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&  
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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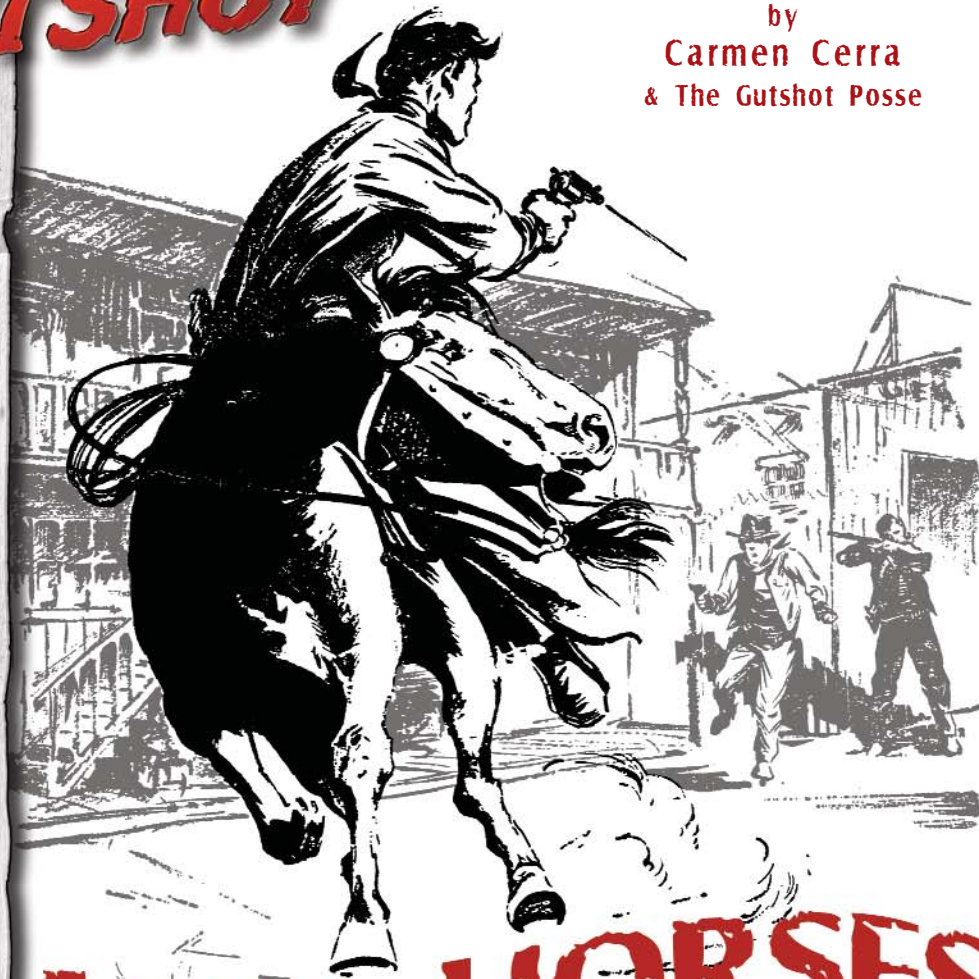
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by  
**Carmen Cerra**  
& The Gutshot Posse



**1,000 HORSES  
FOR HELEN!**

**H**elen was every cowboy's dream, which is why Tom French stole her away from the 1,000 Horses Ranch. Now, safe back in his hometown, the men have sworn to guard her with bullets and blood!

Adventure No.: SS003  
Difficulty Level: Intermediate  
No. of Teams: 2  
No. of Players: 2-up  
Location Type: Small town  
Duration: 1-4 hours  
Game Marshall: Probably

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Aggie Mormon is the richest and most ruthless man in Thessaly County as well as the owner of the 1,000 Horses Ranch. A few days ago, his favorite mare, Helen, was taken from his ranch by young Tom French. Aggie claims the boy stole the horse, but Tom says he won her fair-and-square in a poker game. When Aggie welched on his bet, Tom had no choice but to spirit her away in the dark of the night.

Tom might be hot-headed, but no one doubts his honesty: if he says something and shakes on it, then his word is good as gold. If he says he won Helen, then by golly, that's just what happened. So dang Aggie and his hired gunnies, this horse ain't going nowhere without a fight!





