. Cover to Cover The Tactics Primer — a drill yard	10	lesson
Tactics Primer	3. Fire and Movement The Tactics Primer — a drill yard	12	lesson
Tactics Primer	4. The Flank The Tactics Primer — a drill yard	10	lesson
Tactics Primer	5. Breaking Nerve The Tactics Primer — a drill yard	10	lesson

Par is the average margin — lawmen's points minus cowboys' — over computer-played fights. The table below gives it by opposition level when the computer plays each side (the level changes the computer's men only):

Scenario	You play lawmen vs			You play cowboys vs		
	Greenhorn	Gunhand	Shootist	Greenhorn	Gunhand	Shootist
The Vacant Lot	+12.7	+10.7	+9	+9.2	+10.7	+12.4
Down Fremont Street	+11.5	+7.1	+5.1	+4.7	+7.1	+9.6
Standoff in the Street	+12.4	+8.8	+4.8	+4.5	+8.8	+9.6
Iron Springs	+16.9	+13.4	+7.1	+4.7	+13.4	+16.7
Skirmish in a Strange Town	+10.3	+5.9	+1.8	+1.6	+5.9	+7.8

Opposition levels: **Greenhorn** (marksmanship -8, nerve -12), **Gunhand** (marksmanship 0, nerve 0), **Shootist** (marksmanship +6, nerve +8). The default is Gunhand.

3. The men of Fremont Street

Name	Side	Marksmanship	Nerve	Quickness	Arms
Virgil Earp ★	Lawmen	62	88	6	Colt revolver
Wyatt Earp	Lawmen	72	96	7	Colt revolver
Morgan Earp	Lawmen	63	80	7	Colt revolver
Doc Holliday	Lawmen	66	92	8	Coach shotgun, Nickel-plated Colt
Ike Clanton	Cowboys	40	25	5	unarmed
Billy Clanton	Cowboys	60	82	7	Colt revolver
Frank McLaury ★	Cowboys	67	76	7	Colt revolver
Tom McLaury	Cowboys	50	55	5	unarmed
Billy Claiborne	Cowboys	45	30	6	Colt revolver

★ leader: steadies men of his side within 6 squares. Tom McLaury is unarmed unless “Tom McLaury armed” is chosen.

4. The men at Iron Springs

Name	Side	Marksmanship	Nerve	Quickness	Arms
Wyatt Earp ★	Lawmen	72	96	7	Coach shotgun, Colt revolver
Doc Holliday	Lawmen	66	92	8	Nickel-plated Colt
Sherman McMaster	Lawmen	60	70	7	Winchester rifle, Colt revolver
“Turkey Creek” Jack Johnson	Lawmen	58	72	7	Colt revolver

"Texas Jack" Vermillion	Lawmen	60	74	6	Winchester rifle, Colt revolver
Curly Bill Brocius ★	Cowboys	64	82	7	Coach shotgun, Colt revolver
Johnny Barnes	Cowboys	55	60	6	Colt revolver
Cowboy (1)	Cowboys	52	55	6	Winchester rifle
Cowboy (2)	Cowboys	48	45	6	Colt revolver
Cowboy (3)	Cowboys	55	62	6	Winchester rifle
Cowboy (4)	Cowboys	47	50	6	Colt revolver
Cowboy (5)	Cowboys	50	58	6	Colt revolver

5. The round

Each round the men still in the fight are ordered by quickness plus a roll of 0-10 (a running man gets +4). Each acts in turn with two actions (one if shaken or down). Before he acts, a man who has been shot at, hit or has seen a friend fall since his last turn tests his nerve (section 9).

6. Orders

Order	Cost	Effect
Move	1	Up to 8 movement points (straight 2, diagonal 3, no corner cutting); 3 points when lying flat or down.
Shoot	1	One shot at the odds on the slip; any covering enemy who can see the shooter fires first.
Take aim	1	+15 on the next shot; lost if he moves.
Fan the hammer	2	Revolver only, standing still: up to three shots at one target, -25 each.
Hold fire, covering	rest	Until his next turn, a snap shot (-5) at the first enemy who fires in his sight, or once shooting has begun, moves in it.
Reload	1	Loads the weapon's reload count (table below).

Change weapon	1	Takes up his other weapon.
Drop flat / get up	1	Flat: -10 to be hit, +5 to his own shots, crawls.
Pull saddle rifle	1	Beside a horse still carrying a Winchester.
"Throw up your hands!"	1	A lawman leader calls on every cowboy within 14 squares who can see him (section 10).
Leave the fight	all	From a doorway or the map edge.

7. The Odds Slip

Chance to hit = marksmanship + every modifier below, never above 95% nor below 3%. One square is three feet.

