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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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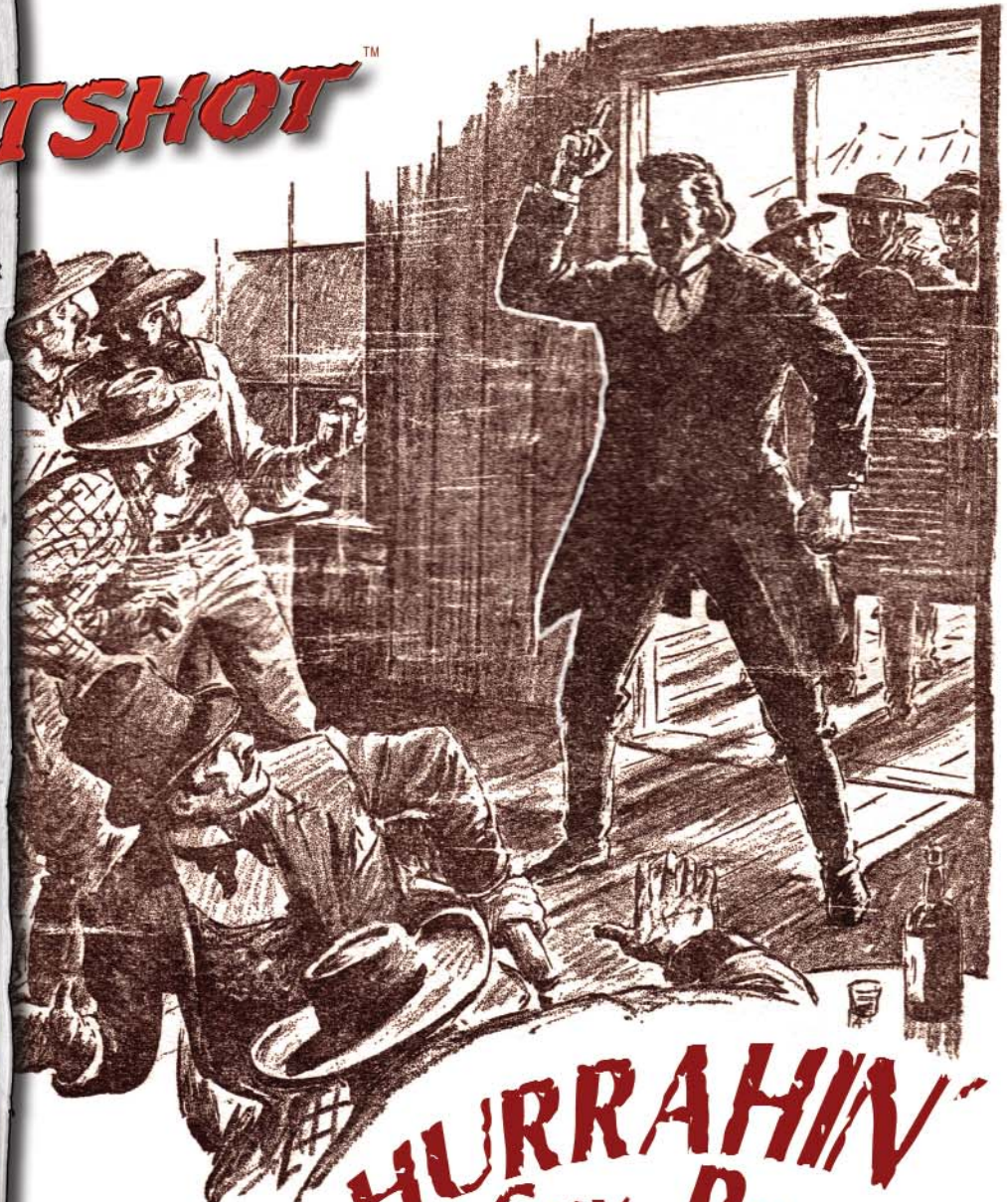
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HURRAH! THE SKY PILOT

by
Dan Hash
& The Gutshot Posse

Wherein we learn how the villainous Deman Jones, owner of the notorious Longhorn Saloon conspired with Curly Bob Bodacious to run the new temperance preaching parson of the Rush Creek Gospel Church out of town, and the violent reaction of the Ladies Temperance League all on a Sunday morning!

