Gutshot™

by
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& The Gutshot Posse

2006 ORIGINS AWARD WINNER
HISTORICAL MINIATURES GAME OF THE YEAR

SHOWDOWNS & Shootouts

WILD WEST ADVENTURE WRITING CONTEST

Showdowns & Shootouts is a year-long contest to find at least 12 exciting adventures suitable for use with the Origins award-winning historical miniatures game, Gutshot™. These adventures are typical to the wild-n-wooly action you'll find in books, movies and TV shows about this exciting era. When you see the S&S logo, you know you're going to have a wild ride on the trail to adventure!

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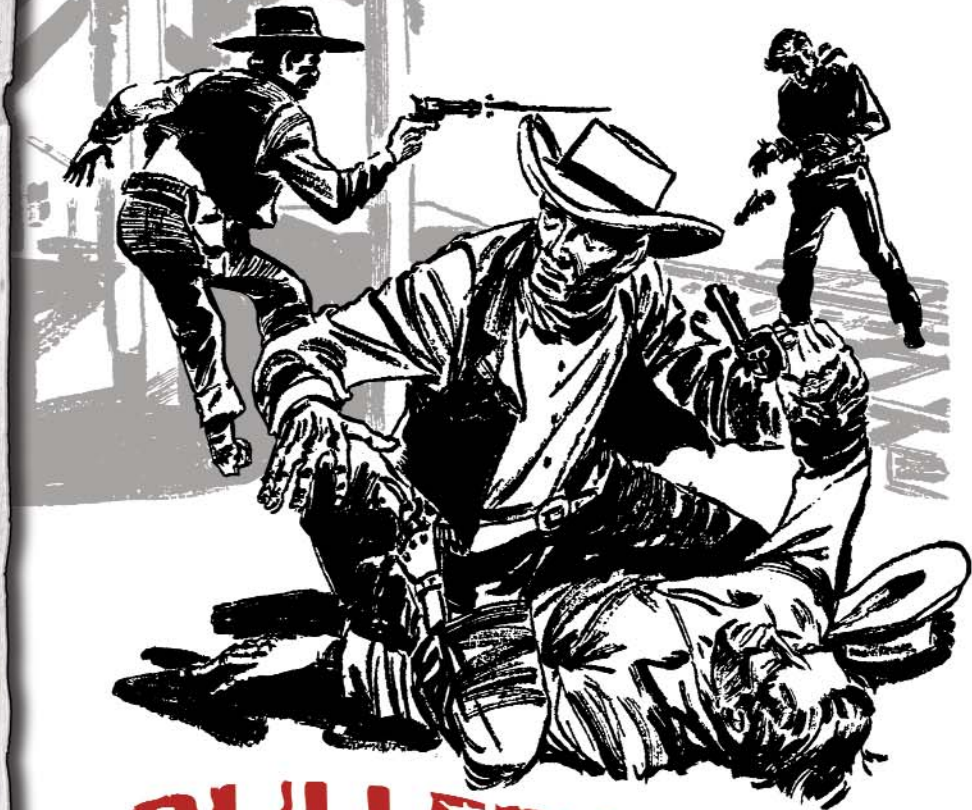
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BULLETS FOR BREAKFAST!

Maybe it was the liquor, maybe it was the moment… but it didn't matter once he reached for his gun! Outlaw Jack Hopper was caught & hanged. Now his brother is riding into town to add a heaping helping of gun smoke to the menu!

Adventure No.:	SS002
Difficulty Level:	Easy
No. of Teams:	2
No. of Players:	2-7
Location Type:	Small town
Duration:	1-3 hours
Game Marshall:	Not required

Jack Hopper - wanted in the Oklahoma Territories - was liquored up and bragging about his misdeeds. Marshal Yates didn't have any paper on him, so he was content to let him be, until the dang fool decided to walk into the bank and rob it in broad daylight, shooting two innocent people in the process. The Marshal caught him and three days later he was tried and found guilty by Judge Yates, the Marshall's brother. Hopper was hanged that weekend.

Justice may be swift, but so is retribution. Hopper's brother and old gang are riding into town at dawn with one goal... to send the Marshal and his brother on a one-way trip to boot hill.

