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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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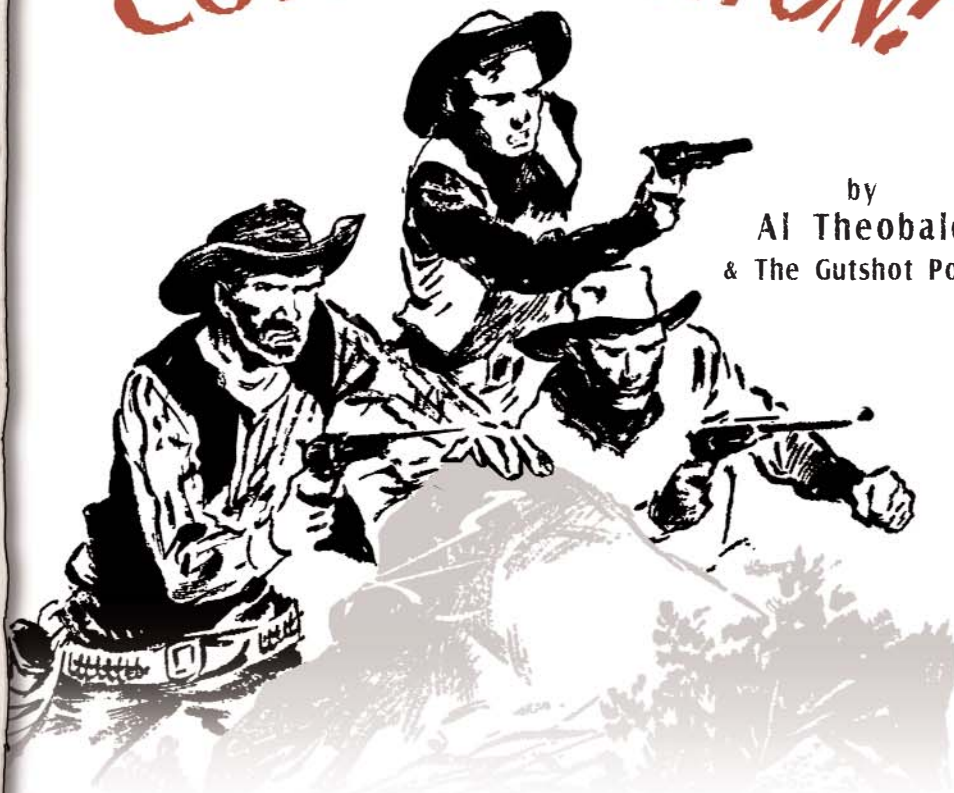
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GUTSHOT™ AMBUSH AT COYOTE CANYON!

by
Al Theobald
& The Gutshot Posse



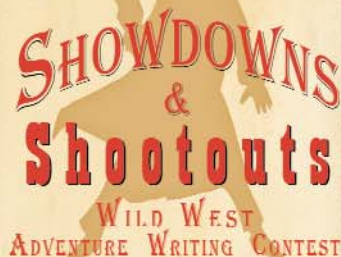
There is no honor among thieves when Pa Burman and his boys turn on their former partners to settle a score... with lead and blood!

Adventure: SS001
Difficulty: Beginner
No. of Teams: 2
No. of Players: 2-8
Location Type: Wilderness
Duration: 1-3 hours
Game Marshall: Not required, but please see notes on ambush

Up to a month ago, Pa Burman and his three boys were part of the Blackbush Gang. Lead by ole One-Eye Smith (one of the meanest cusses this side of the Pecos River), the gang robbed and pillaged their way through the Southwest. That is until the fateful night Pa caught One-Eye cheating at cards. Since then, they've parted ways and become bitter enemies.

Yesterday, the remaining members of the Blackbush gang carried off a daring bank robbery in Mosquito Creek Junction, and are making their way back to their hideout at the end of Coyote Canyon. What they don't know is that Pa and his boys got to the canyon first and are ready to settle old scores... and maybe even walk off with the bank loot for themselves!