Adventure No.: SS004
Difficulty Level: Advanced
No. of Teams: 4
No. of Players: 4-up
Location Type: Small town
Duration: 2-4 hours
Game Marshall: Yes

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Rush Creek was the Devil's playground. There were gamblin' halls, sportin' gals, and plenty of back alleys where a cowboy might lose his wallet... or his life! In short, it was a rootin' tootin' helluva good time if you were in the mood to walk on the wild side.

But if you wanted to run an honest business or raise a family? Well, pilgrim, then you were plum outta luck. That is, of course, until the preacher rode into town and made it perfectly clear that the Good Lord helps those who help themselves!

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!

What's in a name?

Did yuh read the title and scratch yer head wondering what a sky-pilot was, and what it means to "hurrah" him? Fear not, pilgrim, we'll school yuh on the lingo fast.

First, "sky-pilots" ain't got nothing to do with aeroplanes. On a ship, the pilot is the man who steers the vessel. In the West, the Preacher is the man who will steer you to heaven (which is up in the sky), hence the term: **sky-pilot**.

Hurrah, of course, means to cheer on. In this case, the townsfolk are "hurrahing" the sky-pilot to drive the sin and vice out of Rush Creek. There, now yer all schooled up in proper Wild West lingo. Ain't yuh glad we had this little palaver?

Chivalry ain't dead!

Only a low-life yellow-belly would shoot lead at a woman, so yuh can't do it in this game! Now, rock-salt loads (see page 6) and other non-lethal force is okay, but purposefully shooting lead at a woman will cost yuh 10 VP -- whether yuh hit 'em or not (see page 5).

The Story Thus Far...

The Devil has gotten fat-n-happy soaking up the sin in Rush Creek. Gamblin' and drinkin' and womanizing were the favored pastimes of the day... until that preacher man came to town and started stirrin' up trouble. Wasn't long afore the owner of the Gold Star Saloon found religion and emptied his kegs and bottles in the street and turned the whole place over to the Reverend Morgan Hickman. Needless to say, the local underbelly of society didn't take too kindly to this, especially the king viper himself, the aptly-named Deman Jones, the owner of the Longhorn Saloon.

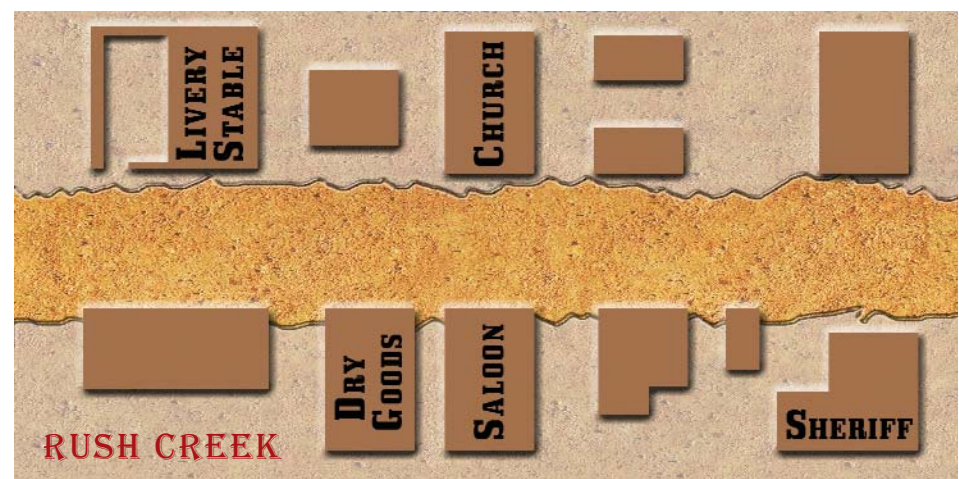
Now, Deman had dealt with preachers before. Most could be bought off or scared off. But Deman had never seen the likes of this sky-pilot. This weren't no shrinking violet, tea-totaling parson from back East. This Bible thumper was a square-jawed, steel-sinewed, solid rock of a man who could look you right in the eye and tell you what's what... and back it up with his fists if need be! And there was something about the way he walked that said he was no stranger to the way of the gun.

