

A Fistful Of Honey

Rules for playing with the Good, the Bad, & the Cuddly

1 Welcome Pardner!

These rules have been designed to accompany the new Cow Bears range designed by Mike Broadbent, and available from Eureka Miniatures: www.eurekamin.com.au

2 What's Needed

- Two players and five to ten Cow Bears per player, depending on the length of the game required.
- A deck of standard playing cards.
- Markers to indicate startled bears.
- A playing area about 3'x3' with Western buildings and terrain.

3 A Bear's Gotta do...

In the basic game, there's only one thing to do - run the opposing bears out of town!

4 Settin' Up

Each player sets up bears at opposite ends of the town, or according to the scenario.

One player is the "red" player, the other player is "black".

5 Doin' a Turn

Shuffle the deck and deal five cards to both players. Players look at their cards, and may discard as many as they wish, and redraw.

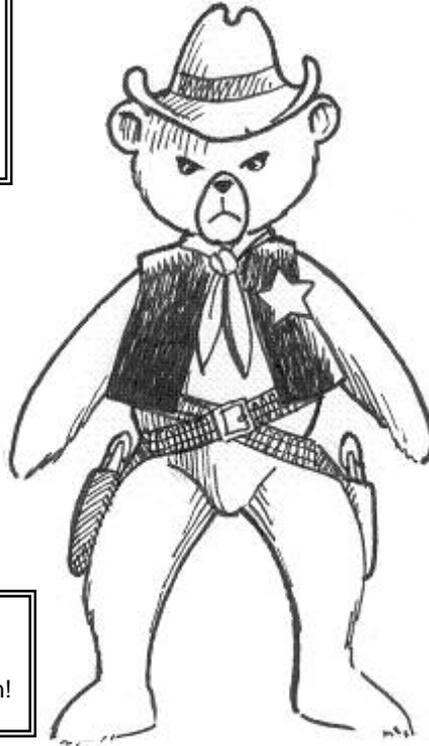
Flip the top card of the deck to see if the red or black player goes first.

The player who goes first now plays one card from his hand. If he plays his own colour, he may move one of his own bears. If he plays the opposing player's colour, that player must move a bear. After one bear has moved, the opposing player now plays a card, again of either colour.

A bear may move then shoot, or shoot then move. Instead of moving a bear, a player may elect to "pass" and waste the card.

Each bear may only move once per turn, so later in the game once players have lost bears, a player may have more cards of his colour than bears. In this case he must still play the cards and pass.

When both players have played all their cards, the turn ends. They are dealt a new hand and may make one redraw, as before, and the new turn continues.



Rules:

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6 Movin'

Bears on foot may move up to 8". Bears on any sort of horse move up to 12". Climbing up or over anything is at half rate.

7 Shootin'

To shoot at another bear, the shooter must be able to see part of the target bear. If any part of the target bear is concealed from the shooter, he is considered to be in cover. The target bear must also be in range. Guns have a range of 12", rifles 24".

Now the shooting player announces a card suit (Clubs, Spades, Hearts or Diamonds), and flips the top card of the deck. If the card matches the suit he called, then the targeted bear has been "shot". He falls down and "plays dead", and is removed. If the card is not the correct suit, but is the same colour as the suit called, then the targeted bear is "startled", and a marker placed beside.

If the flipped card is not the correct suit or colour, the shot has missed.

If a "startled" bear is startled again, he falls over and "plays dead".

Shootin' at Bears in Cover: If a bear has cover then he is only hit if the correct suit is flipped, which means he "plays dead". This means a bear in cover can't be startled, darn it!

8 Optional Stuff

Gunslinger: A gunslinger may shoot twice in his turn, either at the same or different targets. The two shots must be done at the same time, either before or after movement.

Lasso Thrower: Instead of shooting, the lasso bear may attempt to catch himself an opposing bear! To lasso a bear, measure the distance to the target bear then flip the top card of the deck. If the number on the card is equal to or greater than the distance, the bear is lassoed. Remove him from the table.

Cow Rustlin': Players may wish to experiment with rustling scenarios using the Long Horn Cows available as part of the Good, the Bad & the Cuddly range. The object is generally to get as many cows off your side of the table whilst preventing your opponent doing the same. You may play cards on cows within 4" of your bears. Cows move 8". If a joker is drawn from the deck the entire herd immediately stampedes 12" towards a random side of the table!

Cows can also be lassoed by a lasso thrower, in which case they are automatically captured and removed from the table.