Factor	Modifier
Revolver range	-3.5 per square beyond 2 (rounded)
Shotgun range	+15 within 3 squares, then -8 per square
Rifle range	-5 within 2 squares; -1.5 per square beyond 4
Took aim	+15
Fired on the move	-10
Shaken	-15
Wounded (one wound)	-12
Shooter down on the ground	-20
Shooter lying flat (steadied)	+5
Cover on the line within 3 squares of the target (best piece only)	wagon -35, trough -30, rock -30, barrel -25, tree -20, fence -15, horse -15, rail -12, post -10
Men in the line of fire	-10 (a miss may strike one of them)
Gunsmoke on the line	-6 per level, at most -18
Target on the ground	-5
Target lying flat	-10

Target in the brush	-10
Target moved since his last turn	-10
Fanning the hammer	-25
Snap shot from cover	-5

8. Weapons

Weapon	Holds	Loaded at start	Reload per action	Range	Wound bonus
Colt revolver	6	5	2	24 squares (72 ft)	—
Nickel-plated Colt	6	5	2	24 squares (72 ft)	—
Coach shotgun	2	2	2	10 squares (30 ft)	+25
Winchester rifle	10	10	3	40 squares (120 ft)	+10

9. Wounds and nerve

A hit rolls 0–99 plus the weapon's wound bonus: under 15 a graze (no wound, but his nerve is tested); under 50 one wound; under 82 two; otherwise three. One wound slows his shooting; two put him down (one action, -20 to his shots, but still dangerous); three kill him.

Nerve test: roll 0–99 against his nerve, +10 if a leader of his side is standing within 6 squares, -10 per wound, -8 per recent near miss, -6 per man of his side down or dead. At or under: steady. Over: shaken (one action, -15). Over by 35 or more, for a man of nerve below 70: he panics and runs for the nearest way out.

10. The call for surrender

Each cowboy who can see the caller and is within 14 squares gives up on a 0–99 roll under: $50 - \text{nerve} \times 0.5 + 12$ per cowboy down or dead + 10 per wound he carries + 25 if he is unarmed, -10 once shots have been fired, and -5 while Frank McLaury still stands (Tombstone); never below 2 nor above 85. A man with his hands up is out of the fight; shooting him goes on the record.

11. Horses and saddle rifles

Horses are cover (15) and may carry a Winchester in the scabbard. Gunfire near them may make them shy and plunge, or bolt off the map — rifle and all.

12. The end and the score

A fight ends when one side has no one able to fight, or at its round limit. Each side scores for the other side's men: killed 4, down 3, wounded 1; and in addition surrendered 3, fled 2, panicked 1. The verdict compares your margin with par: at least +6: “A legend of the frontier”; at least +2: “Better than the odds”; above -2: “About as history would have it”; above -6: “A hard afternoon”; otherwise “A disaster on Fremont Street”.

13. The Tactics Primer

Lesson	Objective
1. Reading the Odds	One rustler by the troughs at the far end of the yard. Point at him before you do anything: the Odds Slip lists every factor in the shot. At this range a pistol is nearly useless — close in behind the barrel, take aim (+15), then fire. Pass: put him out of the fight.
2. Cover to Cover	Two lookouts are covering the street: a man who moves in their sight draws a snap shot. Get into the Feed Store — the green doorway. Turn on the Threat map (T): red squares are where their guns reach. Hop from barrel to trough to wagon and end each move behind something. Pass: reach the doorway.

3. Fire and Movement	One gunman with a rifle behind barrels. Advance in bounds: one man holds fire, covering (O), while the other moves — the rifleman cannot fire at the mover without the covering man shooting first. Then swap. Pass: put him out of the fight.
4. The Flank	He is behind a freight wagon, and from the front the wagon costs every shot 35. Cover only counts when it lies between you and him. Keep him busy with one man while the other works round the end of the wagon — watch the Cover line vanish from the Odds Slip. Pass: put him out of the fight.
5. Breaking Nerve	Four young toughs, none of them hard men. You need three of them to give up or run — dead men do not count. Keep the deputies near the marshal and call on the toughs to throw up their hands (H); every hit, every near miss and every friend who falls makes the next call likelier to work. Pass: three surrender or flee.

14. Controls

Control	Does
Click / tap a lit square	Move there (one action)
Click / tap an enemy	Shoot at him (one action); on a touch screen the first tap reads the odds, the second fires
Shift + arrow keys	Move the keyboard cursor over the map
Q	Jump the cursor to the next enemy in sight
Enter	Move to, or fire at, the cursor square
V	Advise me
A	Take aim
F	Fan the hammer (then choose a target)
O	Hold fire, covering
R	Reload
W	Change weapon

P	Drop flat / get up
G	Pull a saddle rifle
H	"Throw up your hands!"
L	Leave the fight
U	Undo the move
Space or E	End this man's turn
T	Threat map
Arrow keys / drag	Pan the map
+ – 0 / wheel / pinch	Zoom in, out, fit
C	Centre on the active man
N	New game
?	How to play
Esc	Clear the cursor or fan mode; close help

15. Saving

The fight is saved after every action in this browser's local storage (tronsoft_gunfight_at_the_ok_corral_save; settings in tronsoft_gunfight_at_the_ok_corral_prefs). If storage is unavailable or full the game plays on without saving.

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