Well, Reverend Hickman had been in town for a few months now and he's thrown a wet blanket on the fun. Saturday night shoot-outs have become a thing of the past, and worse, he's motivated the local wives to mobilize into forming the LTL: Ladies Temperance League. These women have sworn to tame this Godless place and they aim to start with Deman's saloon (a building which their leader, Maybelle McSweeny, has secretly been eyeing as a possible location to expand her mercantile buisness).

Tensions are high, nerves are frayed and the town has drawn sides. It's Sunday morning and it's all about to hit the fan! Deman Jones is tired of skulking around and is gonna face these do-gooders head on! He's worked his boys up and they're about to rush the church and drive those Psalms Singers outta here once and for all. But these church goers are all fired-and-brimestoned up, and they believe the Lord helps those who help themselves. They're itchin' fer a fight, and by gosh, they're gonna get one!

Rush Creek

Setting: Sunday morning, Rush Creek, Texas, 1879. Rush Creek is a small cowtown with a church (formerly the Gold Star Saloon) which is across the street from the Longhorn Saloon. McSweeny's Dry Goods store stands next to the Saloon. The town also has a bank, a café, a livery stable, a barber shop, bath house, and various other buildings, including a Sheriff's Office which is at the far end of town from the Saloon.



Black Hats, White Hats, Ladies' Hats & Tin Stars: The Teams

With the exception of the Law Dogs, these teams are pretty evenly matched when it comes to numbers. However, each faction has its own goals and motivations - this ain't no simple "kill everyone who moves" kinda game. Read the notes and the victory conditions carefully before you start playing, and make sure you're familiar with the special weapons rules for this adventure. And remember, Chivalry is not dead: the men may not purposfully target the women!

The Jones Boys:

Starting Point: Longhorn Saloon

Weapons: Players Choice (*pick 2; see note about rock salt & shotguns*)

Group Motivation: They're in it for the money; clear out the church, get rid of the preacher and the rest of them psalms singers.

Demam Jones: Custom 1

TN: 7

Specialties: (*pick 1*)

Bonus Specialty: Fight-to-the-death

Demam's business is slackin' off cause of that cussed sky-pilot, and he shore would like to have that church buildin' fer a "Sportin' House." He earns an extra 25 VP for making the Preacher surrender or flee without killing him.

Curly Bob Bodacious: Gunslinger

TN: 6

Specialties: (*he has both*) Fanning-the-Gun

Quick-Draw: Pistol

He hates that hippycrit parson and would rather see him with a cross standin' permanent by his head, then him standin' at a pulpit. Curly is wanted for murder and stage robbery. He earns an extra 25 VP for killing the Preacher.

Soapy Johnson: Thug

TN: 9

Specialties: (*he has all 3*) Brawler

Hard-to-hit

Tough-as-Nails

He's lookin' forward to wild women in town and all the liquor Demam promised 'em. He earns an extra 25 VP if he doesn't take any Damage during the game.

Jasper Smith: Thug

TN: 9

Specialties: (*he has all 3*) Brawler

Hard-to-hit

Tough-as-Nails

Same as his saddle pal, Soapy, Jasper's jest looking fer some fun when this is all over. He earns an extra 25 VP if he doesn't do any Damage or Pain to any of the Ladies.