## SHOWDOWNS & Shootouts

WILD WEST  
ADVENTURE WRITING CONTEST

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:

This battle could take place on foot or on horseback. Foundry makes some nice miniatures that offer the same figure mounted and on foot, but you can also simulate this by just putting a standard six-sided die under your miniature to indicate its mounted status, or just put it next to a horse and remember its status.

As for the figures themselves, standard Western miniatures are available from your Friendly Local Game Store, as well as from our contest sponsors:

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## The Story Thus Far...

Helen is a prize Tennessee Walking Horse worth more than \$2,000. She has proven herself in races by pulling surprise wins over bigger, stronger males. Helen's original owner was Aggie Mormon, who owns a sprawling ranch about 20 miles out of town.

Troy is a small town that is lead by Mayor Priam King, a tough but fair merchant who has lived a colorful life as an Indian fighter, Cavalry Scout and part-time lawman He's settled down here to grow old and raise a family. His right-arm in business and politics is his son, Hector, who serves as Sheriff.

Troy is on the Texas/New Mexico border about halfway between Amarillo and Santa Rosa, New Mexico. It's dusty, dry land out here in the Texas Panhandle and the folks feel pretty isolated from the rest of the state. As such, they tend to make their own rules, rather than waiting for some lily-livered circuit judge to show up three times a year.

This is the perfect environment for Aggie Mormon: he has gotten away with murder in the past and he reckons he'll do it again. Truth be told, he's a

bully and most of the people around here are too busy minding their own business to bother with him or his shenanigans.

Aggie's used to this, but this time he's made a grave miscalculation. This time he's failed to take into account the reputation of the young man he's after, the town's love for horse racing, and the simple deep-held belief that no man is allowed to welch on a bet.

You see, Tom French is well liked and respected. If he says he won a horse in a card game, then everyone in town believes him. The good people of Troy have had enough of Aggie and this time they're not going to stand for any of his bullying. Mayor King and his son, Hector, have rallied the townsfolk into action. When Aggie and his gunnies ride into town today, they're in for a big surprise because danged near everyone in town is planning to shoot them down or drive them out.

The battle lines are drawn and the young Tom French holds the prize: he's made it perfectly clear that he wouldn't trade a 1,000 horses for Helen.

## Approaching this game

Although you could probably be a mite more creative than us, we reckon there are two ways to approach this game: One is an ambush and the other is an all-out free-for-all. This here adventure provides the bare bones of the information yuh need to run it either way. But in either case, yer gonna need to fill in the details tuh get it to fit the way *you* want to play it (which could be a combination of the two methods we outline here).

### It's an ambush!

In this scenario, the townsfolk have hidden themselves on roofs, behind buildings, and throughout the town and are waiting for Aggie's men to ride down main street.

If you choose this approach, let them enter town on horseback or on foot at no more than a Trot down the center of town then give the townsfolk one free attack before starting to pull initiative slips from the hat.

### If it moves, shoot it!

The outlaws should ride right into town and demand that they give Helen up. In this scenario, the townsfolk are willing to fight, but are not yet armed. They'll need to grab guns and start shooting. It is strongly recommended that you play this version with a GM who can adjudicate fair and reasonable starting positions for the many townsfolk, who should outnumber the outlaws at least 2-to-1. A GM may be needed to decide when to start pulling initiative slips from the hat.

## SHOWDOWNS & Shootouts

WILD WEST  
ADVENTURE WRITING CONTEST

### Does this game need a GM?

Probably. Please see the notes on page two about the approaches to this game. If you want to run a game with lots of average townsfolk trying to drive off a small gang of goons, then you probably should have a GM control the mob of townsfolk using the mob guidelines in the *Gutshot Core Rule Book*, as well as rules for NPC morale (see section 13).

Keep in mind that having lots of Characters and NPCs on the board may dramatically increase the amount of time it takes to play this game, so check the clock before you drag out every miniature you own and put it into play!

