JEAN-YVES MONPERTUIS
GAËTAN BEAUJANNOT

Flick 'em UP !

RED ROCK TOMAHAWK

SCENARIO BOOKLET

After months of relentlessly being tailed by the Sheriff, the Cooper clan has had enough! Determined to rebuild their family's legacy, they head to the boonies in search of defenseless towns to loot. A new chapter of dirty deeds and easy livin' has started for the ruthless Cooper Clan. Unfortunately for the Cooper clan, the Native American tribes of the region aren't about to give up their land quite so easily.

Cactus Creek

Pequanac

Wonowag

1 Tipi

1 Totem
(3 parts with 1 base)

3 Forests
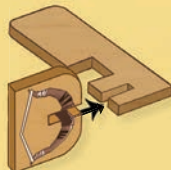
5 Native
American figures

5 Feather
headdresses

6 Forest tiles

Dos Palos

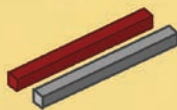1 Team box for the
Native Americans

1 Red Rock
Mountain

2 Bows
(reversible)

1 Tomahawk
(wooden)

8 Support blocks

21 Tokens

5 pelts

1 bow

2 Gatling guns

2 identities

9 fires/
tomahawks

1 water

1 dynamite

5 Character tiles for
the Native Americans

6 Arrows

1 Gatling gun

6 Gatling
bullets

1 Storage bag

This scenario booklet with 3 practice fields and 5 scenarios.

*We recommend that you store the components of this expansion in the base game's box.
Use the storage bag to protect the wooden pieces (cactuses, barrels, arrows).*

WHAT'S NEW?

In this booklet, you will first find 3 practice fields to help familiarize yourself with the expansion components, followed by 5 new scenarios. Rules icons with a green background indicate a new rule from this expansion. These new rules are explained in detail starting on page 20.

We aimed to add even more excitement to an already fun gaming experience, by taking inspiration from the classic Western tropes we all know and love. These new scenarios are just as good, if not better than our earlier ones, so unleash your inner child and get ready to have a blast. In the base *Flick'em Up!* game, we visited a number of typical old west towns. But to continue this great western epic, we had to look beyond the horizon and into the great outdoors. In Red Rock Tomahawk, you'll visit new places and meet new people.

Now go exploring and enjoy yourselves!

Table of Contents

Headdresses

The Native Americans do not wear hats. Instead, they have a headdress that fits in the slot in their head. This headdress consists of two feathers: one vertical and one horizontal. A Native American figure is available to use if the vertical feather matches the color of the current hour. After playing a Native American figure, flip this headdress so that the opposite color is vertical – they may not be played again until the following hour.

Hundred Arrows

Mastery of archery requires peerless visual acuity. Like the hawk hunting its prey, you must lock onto your target and loose the string in an assured and fluid motion.

This practice field will give you the experience necessary to continue your journey west with the proud Native American people.

Objective

Both players

Knock over cowboys and cactuses to score the most points before the clock strikes midnight.

Place Native Americans 1 and 2 (players 1 and 2) side by side on the edge of town, facing the cowboys and cactuses.

• **Determine starting player by the method of your choice.**

• During each hour, each Native American shoots 2 arrows.

If you successfully knock over a cowboy, add 1 life point to your inventory. For knocking over a cactus, add 2 life points. The player who has collected the most life points will win.

Any fallen piece that is blocking a player's line of sight should be pushed to the side.

Each time all cowboys and cactuses have been knocked over, the field must be rebuilt and will increase in difficulty. Return the cowboys and cactuses to their starting positions, and add an additional building to each side of the town to increase the firing distance for the Native Americans. If you run out of buildings, use forests to increase the distance.

Note: Once the field has been rebuilt, resume play precisely where you left off.

Game End
The game ends when the clock strikes midnight. The Native American who gathered the most life points wins.
If there is a tie, play another round.

Additional rules
p. 20

Clock: set to 6:00.
Headdresses: **red** side up.

5

Tomahawk Tornado

Practice field 2

The tomahawk is both an effective tool and a formidable weapon, especially at short range! However, throwing it accurately is harder than it sounds. This practice field will help you get a handle on it.