The Psalms Singers:

Starting Point: Rush Creek Gospel Church

Weapons: Players Choice (*pick 2; see note about rock salt & shotguns*)

Group Motivation: Morgan and his church just want to bring the gospel to the West, but they ain't lily-livered pushovers. There have been threats on the church, so they came armed. These men don't want to shoot first, heck they'd rather not shoot at all, but they ain't afraid to send a feller to the devil if he sends lead their way. They want to live lives of peace, stamp out sin, and keep their congregation out of trouble. As such, they won't start out trying to kill Jones or his boys - and they sure won't fire on the Law Dogs or the Ladies), but if this gets bloody, they won't shy away from trouble.

Preacher Morgan Hickman: Bounty Hunter

TN: 6

Specialties: (*pick 2*) Contemplative, Sure-Shot, Tough-as-Nails, Two-Gun Shootist

Bonus Specialty: Fight-to-the-death

In his younger days, he lived a life of sin that would put Demam and his boys to shame... but that was before he saw the light. If he can get through this without killing anyone, he earns an extra 25 VP.

Deacon Eldon Godsend: Cowboy

TN: 8

Specialties: (*pick 2*) Horsemanship, Reliable, Sure-Shot: One Weapon

Bonus Specialty: Fight-to-the-death

"Cut off the head and the body will die." He earns 25 VP if Demam is killed. He loses 5 VP if his wife is arrested.

Song-leader Charlie McSweeney: Townsfolk

TN: 9

Specialties: (*he has both*) Hard-to-hit, Speedy

Nominal owner of the dry-good's store; married to Maybelle McSweeney. He earns 15 VP if Demam is killed, plus another 10 VP if his wife is arrested and taken to jail (he secretly hopes that might take some of the vinegar out of her disposition).

Mayor Jonathan Promise: Townsfolk

TN: 9

Specialties: (*he has both*) Hard-to-hit, Speedy

Married to Ivanna, he thinks victory will cinch the next election and enable him to get rid of that annoying Sheriff and his dim-witted deputy. He earns 25 VP if Demam is captured alive to stand trial. He loses 10 VP if his wife is arrested and taken to jail.



The Ladies Temperance League (aka LTL Ladies):

Starting Point: Rush Creek Gospel Church

Weapons: At the start of the game, the ladies are all unarmed. The second trouble starts, Maybelle will shout "It's all that Deman Jones' fault, to the store ladies!" It will take them at least one Action to get to the store (they may use the front door or the back door), one Action inside the store to grab their weapons, and their third action should put them in the street en route to the Saloon. Once there, Maybelle will grab her sawed-off double-barrel shotgun that is loaded with rock salt (she also grabs three reloads of rock salt - see following notes). The other ladies will be armed with rolling pins or frying pans. **Roll 1d6 per lady: 1-3 she gets a rolling pin, 4-6 she gets a frying pan.** After she arms the ladies they'll go straight to the saloon to bust up the liquor stocks and saloon furnishings, hope'n to put Jones out of business. *See following notes on doing Damage to the building and its furnishings.*

Group Motivation: Maybelle and the LTL Ladies want to see the demon rum banished from their little town.

Maybelle McSweeny: Townsfolk

TN: 9

Specialties: (*she has both*) Hard-to-hit, Speedy

Married to Charlie McSweeny, she's the real owner of the dry-goods store. She's secretly been fanning the flames to force this confrontation because she'd like to buy the saloon building and turn it into a hardware store. She sees this as the perfect smoke screen for her true motives. She earns 25 VP if Deman Jones is killed.

Ivanna Promise: Townsfolk

TN: 9

Specialties: (*she has both*) Hard-to-hit, Speedy

Married to Mayor Jonathan Promise, she earns 10 VP if she is not arrested.

Ima Godsend: Townsfolk

TN: 9

Specialties: (*she has both*) Hard-to-hit, Speedy

Married to Decon Eldon Godsend, she earns 10 VP if she is not arrested.

Ohmia Goodness: Townsfolk

TN: 9

Specialties: (*she has both*) Hard-to-hit, Speedy

Married to Deputy Holsum Goodness, she earns 15 VP if she is not arrested.

