

TURKEY SHOOT!



It was Thanksgiving and Mordecai was told to "go get a turkey". Seemed simple enough...

Turkey Shoot is a solo game and easy to learn. The player takes the role of a Pilgrim and the object is to shoot a turkey for dinner. So let's get started.

PILGRIM AND TURKEY LISTS

Roll 1 six-sided die (1d6) and consult the table below to determine the Rep of the Pilgrim. Do the same for the Turkey.

<u>Score</u>	<u>Rep of Pilgrim</u>
1 - 3	4
4 - 5	3
6	2

<u>Score</u>	<u>Rep of Turkey</u>
1	5
2 - 4	4
5 - 6	3

Note: Pilgrims are armed with a musket while the turkeys are not!

REP

Rep is short for Reputation which is a numeric value reflecting the ability of the figure. The higher the Rep the better the figure is.

Rep is used when the Pilgrim fires the musket. Roll 1d6 and add to the Rep.

Rep is used when taking a Reaction Test. Roll 2d6 and compare each die separately to the Rep of the figure taking the test whether the Pilgrim or Turkey. If the die score is equal or less than the Rep then the die is said to have "passed". If the score is higher than the Rep the die is said to have "failed". You can pass 2, 1, or 0 dice.

TERRAIN

The board should be cluttered with lots of bushes, trees, etc. and patches of clearing. Recommend 3x3 foot table. The turkey starts in the center of the board and the Pilgrim may enter from any edge.

MOVEMENT

The Pilgrim can move up to 6" per turn in any direction.

Turkey movement is handled via the **Turkey Reaction Table**. Roll 2d6 versus the Rep of the Turkey whenever the Pilgrim moves to within 12" of the Turkey or whenever the Turkey has been shot at and a Miss occurs.

TURKEY REACTION TABLE

Pass 2d6

- Turkey "Takes Flight". Roll 2d6 on the **Takes Flight Table**.

Pass 1d6

- A shot at Turkey will "Take Flight". Roll 2d6 on the **Takes Flight Table**.
- Turkey seeing Pilgrim will "run for cover". Move Turkey to nearest cover away from Pilgrim

Pass 0d6

- Turkey "acts like a turkey" and stands still.

SHOOTING

The Pilgrim may only shoot if he has a clear view of the turkey. The Pilgrim can see the turkey if it is at the edge of the woods and the turkey will count as being in cover.

The musket has a range of 12" and fires only one shot at a time. The turn after the musket has been fired the Pilgrim must remain stationary to reload the weapon.

To shoot the musket the player will roll 1d6 and add the score to the Rep of the Pilgrim. This total is compared to the table below.

SHOOT THE MUSKET TABLE	
#	Results
3 to 5	Miss!
6 to 7	Turkey in cover or "in flight" last turn Counts as Miss, all others Hit!
8 to 9	Turkey in cover counts as Miss, all others Hit!
10+	All Hit!

TURKEY SHOOT!

After a hit is scored roll 1d6 and consult the Hit Results Table below.

HIT RESULTS TABLE

Score of:

- 1 = Supertime!
- 2 – 3 = Turkey **Knocked Down**. Roll 2d6 versus the Rep of the Turkey and consult the Knock Down Table.
- 4 - 6 = Turkey **“Takes Flight!”**

KNOCK DOWN TABLE

Pass 2d6

- Figure gets up and will react normally.

Pass 1d6

- Figure is knocked down and may not take reactions next turn.

Pass 0d6

- Figure is knocked out and game is over.

TAKING FLIGHT

Turkey “bolts” into air and flies/bounces away. Roll 1d6 and consult table below. Subtract 1 from the die score if the Turkey was shot at.

TURKEY TAKES FLIGHT

- 1 = Moves straight-ahead 4d6 inches.
- 2 = Moves to left 90 degrees 6 + 2d6 inches.
- 3 = Moves to right 90 degrees 6 + 2d6 inches
- 4 = Moves to left 90 degrees 6 + 1d6 inches.
- 5 = Moves to right 90 degrees 6 + 1d6 inches
- 6 = Moves to rear 2d6 inches

TURKEY OVERRUN TEST

Whenever the Turkey has been shot at and the Takes Flight Test results in the Turkey coming to within 2” of the Pilgrim it will charge the Pilgrim instead. The Pilgrim will immediately roll 2d6 versus his rep on the table below.

TURKEY OVERRUN TABLE

Pass 2d6

- Dodge out of way without injury.

Pass 1d6

- Turkey rolls 1d6 versus its Rep. If pass 1d6 then the Pilgrim is bowled over and rolls on Knock Down Table. If score exceeds Rep then Pilgrim dodges out of way

Pass 0d6

- Turkey plows into Pilgrim and the Pilgrim is bowled over and rolls on Knock Down Table.

GAME OVER

The game is over when either the Turkey exits the board via reaction movement or the Pilgrim is knocked out.