

The theme is a wild west airsoft game, set in 1890s America. A fictional town called San Farello is the early frontier settlement / town supporting a sherrif a preacher a general store and a bank.

Three factions are rivals to control the scenario and bank the most money. Out of town is a somewhat lawless Saloon in an area of ill reputation.

The event will be held on a woodland site in early November.

These will be the event details

Event Title: San Farello Showdown

Setting:

- * Time Period: 1890s American West
- * Location: Woodland site (early November - be prepared for woodland terrain and potential weather conditions)
- * Town: San Farello - A frontier town with:
 - * Sheriff's Office/Jail
 - * Church (Preacher) - Respawn Point
 - * General Store
 - * Bank
- * Outside of Town: A Saloon (area of ill-repute)
- * "Ewock" (Pine Wood Area): Designated fur trapping area.
- * Ridge Line: Location of the town gallows, where bounties are posted.

Factions:

- * Cowboys:
- * Frontiersmen:
- * Desperados:

Objective:

- * Be the faction with the most money banked at the end of the game.
 - * Money stored at your base lock box does not count toward the win.

Gameplay Mechanics:

- * Hit Rules (Frontiers Rule Set 2.0):
 - * First Hit: Combat Ineffective. You must remain dead for 5 minutes before you can be shot again and robbed or a team mate can apply medic by tying your neckerchief to your arm to revive.
 - * Shooter can rob you of cash or produce only after first 5 min, but not ammo.
 - * Second Hit: Dead, then respawn at either the Preacher in town (chance-based) or back at your base. (Unless you can apply cures from the snake oil salesman)

- * Respawn:
 - * Base: Put neckerchief back on neck.
 - * Preacher: Try your luck! Red = Dead, return to base. Black = Back in game from town.

- * Town Rules:
 - * No Fire Zone (enforced by the law). Unless there's no law present in town. Draw a gun in town without good reason and you'll face retribution.

- * Store Rules:
 - * Cannot be robbed.
 - * If attacked, can close for 30 minutes to everyone.
 - * Sell Fur pelts for \$5 each
 - * Rent traps for \$2 each, max 5 at any time.
 - Sell ammo only after the first supply mission is completed. Fixed prices \$5 for the cheap stuff and \$10 a box for the good stuff.

- * Bank Rules:
 - * Separate from the General Store, run by a new, "self-important and sly cunning" banker.
 - * Robbable! (See Robbing the Bank, below)
 - * Factions can withdraw money. Or deposit in to their account.
 - * If robbed, the bank can close to all factions for up to one hour.
 - * Returning stolen bank takings after re-opening leads to a legitimate reward.

- * Robbing the Bank:
 1. Set off a red smoke or use dynamite in the room. Dynamite can be purchased from the general store or admin b4 the game.
 2. Requires at least 4 robbers.
 3. Robbers must have scarves up to hide their faces.

A bank is only as good as its assets, if you manage to successfully rob the bank you get away with a whole gold bar!

- * Jail Rules:
 - * Prisoners are well-locked up and cannot break out while law enforcement is present. Can only be broken out by force using dynamite and the detonator which can be hired from the store, "for mining"

- * Fur Trapping:
 - * Rent traps from the General Store (\$2 each, max 5).
 - * Set traps in the designated "Ewock" (pine wood) area between the flagged sections.
 - * A trapper will appear every hour and lay prey in your traps
 - * Watch your traps! Others can steal furs in your traps.
 - * Sell furs to the General Store (\$5 each).
 - * Not all traps will be successful.

- * Law Enforcement:
 - * Sheriff, Marshal, Deputies (hired guns).
 - * Sheriffs can recruit deputies (paid guns for hire from any faction).
 - * Wanted bounties posted at the town gallows for troublemakers. (The more trouble, the higher the bounty).

- Mining:
 - Dynamite and the detonator can be hired from the general store. You must accompany the miner to the mine. If you manage to get him to the mine, he will set the charge, you get to detonate the charge and will then have 60 seconds to find gold before risk of roof collapse. Gold can be traded in town or the saloon, if you fancy your chances

- * Snake Oil Merchant:
 - * Traveling through the area.
 - * Sells sachets of medicine for instant respawns.
 - * Can be robbed of cash, but will never trade with you again. His wares cannot be stolen.

- Moonshine:
 - There are 2 litre bottles of water at various locations. Only one bottle per mission/team, don't be a dick.
 - Colouring can be purchased from the store but the saloon and the snake oil salesman may have alternative colours.
 - Colour and water must be taken to the Moonshine base at dogleg and hold it for 15 mins. A respawn clock will be provided.
 - Combine the colour with the water to create Moonshine to sell. Different colours may be worth more.

- * Supplies:
 - * Supply shortages in the store due to the Clapham Hills Gang.
 - * Missions will be issued to address the supply problem.

- * Special Missions:
 - * Posse escorts of VIPs.
 - * Supply drops to fetch.
 - Bounties
 - Will be posted on the wanted sign on the gallows at ridge line.
 - Private contracts will be by verbal agreement only.

- * Bases
 - * Bases will have a lock box and cards for moonshine and money can be stored there.
 - Cowboys will be at Rebel Base
 - Frontiersmen will be at 8 tree hollow
 - Desperados will be at tree tops 2

Important Notes:

Sandbag bunker will be the new premises for the newly founded Bell telephone company. The Bell company may bring a new source of income to the area, offering missions to connect districts within the area.

Whether they like it or not.

- * Lunch: Approximately 1:00 PM - Chilli, pittas, and nachos in game, unless the weather is bad, then at admin.
- * Money Storage: Each base has a lockbox for money/moonshine cards. Only banked money counts toward the final score.
- * Special Missions: Pay attention for details issued closer to the event.

This breakdown should help players understand the rules, objectives, and overall feel of the San Farello Showdown. Good luck!