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This adventure was written specifically for the award-winning game, Gutshot™. It is not a stand-alone game. You will need the Gutshot™ Core Rule Book in order to play. See our Website for availability. Of course, you're welcome to use it as source material and adapt it to another game system (either RPG or miniature). If you do, we'd love to receive a copy of it, and please do not post the conversion on the Internet or otherwise distribute it outside your personal gaming group. Thanks!

Recommended Miniatures:

Almost any figures will work with this adventure. Even though the Blackbush gang starts the game mounted, you do not need fancy sets of the same figure in both mounted and unmounted poses. To indicate a figure is on horseback, place a single die under the figure or place the figure next to a horse, if you have one. There are also horse markers at the Hawgleg Website, which you may print and cut out for that purpose. Heck, just use yer imaginations and you'll do fine.

The Story Thus Far...

Pa Burman and his boys are hiding in Coyote Canyon waiting to ambush the Blackbush Gang that has just robbed a bank in a nearby town.

The Blackbush Gang will enter the canyon on horseback at a Walk (6 inches); each man has a bag of loot cinched to his saddle. Each sack of loot has \$100-\$600 in it (roll fer it, pardner).

Ole One-Eye Smith and his gang ain't expecting any trouble, so **they do not have weapons in hand** (although they are in easy reach). Once the horses have completed their movement (12 inches into the canyon), Pa and each of his boys will get one free shot (or other Action) and then players will start drawing regular initiative. *See next page for more about starting positions.*

Black Hats & Blacker Hats: The Gangs

The two gangs are evenly matched with four members each. One player should be able to easily control four Characters, or you can divide them up between 2-8 players. If you need more Characters, just add an equal number of Owlhoots to each gang.

Pa Burman & Sons:

The Burman's are a bit down on their luck. Pa's got \$10-\$60 on him, and each boy has \$1-\$6 (yup, roll dice ta find out): Each man has some extra ammo on him: 36 extra bullets for pistols, 50 extra for rifles, and 12 shotgun shells or Derringer bullets. Unless they are on horseback, mounts are stashed out of sight beyond the canyon exit, effectively putting them out of game play.

Pa Burman: Custom 1
TN: 7
Specialties: Sure-Shot: Rifle
Weapons: Rifle, Pistol, Dbl. Barrel Shotgun, Bowie Knife

Jeb Burman: Custom 1
TN: 7
Specialties: pick 1
Weapons: Rifle, Bowie Knife & select 2 more

Zeke Burman: Custom 2
TN: 8
Specialties: pick 2
Weapons: Rifle, Bowie Knife & select 2 more

Daniel Burman: Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Rifle, Bowie Knife & select 2 more

The Blackbush Gang:

One-Eye and his gang are riding standard horses - each mount has a sack of loot on it with \$100-\$600! And don't let the eye-patch fool yuh none, Smith learned a long time ago to compensate fer his poor depth perception, as he's proven numerous times. Each man has extra ammo stashed in his saddlebags (use the same numbers as the Burmans, except for Wildman who only carries 72 rounds of pistol ammo).

One-Eye Smith: Custom 1
TN: 7
Specialties: True Grit
Weapons: Rifle, 2 Pistols, Bowie Knife

Chance Tanner: Bounty Hunter
TN: 6
Specialties: Sure-Shot: Rifle, Tough-as-Nails
Weapons: Rifle, Bowie Knife & select 2 more

"Greasy" Jim Cobb: Custom 3
TN: 9
Specialties: True Grit, Hard-to-hit, Sure-Shot: Rifle
Weapons: Rifle, Bowie Knife & select 2 more

"Wildman" O'Neil: Custom 2
TN: 8
Specialties: Two-Gun Shootist, Sure-Shot: Pistol
Weapons: 4 Pistols, Bowie Knife

SHOWDOWNS & Shootouts

WILD WEST
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Do you need a GM?

There ain't no good reason two perfectly reasonable fellas (or groups of fellas) can't run this game without a Game Marshal. The key, of course, is "reasonable." No matter how clearly we spell out the set up of this game (the Blackbush Gang enters the canyon at a walk without weapons in hand), some tin-horn "min/maxer" is liable to try talkin' his way to an advantage by sayin' stuff like "I ride with my shotgun on a strap over my shoulder so it's in reach," or "I always have a pistol in my hand." Or something else so foolish yuh just know he's never ridden a horse in his life.