The Story Thus Far...

Cougar Creek is a small town in Northwest Central Texas, about halfway between Dallas and the Oklahoma Territory. Jack Hopper was nursing some wounds in town while his brother lead the gang on raids in other states, careful not to break any laws in Texas, since they were using that state as a safe haven.

Unfortunately, after Jack got well, he started drinking and gambling, and when he ran out of funds, he decided to make a "withdrawal" from the local bank. Unfortunately, he didn't have an account there and killed two people. Marshal Rowdy Yates quickly captured him and, within three days, the town's hangin' judge Phil Yates (the Marshal's brother) had him tried, convicted, and the outlaw was swingin' by his neck on Saturday.

Jack's brother, Gary, heard of this and has sworn to avenge his baby brother. He and his gang have ridden into Cougar Creek hell-bent for leather and plan to fill the Marshal and his legal eagle brother fulla lead. It's dawn as the Hopper gang ties their horses up at the livery stable and disperse throughout the sleepy little town.

The Yates brothers know they're coming, and they're ready for 'em. Unfortunately, the cowardly townsfolk are hiding out and have refused to help, so it's just the Marshal and Judge alone against Hopper and his hired gunnies.

Win or lose, someone's having bullets for breakfast!

Victory Conditions

In this game, a tie is for lily-livered cowards. One team wins and the other team loses. In other words, pilgrim, it's kill or be killed. All figures must remain on the table -- if any figure moves off the table, he is said to have fled and may not re-enter the game.

The White Hats: The Law Dogs
The Yates Brothers must kill, capture, or drive off all of the Black Hats. If even one of the Yates brothers is alive and on the board at the end of the game, they will be considered the winners.

The Black Hats: The Hopper Gang
The outlaws must kill, capture or drive off both the Yates brothers. If even one member of the Hopper Gang is alive and on the board at the end of the game, they will be considered the winners.

Character Starting Positions

The White Hats: The Law Dogs
The Yates Brothers have the hometown advantage because they live here and know the best hiding places and have been waiting for the gang to arrive. Subsequently, the Law Dogs may choose whether they wish to place their figures first or last. If they place them first, they may opt for a good sniper position, or if they place second, they do so with full knowledge of where the outlaws are. In this situation, the Law Dogs must place their figures at least 8 inches away from the gang members.

The Black Hats: The Hopper Gang
The Hopper gang is arriving in town and have stashed their horses at the livery stable, so they are now on foot. They may place themselves anywhere they wish, including climbing on top of buildings or trees, but *they may not start the game inside a building* (they can be right outside the door, but may not open it nor step inside). They may, however, be outside on a balcony or staircase. If the Law Dogs have already placed their figures on the table, the Hopper gang must place their figures at least 8 inches away from the Law Dogs.

White Hats: The Law Dogs

It's obvious that the White Hats are outnumbered and outgunned in this adventure. Fortunately, they have the advantage of being familiar with the town. To simulate this, all doors should be treated as unlocked (standard -1 inch movement penalty still applies). This is not the case for the Black Hats. ***Treat all doors as being locked when a Black Hat gang member tries to open it the first time: which means they must attempt kicking it open (see 6.2.1 for details).***

Mini-Character Sheets

A bunch of our saddle pals out there have asked us to provide more adventures for just two players. You know how we love to oblige, so for this adventure, we're providing the smaller "mini-character sheets" that allow you to track all yer Characters on a single sheet of paper (although the Black Hats will have to flip theirs to see 'em all). You'll probably want to have a few of the full-sized sheets on hand for the weapon and movement info.

Rowdy Yates, Marshal

IMPORTANT: As noted in the Specialties, Rowdy Yates gets four Actions per Turn.

TN: 6 base

Specialties:
Spontaneous
(he gets four Actions per Turn)

Quote:
"I'm only givin' ya one warning and this is it. Surrender or I'll plant ya in the ground next to Jack."