The Law Dogs:

Starting Point: Inside the Sheriff's Office

Weapons: Players Choice (*pick 3; see note about rock salt & shotguns*)

Group Motivation: The Law Dogs have three goals:

1. Protect the lives of the citizens (25 VP if no one is killed)
2. Apprehend lawbreakers (10 VP per arrest)
3. Protect private property (25 VP if they stop the LTL from trashing the saloon)

In that order. The sheriff and his men can't move from jail until they hear a commotion (second shot is fired, or the Game Marshall's call).

Sheriff Buford T. Thornton: Sheriff

TN: 7

Specialties: (*pick 1*)

Brawler, Quick-Draw, True Grit
He doesn't like the mayor very much, so if he can catch him killing someone, he can arrest him and throw him in jail (which should tarnish his reputation and make him lose the next election). If he can arrest the Mayor, he earns an additional 25 VP.

Deputy Holsum Goodness: Deputy

TN: 8

Specialties: (*he has both*) Hard-to-hit, Lucky

Married to Ohmia, he was just about to head over to the church when this started. He's also torn between his duty and terrified at the prospect of having to arrest his own wife for vandalism and destruction of property. If he can get through this without his wife being thrown behind bars, he'll earn an extra 15 VP.

"Crusty" Olfert: Thug

TN: 9

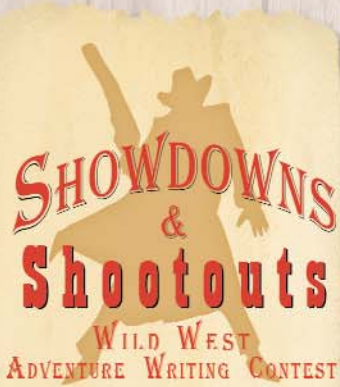
Specialties: (*he has all 3*) Brawler, Hard-to-hit, Tough-as-Nails
Crusty is the jailer and he's had enough of this tom foolery! He personally earns an extra 5 VP for everyone arrested.

Arresting Behavior

Unless the Psalms Singers or the Jones Boys get trigger happy, then the Law Dogs will try to arrest people. The mechanics for doing this are:

- 1) The lawman may arrest only one person at a time.
- 2) Move the lawman's miniature base-to-base with the arrestee's miniature.
- 3) If the arrestee is armed with a Ready Weapon (gun, rolling pin, etc.), he gets a free attack on the lawman. If the lawman survives and has a ready weapon, he may make a Retaliation Shot, or attempt to make an arrest.
- 4) Both figures make an Action Check (remember to apply movement and health modifiers). Whoever passes their Action Check by the most wins and dictates what happens next:
 - a. If the arrestee wins, he instantly moves 1 inch away from the lawman.
 - b. If the lawman wins, the arrestee throws down all weapons and may not resist as the lawman hauls them off to jail (this may be done at a Run). Simply getting the arrestee inside the Sheriff's Office will suffice: you do not need to act out opening the jail cell, etc. Once in the jail, the arrestee is out of the game.





Does this game need a GM?

Almost certainly. There is a lot going on here and you probably need someone to adjudicate the action at the various locations.

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.

The same is true for any character that is arrested and taken to jail. Once in the jail, the character is out of the game (and cannot be set free -- if you want to plan a jail break, write it up for another adventure, Pilgrim!

By the way, just because someone has been arrested (and can no longer resist arrest), doesn't mean someone else can't resist for yuh! If your see one of your gang being hauled off to the pokey, then you can attempt to free him by attacking the lawman. As in the arrest process described previously, close in on the lawman and each of you make an Action Check: whoever wins by the most points above their TN gets to dictate what happens next: freedom or jail.

Victory Conditions

Award Victory Points to individuals and to the teams. Then count all points: whichever team has the most is the winner. May the best men, or women, win!

The game is over when:

1. The Psalms Singers are all dead, surrender, flee the board, or are arrested.
2. The Jones Boys are all dead, surrender, flee the board, or are arrested.
3. The LTL finishes trashing the saloon or they are all dead, surrender, flee the board, or are arrested.
4. Enough of the conditions are met above for the GM to declare that it's over.