The next bit of trouble yuh might run into is that someone is going to swear they're always paranoid so it's impossible for someone to set up an ambush for them.

Of course, that's just pure hog-wash. Ambushes were popular attacks (and they still are) because **NO ONE** can be 100% alert 100% of the time.

So, here's the deal, pardners. As long as yuh all agree to abide by the set-up conditions in this game, then yuh don't need a GM. However, if yer expecting a lot of "discussion" from yer resident rules lawyer, then yuh probably outta have someone wearin' the badge to sort things out and keep things civil.

AMBUSH! Player starting positions

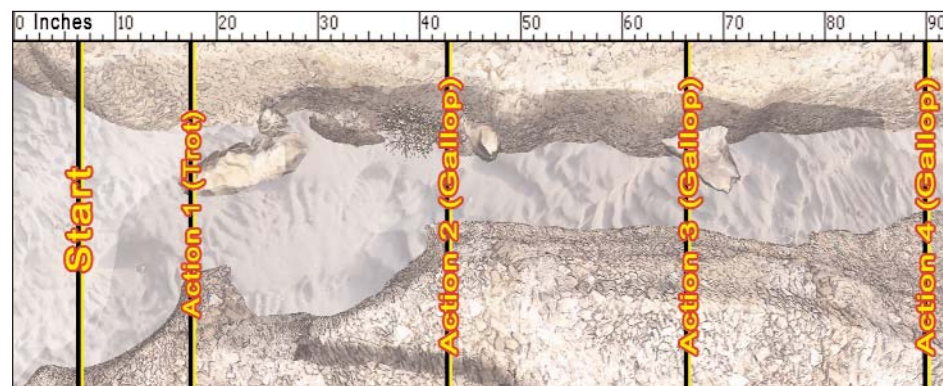
The key to this adventure is that the Blackbush Gang doesn't know what's about to hit 'em (that's why it's called an "ambush," pardner). To put this into game terms, the following rules and Actions need to come into play:

1. The player(s) running Pa Burman and his boys may place their figures anywhere inside the canyon (behind rocks, shrubs, on a cliff, or even at the top of the canyon rim). However, they must be at least 6 inches from the canyon's entrance or exit. It is, of course, expected that they be out of sight, but this is not required.
2. The player(s) running the Blackbush Gang will have their figures enter on horseback at a walk, which means they will stop 6 inches into the canyon. The loot is in their saddlebags. They are not expecting trouble so they may not start the game with weapons in hand. However, all players have proper sheaths and holsters for their weapons on their saddles, so they are in reach.
3. Once the Blackbush Gang has completed their movement, Pa Burman and each of his boys get one Action (and yup, we reckon them fellers are gonna open fire). It don't matter which Burman goes first: go by age (player or character), roll dice, or just go clockwise (not counter-clockwise, though... that just ain't right).
4. When the Burmans' Actions are completed, start drawing initiative and let the lead fly!
5. To simulate the fact that they have been caught by surprise, the members of the **Blackbush Gang get only two initiative slips in the hat during the first Turn.** In the second and subsequent Turns, they get three Action slips.

Coyote Canyon: Terrain Set Up

You can use danged near any terrain with this adventure. Piles of rocks, some trees, or even cardboard boxes can easily mark the sides of the canyons. Just scatter some boulders or other debris to create a definite path through the canyon and to give Pa and his boys some places to hide. Consider the sides of the canyon to be Dangerous Terrain (see 6.3 in the *Gutshot Core Rule Book*).

The only important thing in designing the canyon is to make it long enough so the Blackbush Gang can't just ride out in one Turn (3 Actions). After all, the gang members are riding standard Horses that must Trot (12 inches) for 1 Action before going to a Gallop (24 inches). As demonstrated on the map below, the horses will move 90 inches at the end of 4 Actions, which means the Blackbush Gang could potentially ride out of the canyon in less than two Turns. If you don't have an 8-foot game table, add a few curves to the canyon to increase the distance, but make sure they're not enough to obstruct the line of sight and provide the gang cover from Pa and his boys.