Pistol
○ ○ ○ ○ ○ ○

Rifle
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Bowie Knife (in belt sheath)
Base Target No.	5
Armed Defense:	6
Unarmed Defense:	7
Damage:	1d6+1

Cash:
$10 - $60 (roll 1d6)

Gear:
Standard clothes, boots & hat, plus the keys to the jail cell.

Ammo:
Two reloads for the pistol
One reload for the rifle
If he has a shotgun, he's got 10 extra shells

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
      -1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
      -2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐   -1 to hit
Sev: ☐ ☐ ☐ ☐ ☐   -2 to hit

Backstory:
Rowdy Yates rode with N.B. Forrest during the war so he has great riding and tactic skills. He always attacks at sunrise, just like the Indians and the French. After the War he was called on by his brother to help him bring law to "these God-forsaken, lawless people." He's come home to help his older brother bring justice to this town, and by golly, that's just what they aim to do.

Phil Yates, Custom-2

TN: 8 base

Specialties (pick 2):

_____

_____

Quote:
"Hangin' is too good fer yuh... but Ah reckon it will have to do."

Pistol
○ ○ ○ ○ ○ ○

Weapon:_____
○ ○ ○ ○ ○
○ ○ ○ ○ ○   (Pick one &
○ ○ ○ ○ ○   adjust the ammo
                      accordingly)

Bowie Knife (in belt sheath)
Base Target No.	5
Armed Defense:	6
Unarmed Defense:	7
Damage:	1d6+1

Cash:
$20 - $120 (roll 2d6)

Gear:
Nice clothes, boots & hat.

Ammo:
Two reloads per pistol
If he has a:
  - Rifle: 1 reload
  - Shotgun: 10 extra shells

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
      -1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
      -2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐   -1 to hit
Sev: ☐ ☐ ☐ ☐ ☐   -2 to hit

Backstory:
Phil Yates was a lawman before the war in the same town he is now the judge. The last judge was killed by outlaws after the war had ended, so Phil dusted off his law degree and took the post. His skill with a gun is definitely one reason he's lasted this long, and his penchant for swift justice has earned him the moniker of "Hangin' Yates," which he wears with a mixture of pride and concern. He swears he's never hanged an innocent man, but he keeps needing to order more rope, and it ain't from New York City.

Black Hats: The Hopper Gang

As stated on the previous page, these outlaws ain't welcome here. Therefore, treat all doors as being locked when a Black Hat gang member tries to open it the first time: which means they must attempt kicking it open (see 6.2.1 for details).

Gary Hopper, Custom-2

TN: 8 base

Specialties: *(pick two)*

_____

_____

Quote:
"You killed my brother, now Ah'm gonna kill YOU!"

Pistol
○ ○ ○ ○ ○ ○

Weapon:_____
○ ○ ○ ○ ○
○ ○ ○ ○ ○　(Pick one &
○ ○ ○ ○ ○　adjust the ammo
　　　　　　　　accordingly)

Loot/Gear:
Standard gear & clothes
$200-$1,200 (roll 2d6)

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
　　　　-1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
　　　　-2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐　-1 to hit
Sev: ☐ ☐ ☐ ☐ ☐　-2 to hit

Backstory: This feller never had a family or someone that was very nice to him except his brother, Jack. The boys grew up on the backside of a brothel and slept in a stable. When the War came they saw a chance to break out of this rut. When the war ended Gary took his brother and some of the guys from his outfit to form a gang and have been pulling small jobs here and there, but nothing big. Now that his only family on earth is dead, there's no way he's gonna ride away from this fight.

Roy Cobb, Gambler

TN: 8 base

Specialties: *(pick two)*
Lucky, Spontaneous, Sure-Shot:_____

Quote:
"No way these local yokels are takin' me down!"

Pistol
○ ○ ○ ○ ○ ○

Weapon:_____
○ ○ ○ ○ ○
○ ○ ○ ○ ○　(Pick one &
○ ○ ○ ○ ○　adjust the ammo
　　　　　　　　accordingly)

Loot/Gear:
Standard gear & clothes
$100-$600 (roll 1d6)

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
　　　　-1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
　　　　-2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐　-1 to hit
Sev: ☐ ☐ ☐ ☐ ☐　-2 to hit

Backstory: Roy was a cowhand. Then the war came and he wound up in the same unit with the Hopper brothers and Quigley. When it was over, he figured that after a few big jobs he could fade off into the sunset on his own ranch. Unfortunately, he likes the cards, but they don't like him. Every time he saves up some money, he loses it all on a bad hand. It's been four years now who knows how many jobs he's pulled... and he still don't have his ranch.