Objective

Both players

Knock over cowboys to score the most points before the clock strikes midnight.

4X

4X

20 cm

In this practice field, the Native Americans brandish tomahawks instead of bows and arrows. To complete the setup, drop 8 hatless cowboys (4 of each color) 20 cm above the city. Stand the cowboys where they land and put their hats on.

• Place Native Americans 1 and 2 (players 1 and 2) on opposite sides of the Tipi.

• **Determine starting player by the method of your choice.**

• During each hour, each Native American has 2 actions that they may use to move and throw tomahawks.

• If you knock over a cowboy, add 1 life token to your inventory. The player who has collected the most life points will win.

• Each time all of the cowboys have been knocked over, the field must be rebuilt. Drop and stand the cowboys exactly as you did before, and return the Native Americans to their starting positions.

Note: Once the field has been rebuilt, resume play precisely where you left off.

Game End

The game ends when the clock strikes midnight. The Native American who gathered the most life points wins. If there is a tie, play another round.

Additional rules
p. 21

Clock: set to 7:00.
Headdresses: **blue** side up.

Gatling Bowling

Nothing matches the exhilarating feeling you get when firing a Gatling gun. Seeing your opponents go flying, left and right, is extraordinarily satisfying. However, using the Gatling can be risky; if you're not careful, you could end up accidentally shooting one of your own. Only through diligent practice will you be able to tame such a wild gun as this.

Objective

Both players

Knock over cowboys to score the most points before the clock strikes midnight.

Instead of the standard issue Colt pistol, the cowboys are going to be using the new Gatling gun, as marked in their inventory. Place 7 cowboys and 2 cactuses in the town as depicted above. Place the players' cowboys 20 cm away along with the Gatling gun.

• **Determine the first Native American with the method of your choice.**

• During each hour, each cowboy fires twice. After your first shot, add 1 life point to your inventory for each fallen cowboy, and 2 life points for each fallen cactus. Remove the fallen pieces and fire a second time, counting additional points for any pieces you knock over.

Before each following turn, reset all cowboys and cactuses to their starting positions.

Note: Players are likely to score a lot of points in this practice field. Please use sacks of gold as markers worth 5 points.

Game End

The game ends when the clock strikes midnight. The cowboy who gathered the most life points wins. If there is a tie, play another round.

Clock: set to 8:00.
Hats: **red** side up.

Arrows over Cactus Creek

Scenario 1

Word has it that the Cooper clan have declared themselves judge, jury, and executioner of Cactus Creek. One thing's for certain: they're awfully good at making enemies. Two members of the Cooper clan set fire to a shaman's tipi in a nearby village. Furious, the warriors of the village have taken up their bows and arrows, and they're aimed straight for Cactus Creek.

Objective

Native Americans

Find the 2 culprits.

Cooper Clan

Defend Cactus Creek and prevent the Native Americans from finding the two culprits.

Cactus Creek   Pequanac

15 cm apart

The Cooper clan takes 3 X tokens and 2 identity tokens, and places one token facedown in each of the outlaws' inventories.

When an outlaw has been knocked over, flip the token in their inventory faceup to reveal their identity.

Game End

The game ends in favor of the Native Americans if they discover the 2 culprits. Otherwise, the Cooper clan wins when the clock strikes midnight.

Additional rules
p. 20-22

★ ★

Clock: set to 7:00.
Hats: **blue** side up.
Headdresses: **blue** side up.

Sacred Land

To prove their good intentions, the Cooper clan has invited a government official to create a treaty with the neighboring tribes – an agreement that would benefit both parties. But what's this? The Cooper clan has tricked the Titonga tribe into signing an agreement that hands over ownership of all of Red Rock! Quickly, destroy that treaty before it's too late!

Objective

Native Americans

Burn the 2 parts of the treaty before midnight by having 2 fire tokens at the Sheriff's Office.

Cooper Clan

Protect the 2 parts of the treaty until midnight, or put out both of Titonga's fires.

Coopersville

Titonga

Two bonfires burn in the village of Titonga: place fire tokens on the two tumbleweeds in Titonga. The Cooper clan has a limited supply of water: place water tokens on the four barrels in Coopersville.