Victory Conditions: Sorting out the Winners & Losers

Pa Burman and his boys:

- 1) Get the loot.
- 2) Kill every member of the Blackbush Gang
OR escape out the canyon exit with the loot.

The Blackbush Gang:

- 1) Keep the loot.
- 2) Kill Pa and his boys
OR escape out the canyon exit with the loot.

THE LOOT

There are four bags of loot: either team may claim victory if they have at least three of them. Each bag has \$100-\$600 in greenbacks and gold coins: at the end of the game roll 1d6 per bag to find out how much is in it.

VICTORY POINTS

In the event of a tie or inconclusive results, use Victory Points to determine the winning team (see Section 4 of the Campaign Guide in the *Gutshot Core Rule Book* for more info about VP). Points are earned by individuals and then calculated for team: the team with the most points wins the game. If you are playing as part of a campaign, group points

are divided equally among surviving members and may be used in subsequent games to improve Character abilities.

DESCRIPTION	VP
Each bag of loot	25 VP
Kill One-Eye Smith	50 VP
Kill Pa Burman	50 VP
Kill one of the Burman boys	20 VP
Kill Blackbush Gang member	20VP
Flee thru canyon entrance (per person) (if he has a bag of loot, take another -25)	-25 VP
Purposefully targeting horse	-5 VP

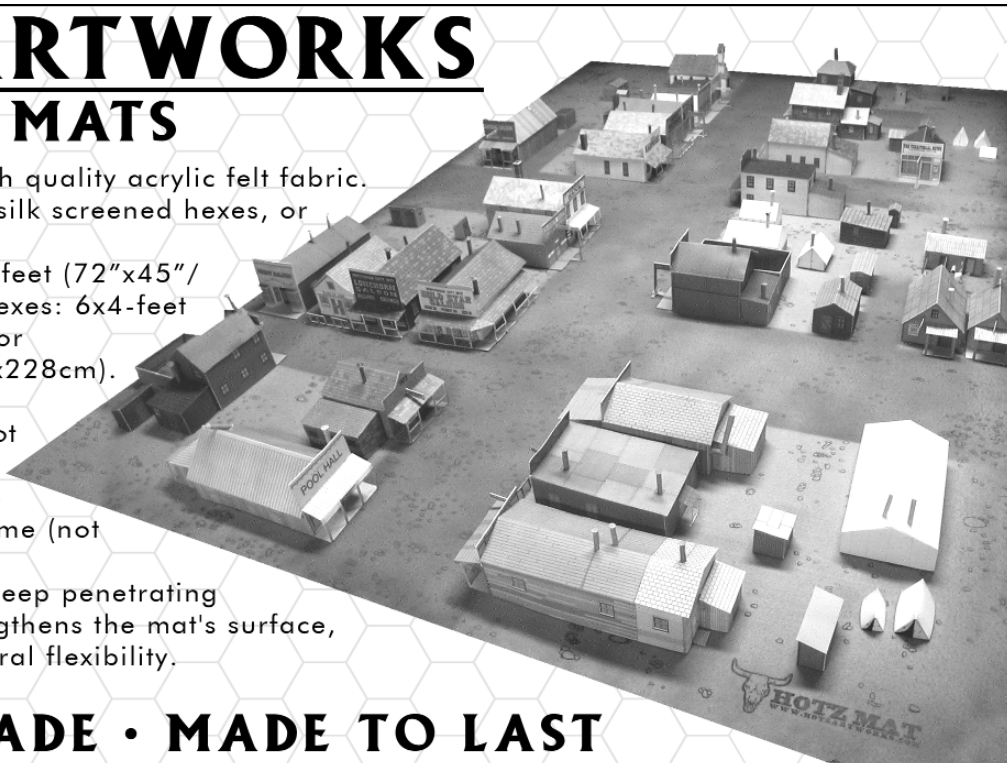
RETREAT & DEFEAT:

The Blackbush Gang just robbed a bank, so they suspect there's a posse on their tail. For this reason, *they may not retreat back through the canyon entrance*. If anyone does so, that Character admits defeat and is removed from the game without earning any Victory Points. Additionally, if he flees with a bag of loot his team takes a -25 VP loss!

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