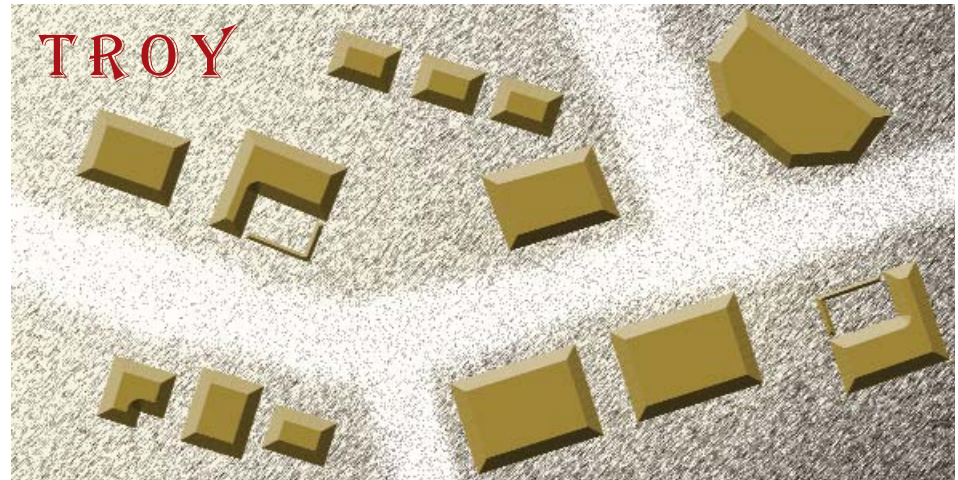
### Don't leave the table, please!

If a figure leaves the table, then it is considered to have fled and is out of the game. It may not return during this game. In game terms, if it's a townie, he's considered to spend the rest of the day hiding out in the brush like a lily-livered coward.

If he's one of Aggie's hired gunnies, then he'll probably limp back to the ranch on foot and see if Aggie's still got a job for such a wussy.

## Town Layout: Troy

This is another time when the exact size and layout of the town really isn't all that important. It's also worth keeping in mind that not all Western towns had a straight main street with two rows of buildings facing each other. Many small communities had a more "jumbled" look. A more unusual layout (like the one below) can provide for exciting gaming opportunities.



The bent street angles, for example, can cut down on ranged shots and force the Characters to get up close and personal. Also, keeping the town small tends to speed up the game because everyone spends less time moving and more time shooting. So, if you're pressed for time, remove a few buildings and push everything closer together. You'll find that small towns make for faster killings!

## Victory Conditions

Helen is the prize. If the horse dies, neither team can win. Furthermore, the team that kills her is declared the loser and, at the end of the Turn in which Helen dies, all the Characters on that team throw down their weapons and leave the board at top speed (running if on foot, galloping if mounted). Note that these conditions apply even if someone kills Helen accidentally.

Please remember that horses do not have the ability to "Knock on Heaven's Door," nor can a horse doctor bring her back from the brink of death. If Helen dies, she stays dead. Therefore, it might be a very good idea to put her someplace safe, like a livery stable or barn, however, her exact placement at the start of the game will be decided by the player running Tom French.

### The White Hats: The Townsfolk

The White Hats win if they prevent Aggie and his men from taking Helen off the board. They do not have to kill Aggie or his men, but it would probably help to kill Aggie and his second in command, Manny.

### Victory Points

(Awarded individually, or divided among the team):

Killing Aggie	75 VP
Killing Manny	50 VP
Keeping possession of Helen	50 VP
All other kills	see table C4.1.1

### The Black Hats: Aggie's Gang

The Black Hats win if they succeed in taking Helen off the board. They do not have to kill Tom, Mayor King or Hector, but Aggie has offered \$50 in gold to anyone who guns them down.

### Victory Points

(Awarded individually, or divided among the team):

Killing Tom	50 VP
Killing Mayor King	40 VP
Killing Hector	35 VP
Stealing Helen	50 VP
All other kills	see table C4.1.1



# Black Hats: Aggie's Gang

As stated previously, Aggie and his men may ride into town and demand that they hand over Helen, or they may try sneaking in to take her by surprise. Aggie should have about 7-12 thugs with him (1d6+6 -- download the NPC Character Sheets from the Hawgleg site). You may either move them individually, or as a Mob (see 13.1).

*Give each thug one pistol, one Bowie Knife and three reloads of ammo. Everyone in his gang has a Standard Horse.*

## 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.

### Aggie Mormon, Custom-2

**TN:** 8 base

**Specialties:**  
Spontaneous

(he gets four Actions per Turn)

**True Grit**

(once per game, he may ignore all damage from a single attack)

**Quote:**

"I'll make this easy on yuh -- hand over muh horse, or die!"