Two document tokens are placed faceup at the Sheriff's Office. These represent both parts of the treaty.

• No player may enter the Sheriff's Office. But do not place a «not allowed» token to block the entrance.

• Any Native American next to a bonfire (within the width of one movement disc) may spend an action to create a flaming arrow – add a fire token from the supply to their inventory (not from the tumbleweed – the bonfire continues to burn).

• Flaming arrows can be used to set buildings on fire, or to relight an extinguished bonfire (see page 21 for more detail).

• A outlaw next to a water barrel (within the width of one movement disc) may spend an action to add the water token from the barrel to their inventory (each barrel only offers a single water token).

• Any outlaw in possession of a water token has the ability to extinguish a fire. If an outlaw with water is next to (within the width of one movement disc) a bonfire, a building on fire, or a Native American with a flaming arrow, they may spend an action to extinguish the fire. Remove the used water token from the game.

Game End

The game ends immediately in favor of the team who first completes their objective. Otherwise, the Cooper clan wins when the clock strikes midnight.

Additional rules
p. 20-22

Clock: set to 6:00.
Hats: **red** side up.
Headdresses: **red** side up.

Forest of Fortune

A cool morning dawns on Wonowag village, and the tribe wakes to find that their pelt reserve has disappeared! The product of weeks of hunting has simply vanished and the construction of new tipis for their growing tribe is now in jeopardy. Meanwhile, an outlaw arrives in Dos Palos, exhausted. The weight of the pelts he 'found' was too great and he needs help hauling them back from where he left them in the forest, though he can't remember exactly where. The race is on!
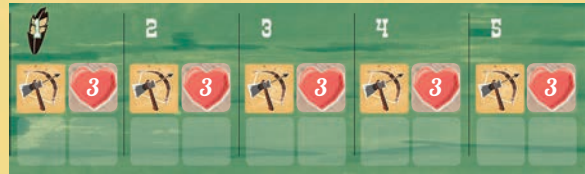

Objective

Native Americans

Drop off 3 pelts at the tipi.

Cooper Clan

Drop off 3 pelts at the General Store.

Shuffle the following 12 markers facedown: 5 pelts, 6 Xs, 1 life point. Then, randomly place 4 facedown tokens on each of the 3 forests.

• Any figure that takes a marker must do so at random, and adds it to their inventory facedown, thereby allowing them to bluff with non-pelt tokens. Players can look at the facedown tokens on their team's box at any time.

• Whenever you shoot a figure, you may steal one facedown token from their inventory and add it your own. If the figure currently being played does not have enough room in their inventory to take another token, you may choose to discard a token from your inventory (place it faceup at the Undertaker's building) to make room, or simply choose not to steal a token.

• The exhausted cowboy is represented by the blue cowboy wearing hat #5. As he has a vague recollection of where he left the pelts, he may look at all of the available facedown tokens in a forest whenever he spends an action to take a token from that forest, allowing the player to choose whichever token they like. The player using the blue cowboy may share this information with his teammates.

• Any token dropped off at the General Store or Tipi is placed faceup on the corresponding building's support block. These tokens may no longer be taken by any figure.

Game End

The game ends in favor of whichever team first completes their objective. If neither team completes their objective by the time the clock strikes midnight, whichever team has the most pelts at their goal building wins. If there is still a tie, whichever team has the most pelts in their inventories wins.

Additional rules
p. 20-22

Clock: set to 6:00.
Hats: **red** side up.
Headdresses: **red** side up.

Red Rock Tomahawk

Objective

Native Americans

Kill 3 cowboys, or kill 2 cowboys and occupy the mountain at the end of a round.

Cooper Clan

Kill 3 Native Americans, or kill 2 Native Americans and occupy the mountain at the end of a round.

Scenario 4

The Cooper clan wants to punish the Native Americans by taking possession of the finest land in the region. They've positioned themselves at Red Rock, a strategically perfect location for launching such an attack.

Shouting from the village of Arcanta can be heard for miles around: "No one shall take our sacred land. We will protect it with our spirit of our tomahawks".

Big Rock

Arcanta

• The mountain overlooks both villages, but does not separate them. Figures may move around it.