Matthew Quigley, Outlaw

TN: 7 base

Specialties:
Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Quote:
"C'mon boys, we're gonna whup 'em!"

Pistol
○ ○ ○ ○ ○ ○

Weapon:_____
○ ○ ○ ○ ○
○ ○ ○ ○ ○　(Pick one &
○ ○ ○ ○ ○　adjust the ammo
　　　　　　　　accordingly)

Loot/Gear:
Standard gear & clothes
$10-$60 (roll 1d6)

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
　　　　-1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
　　　　-2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐　-1 to hit
Sev: ☐ ☐ ☐ ☐ ☐　-2 to hit

Backstory: Quigley was a good trail boss, but that was before the war. While hiding from a Rebel unit, Yankee soldiers captured him and gave him a choice: enlist or be shot as a spy. He joined and got transferred to the cavalry because he had his own horse. Then they were attacked by Hopper's unit, so he switched sides yet again. Years later, he's still ridin' with Gary and the boys.

Johnny Tyler, Owlhoot

TN: 8 base

Specialties: (he has both)
Brawler (+1 in hand-to-hand combat)
Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Quote:
"I could whup 'em with one hand tied behind my back!"

Pistol
○ ○ ○ ○ ○ ○

Weapon:_____
○ ○ ○ ○ ○
○ ○ ○ ○ ○　(Pick one &
○ ○ ○ ○ ○　adjust the ammo
　　　　　　　　accordingly)

Loot/Gear:
Standard gear & clothes
$2-$12 (roll 2d6)

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
　　　　-1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
　　　　-2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐　-1 to hit
Sev: ☐ ☐ ☐ ☐ ☐　-2 to hit

Backstory: Johnny ain't much of anything but trouble. Everywhere he goes he causes trouble of some kind. Usually the person he has trouble with comes up missing something: sheep, cattle, wagons, horses, wives... He steered clear of the War, "Don't know what the fuss was all 'bout." Hopper isn't real fond of Johnny, but an extra gun in a shootout could mean life or death... and Jack wouldn't mind if it was Johnny who died.

Elliot Marston, Owlhoot

TN: 8 base

Specialties: (he has both)
Brawler (+1 in hand-to-hand combat)
Tough-as-Nails (-1 to each die of Damage or Pain you receive)

Quote:
"Ah reckon someone's gonna die, and it ain't gonna be me."

Pistol
○ ○ ○ ○ ○ ○

Weapon: _____
○ ○ ○ ○ ○   (Pick one &
○ ○ ○ ○ ○   adjust the ammo
○ ○ ○ ○ ○   accordingly)

Loot/Gear:
Standard gear & clothes
$2-$12 (roll 2d6)

Damage:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐
     -1 to hit, move - 33%
Sev: ☐ ☐ ☐ ☐ ☐
     -2 to hit, move - 50%

Pain:
Light: ☐ ☐ ☐ ☐ ☐
Mod: ☐ ☐ ☐ ☐ ☐   -1 to hit
Sev: ☐ ☐ ☐ ☐ ☐   -2 to hit

Backstory: Marston is a different character altogether. No one knows really where he came from, but there's rumors going around that he comes from the Australian Outback where he was fighting for the Brits, but got in trouble and lit out for the States. Another story says he was a Missouri Roughen and continued his murdering and plundering ways, so he joined up with Hopper.

Cougar Creek:
Town Set Up

Cougar Creek is such a small town we ain't gonna draw up a map fer it. And really, the layout shouldn't play much of a role in the outcome of the game. Just grab some basic Wild West buildings and lay them out to make one or two streets. Here's a few that might make some sense to include here, and they're all available on the **Whitewash City Pioneer (starter) CD.** See the ad below:

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