

Man with the Golden Gun Furball Rules

Set up:

Each player brings a single ship worth 50 points or less. The Golden Gun token (use a proximity mine token) is placed in the center of the board. Deploy ~6 obstacles as per normal rules. Players then deploy in Initiative/player order by placing their ship exactly 1 Range Ruler away from a corner of the map, with the ship touching the edge.

Furball rules:

You gain 1 point for destroying another ship. At the end of the time limit, the player with the most points wins. If you commit suicide (intentionally or accidentally) the last opponent to damage you gains the point.

When you die, at the beginning of the next round you discard all damage cards, recover all your shields, and recover ONE charge on any card, then redeploy along any edge beyond range 3 of any other ships.

*Note: unlike the Furballs we typically run at Game Night Games, you do **not** join the team of the player that killed you. There are no teams in this format.*

Golden Gun token:

Use a proximity mine token to represent the Golden Gun. When a player overlaps the token while performing a maneuver they may pick it up. You may overlap the token while performing a Boost, Barrel Roll, Decloak or SLAM action, but you may **not** pick up the token when you do- the token may only be picked up while performing your regular maneuver.

When you pick up the Golden Gun token you get the Golden Gun upgrade card and recover 1 charge on it.

Golden Gun card:

Notes: Range bonuses **DO** apply while using the Golden Gun, and the Defender still gets to roll an extra defense die if the attack is obstructed by an obstacle. Both the Attacker and Defender may modify dice as normal.

Other Rules:

When performing an attack against the player holding the Golden Gun, after the cancel results step, you may spend an uncancelled Crit to force the defender to **drop** the Golden Gun token with the 1 straight template (same as dropping a device).



When a player with the Golden Gun dies, before the ship is removed, the Golden Gun token is **launched** with the 1 straight template.

When the Golden Gun token is launched or dropped, if it ends up overlapping a ship, that ship **may** immediately pick up the token (this is the only time the token may be picked up without performing a maneuver). If the token overlaps more than one ship, the player with the lowest score gets the opportunity to pick up the token first. In case of a tie, the previous holder of the Golden Gun decides who gets the opportunity to pick up the token first.