• The Totem plays a special role in this scenario. The Native Americans must protect it from Outlaw gunfire. Whenever it is hit by a bullet, the topmost piece of the Totem is destroyed and removed from the game. Once all 3 parts of the Totem have been destroyed, each Native American must lose 1 life point.

Important: The Totem only needs to be touched by a bullet for a piece to be destroyed. Unlike other figures, it does not need to be knocked over.

Game End

The game ends in favor of whichever team first completes their objective. Otherwise, whichever team has the most survivors when the clock strikes midnight wins. In case of a tie, whichever team occupies the mountain wins.

Additional rules
p. 20-22

Clock: set to 6:00.
Hats: red side up.
Headdresses: red side up.

The Battle over High Point

Scenario 5

The Cooper clan are making their way to High Point, an undefended village they know to be plentiful with resources. A scout from the Native American village of Shawano has been following the Cooper clan's every move. He's figured out where they're headed and heads back to warn the others of the Cooper's intentions. The elder is none too pleased: "They will not settle on our land. Not after what they did to our brothers in Arcanta!"

Objective

Native Americans

Prevent the Cooper Clan from completing their objective.

Cooper Clan

Have 2 living outlaws on High Point at 12:00.

Shawano

High Point

• 4 Native Americans are hidden in the forest surrounding Shawano. Their figures are not placed during setup. The players on the Native American team choose where to 'hide' their figures by placing a facedown Forest tile in front of the corresponding pictures on the team's box.

• The Cooper clan hides a Winchester in one of High Point's buildings. Shuffle 1 Winchester token with 4 X tokens and choose 1 to place facedown in each of High Point's 5 buildings.

Shooting the messenger: The outlaws can try to shoot the messenger (this may or may not cost an action). To do so, an outlaw shoots a bullet into the entrance of a forest. For each successful shot, a Native American hiding in that location must be revealed. If the shot is successful in revealing a Native American, the shot did not cost an action. If the shot did not reveal a Native American, the cowboy must lose an action. A Native American whose Forest tile has been revealed must leave the forest and re-enter if their wishes to hide again.

Game End

The game ends in favor of the Native Americans if there are fewer than 2 living outlaws. Otherwise, the game ends when the clock strikes midnight, and whichever team has completed their objective wins.

Additional rules
p. 20-22

Clock: set to 6:00.
Hats: **red** side up.
Headdresses: **red** side up.

– Additional Rules –

Bows and Arrows

- Each Native American is equipped with a bow that can shoot arrows.
- You may spend an action to shoot one arrow for each bow you have in your inventory.
- In order to shoot an arrow, attach a bow (to either side) of the Native American by inserting the horizontal segment in the slot between the figure's arm and leg.
- Then, place an arrow between the figure and its bow.
- Finally, shoot the arrow by flicking it out of the bow or by pushing it with your thumb. **Reminder: bullets may not be fired with your thumb.**
- Before shooting, you may rotate a Native American 90 degrees left or right. This allows you to aim at anything in front of a Native American, or to their left or right, but not behind it.
- All other rules for shooting arrows (hits, misses, etc.) are the same as those for firing bullets.

Gatling Gun

When shooting with the Gatling gun, the player must use the Gatling barrel.

To shoot with the Gatling barrel:

- Place the barrel to the left or right of the cowboy within the width of one bullet.
- Place 4 Gatling bullets (½ the size of Colt bullets) in the barrel so that they are not perfectly aligned with each other (see illustration).
- Aim the barrel and shoot!

Injuries:

- Any figure (allies and enemies) knocked over by a Gatling bullet loses a life point, **even those hit by ricochet.**

Heads up!: We recommend having a player use their arm to block the edge of the table to prevent Gatling bullets from falling on the floor.

Tomahawk

- Each Native American is equipped with a tomahawk they can throw.
- In order to throw a tomahawk, place it to the left or right of the Native American.
- Then, throw the tomahawk by flicking it (no thumbs!)
- If the throw is successful, place a tomahawk token on the figure you injured. When that figure takes its next turn, its first action must be a movement.
- All other rules for throwing tomahawks (hits, misses, etc.) are the same as those for firing bullets.