Note: Killing the Law Dogs does not end the game.

Group Victory Points

(Awarded individually to the specified team):

Jones Boys get rid of Psalms Singers (<i>kill 'em, run 'em off, etc.</i>)	50 VP
Psalms Singers get rid of the Jones Boys (<i>kill 'em, run 'em off, etc.</i>)	50 VP
Law Dogs - per arrest (<i>the arrestee must be in the jail</i>)	10 VP
Shooting a woman (<i>applied to the individual who pulls the trigger</i>)	- 10 VP
All other kills and events	see table C4.1.1

Special Rules: Property Damage

The women want to destroy what's inside the saloon, not the saloon itself. As such, when they are inside the building they may declare an attack on: liquor bottles, beer kegs, furnishings (pictures, mirrors, etc.), and furniture (chairs, tables, etc.). Roll attacks normally (remember that women get modifiers with frying pans and rolling pins!) and if successful, apply the damage.

These items can take 30 points of Damage (the GM should track this). When that much damage has been dished out, the inside of the saloon is considered to be trashed. Additional damage beyond 30 points is treated as

harming the actual structure of the building. If the building takes 60 points of structural damage, it will collapse, inflicting 3d6 Pain on anyone trapped inside.

NOTE: When you shoot at a person and miss him, make another Action Check to see if you hit the building, instead. If so, then roll for damage normally (and don't forget to apply all modifiers for range).

Special Snake-Eyes Rule: In addition to its other negative effects, inside the saloon all rolls of Snake-eyes do double damage to the building's structure.

Weapons: Frying Pans & Rolling Pins

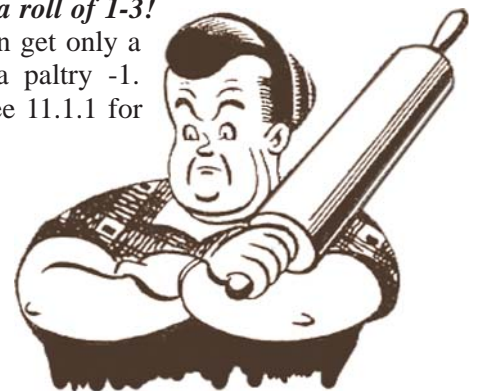
As noted on Table 11.3 in the *Gutshot Core Rule Book*, women get +2 with a frying pan when it is used against a man. Similarly, men are at -2 to defend themselves! **Additionally, frying pans stun on a roll of 1-3!**

Rolling pins are not quite as potent, women get only a +1 to their attacks, and men defend at a paltry -1. Stunning effect is only on a roll of 1-2. See 11.1.1 for more about Stunning Attacks.

Weapon	TN	Pain	Def. No.
Frying Pan	5	1-3	7*
Rolling Pin	6	1-2	6**

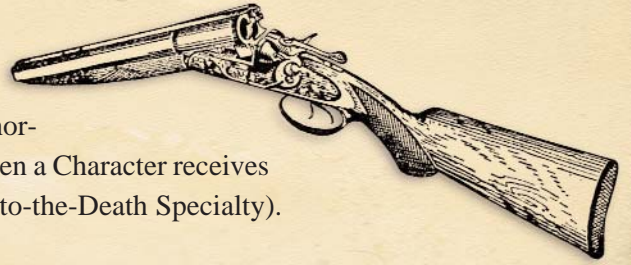
* +2 to women, -2 for men, stuns on 1-3

** +1 to women, -1 for men, stuns on 1-2



Shotguns & Salt Blasts

Characters have the option of using their shotguns with non-lethal loads of rock salt. Rock salt has the exact same range as normal loads, but it inflicts Pain instead of Damage. Remember, when a Character receives 15 points of Pain, he falls unconscious (unless he has the Fight-to-the-Death Specialty).



New Specialty: Fight-to-the-Death

Pain does not lead to unconsciousness. When you receive 15 points of Pain, you do not pass out, but can continue to fight. However, remember that all additional injury causes Damage, which can kill you.



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