**Pistol**

○ ○ ○ ○ ○ ○

**Rifle**

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

**Bowie Knife (in belt sheath)**

Base Target No. 5

Armed Defense: 6

Unarmed Defense: 7

Damage: 1d6+1

**Cash:**

\$100 - \$600 (roll 1d6)

**Gear:**

Fancy clothes, boots & hat, plus a gold watch.

**Ammo:**

Two reloads for the pistol

One reload for the rifle

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

Sev: -1 to hit, move - 33%

□ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

□ □ □ □ □

-2 to hit

**Notes:**

Aggie wants his horse back and will not stop until he gets her. He will definitely NOT take the attitude, "If I can't have her, no one else can!" To be honest, failure just never enters his mind. herefore, he may not shoot the horse, and he will kill anyone who does shoot her on purpose (he won't kill anyone over an accidental hit, though).

### Manny, Custom-2

**TN:** 8 base

**Specialties (pick 2):**

\_\_\_\_\_

\_\_\_\_\_

**Quote:**

"Let's get the horse and then get out of here as fast as we can!"



**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: □ □ □ □ □

Sev: -1 to hit, move - 33%

□ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

□ □ □ □ □

-2 to hit

**Notes:**

Manny is Aggie's right-hand man. Even though he thinks this whole raid is a bit over the top (it would be easier to wait a few weeks and then steal her back at night), he's going to help his boss to the best of his abilities. Like Aggie, he'll kill anyone who purposfully targets the horse.

# White Hats: Tom French & the Townsfolk of Troy


We're only naming the important townsfolk of Troy. In addition to these four, there should be 6-12 Townsfolk (1d6+6 -- download the NPC Character Sheets from the Hawgleg Website). The townsfolk may be treated individually or as a mob (see 13.1).

## Tom French, cowboy

**TN:** 8 base

**Specialties:** (he has both)  
**Horsemanship**  
 (+2 on all horse-related Action Checks)  
**Reliable**  
 (Immune to Snake-eyes table)

**Quote:**  
 "Dang it, Aggie, I won her fair 'n square, so stop this foolishness afore someone gets hurt!"



**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

**Notes:**  
 May not shoot Helen.

## Mayor King, Custom-2


**TN:** 8 base

**Specialties:** (pick two)

**Pistol:**  
 ○ ○ ○ ○ ○ ○

**Weapon:**  
 \_\_\_\_\_  
 ○ ○ ○ ○ ○ (Pick one & adjust the ammo accordingly)

**Quote:**  
 "I told you, Aggie, you aren't welcome in Troy... so just turn around now before someone gets hurt."



**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


**Notes:**  
 May not shoot Helen.

## Hector King, Custom-1

**TN:** 7 base

**Specialties:**  
 \_\_\_\_\_  
 (Select one)

**Quote:**  
 "Stop where you are, gents. You ain't comin' another step farther into town."



**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


**Notes:**  
 May not shoot Helen.

## Billingsly, Gambler

**TN:** 8 base

**Specialties (Pick Two):**  
**Lucky** (once per Turn, reroll any dice roll you don't like)  
**Spontaneous** (4 Actions per Turn)  
**Sure-Shot:** \_\_\_\_\_  
 (+1 with this weapon)

**Quote:**  
 "I've often believed that, when confronted with superior firepower, that *stealth* is a strategy worthy of intense consideration."



**Pistol:**  
 ○ ○ ○ ○ ○ ○

**Weapon:**  
 \_\_\_\_\_  
 ○ ○ ○ ○ ○ (Pick one & adjust the ammo accordingly)

**Loot/Gear:**  
 Standard gear & clothes  
 \$30-\$180 (roll 3d6)

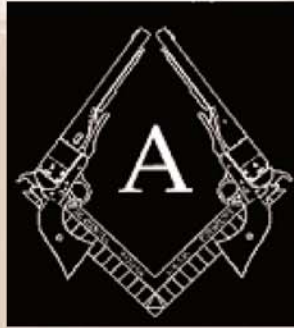
**Damage:**  
 Light:        
 Mod:        
 -1 to hit, move - 33%  
 Sev:        
 -2 to hit, move - 50%

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

**Notes:**  
 May not shoot Helen.

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