Mountain

The mountain behaves like a building with the following exceptions:
- The mountain may be entered and exited from either side.
- Figures inside the mountain are placed on top of the mountain.
- Figures inside the mountain fire from on top of the mountain instead of firing through its entrance.
- Any figure that loses a duel inside the mountain is flicked off the top of the mountain instead of the entrance.

Flaming Arrows

- A Native American may shoot a flaming arrow by discarding a fire token from their inventory.
- Place a red arrow in the bow and shoot normally.
- If a flaming arrow knocks over a figure, it is treated as a regular arrow.
- If a flaming arrow enters a building, that building is now on fire. Place a fire token on that building's support block.

Forest

There are 3 forests included in this expansion. Each forest has 2 corresponding Forest tiles.

Forests behave like buildings with the following exceptions:
• A forest may be entered and exited from either side.
• You can shoot/throw through either side of a forest's entrance.
• Native Americans may use them to hide!

When a Native American enters a forest, they hide. Place the Native American figure in front of their character (on the team box), and take the forest tile matching the forest entered, which they place on top, of their character.

A Native American that is hiding in a forest may spend an action to swap their Forest tile with another from the supply.

A hiding Native American's figure is returned to play when:
- It shoots an arrow (place the figure on the forest's support block).
- It moves (flick the movement disc through either side of the forest's entrance).
- It takes an item (place the figure on the forest's support block).
- A cowboy enters its forest (a duel occurs).
The Forest tile is revealed and returned to the supply.

Native American vs Outlaw Duel

Duels between Native Americans and Cowboys are identical to regular duels with the following exceptions:
• Place the dueling figures approximately 16 inches (40 cm) apart.
• A Native American may only throw tomahawks during a duel.
• The orientation of a Native American figure depends on the location of the duel.

A   Duels in a tipi, a forest, or the mountain:

• The Native American figure is oriented perpendicular to the opposing cowboy, making it a more difficult target.

B   In regular buildings (e.g.s.: Saloon):

• The Native American figure is oriented parallel to the opposing cowboy, making it an easier target.

• If a cowboy loses a duel, eject it from the building, as usual, and place a tomahawk token on it. When that cowboy takes his next turn, his first action must be a movement.
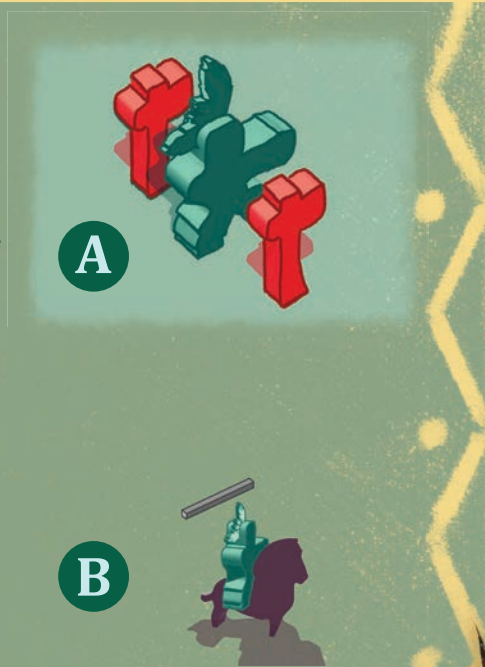
Flick 'em UP!

Stallion Canyon
Expansion

Bonus scenario!

Grab your copy of Stallion Canyon and shoot arrows on horseback in a 3-team scenario!

Find the rules for the bonus scenario at
pretzelgames.com/bonus

Variant

In this variant, one or more Native Americans have special powers. To give a Native American special powers, simply flip their character tile to the side displaying a special power icon.

+1 **Mother Nature:** Whenever this Native American enters a forest or the mountain, they immediately gain an extra action.

The designer, Jean-Yves Monpertuis, cites the following as inspiration for Red Rock Tomahawk:

• The "L'Ouest, le vrai" collection directed by Bertrand Tavernier at Actes Sud.

• Sergeant Kirk, the comic book series created by Hugo Pratt.

• Ours Debout "Souvenir d'un chef Sioux" of the petite bibliothèque Payot collection.

• Cheyenne Memories by John Stands in Timber.

Credits

forgenext

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