



GUTSHOT™

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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HOLED UP!

by
Lance Gamble
& The Gutshot Posse



The Daltons, the James-Youngers... and the Rubinsteins?
Not every gang who robbed a bank garnered fame and fortune, and Josef Rubinstein's gang was living proof of that!

Adventure No.: SS005
Difficulty Level: Intermediate
No. of Teams: 2
No. of Players: 2-9
Location Type: Wilderness
Duration: 1-3 hours
Game Marshall: Not required

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When his farm went dry and his wife ran off with a traveling salesman, immigrant Josef Rubinstein said he'd had enough. First he hit the bottle, then he decided to hit the outlaw trail. Josef hooked up with other thieves - and one runaway boy- and lived by the gun. Four stores, two bank robberies and one dead teller had netted them only \$17,000 - and a price on their heads! They decided to make a break for Mexico, but it may be too late as three lawmen have them holed up in an old line shack near the border in El Paso. Now it's time to decide: stand and fight or make a run for the border!



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&
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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:

Since all the figures will be on foot during this game, just about any 25mm/28mm Western miniature would be appropriate.

Standard Western miniatures are available from your Friendly Local Game Store, as well as from our contest sponsors:

Knuckleduster
www.knuckleduster.com

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Does this game need a GM?

Nope.

There is nothing in this game that requires special adjudication, so it may be played with two people (one controlling each gang) or up to six players (one per Character).

Of course, if you *want* a GM, there ain't no one stoppin' ya.

The Story Thus Far & Starting Positions

The Rubinstein gang is making a run for the border. They've been on the go for a week and are one hard day's ride from Mexico. It's been rough going and their horses were almost wore out, so when they came across an abandoned ranch complete with a rickety bunk house and a working water pump for the horses, they decided to take a break before making that last mad dash to safety. Unfortunately, that's when the lawmen caught up with them.

It's dawn and three lawmen may position themselves anywhere outside - they must be at least 12 inches from the building or the stables and may make use of any cover they find. Additionally, they may place their horses anywhere on the table as long as it is at least 12 inches away from the building or stables. And, frankly,

we suggest putting them behind a nice, safe boulder or hill so they can't get shot, even by accident (because we know you'd never target a poor, innocent horse, right?). The lawmen have just shouted out their ultimatum: "Come out with your hands up and surrender or we'll shoot yuh dead!" Now, with weapons in hand, they await the outlaws' response.

All the outlaws are inside the bunk house. The horses are in the stables behind the building. They have heard the lawmen and have positioned themselves at the doors and windows: they are all armed and must declare which weapon(s) they have ready in hand. You may fit up to two outlaws at each door or window (player's choice). See the special instructions on page 3 regarding the unique order for the first Turn.

Victory Conditions

The two teams have very simple opposing goals: The lawmen want to capture the outlaws and the outlaws want to escape. There are several ways this could play out, including:

- White Hats: Total Victory if *all* the outlaws are captured or killed.
- White Hats: Partial Victory if *four or five* outlaws are captured or killed.
- Black Hats: Total Victory if all the lawmen are all killed and all the outlaws escape off the table.
- Black Hats: Partial Victory if four or more outlaws make it off the table alive.
- If neither team achieves victory, then add up the victory points earned by each team and give victory to the team with the most points.

Characters earn points for individual kills (split 'em if more than one character helps with the kill). Other points are awarded to the team, and if you're playing this as part of a campaign, those points are divided evenly among the various members of the team. *Note that once a character has left the table, he is considered to be out of play and cannot reenter the game.*

The Black Hats: Josef's Gang

Total Victory	25 VP
Partial Victory (see above)	10 VP
Killing a lawman	20 VP
(plus standard VP values listed on table C4.1.1)	
If Toby gets away alive	30 VP
Purposfully target a horse	-5 VP

The White Hats: The Lawmen

Total Victory	35 VP
Partial Victory (see above)	15 VP
Killing an outlaw (see table C4.1.1)	
If they kill Toby	-20 VP
Purposfully target a horse	-5 VP

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A note from Marshall Mitchell:

What we got here is a whole mess o' trouble. The outlaws ain't really all that bad, but on the other hand they did kill someone and leave behind a young widow and a baby boy who will never know his pa. At the same time, we got some eager beaver lawmen aimin' ta make a name fer themselves.

So this game's mostly about a buncha average fellas dukin' it out. Heh, in that regard this probably makes "Holed Up" one of the most realistic adventures we've ever run!

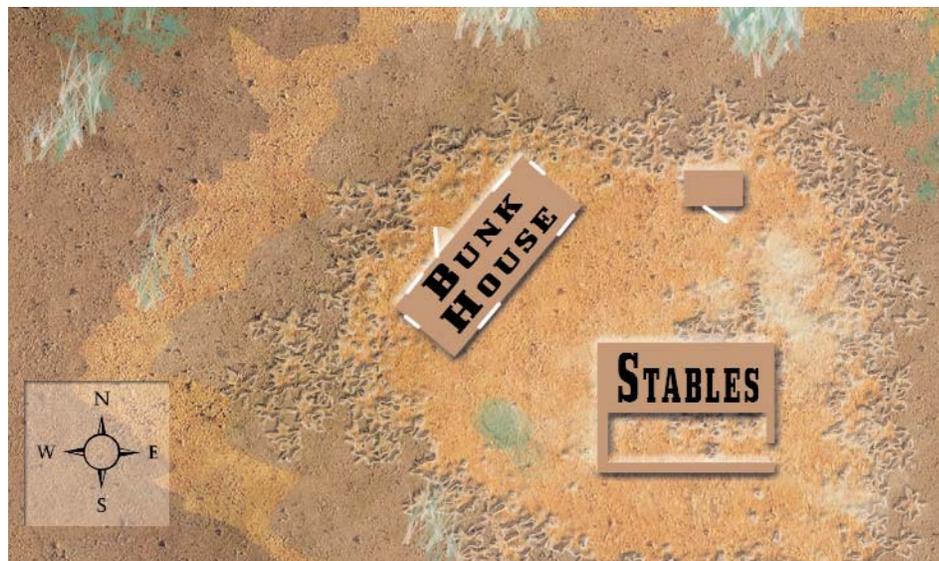
Before Ah skedaddle outta here, let me remind yuh that either side can set up **Cover Fire** (see 10.8.5) or use the **Siege Conditions** (see 10.8.7) rules for reloading, or take **Aimed Shots** (10.8.4). Read this material carefully, though, because it has some subtle nuances that, if not played correctly, kin mess up and unbalance the game.

Just for Fun

Now, we didn't wanna go and make this an "official" part of this game, but our partner Mad Dog Mauer asked a simple question after readin' this: "What if one of the Black Hats was in the outhouse when the lawmen showed up?"

Talk about bein' caught with yer britches down! So we thought we'd suggest it as an *optional* starting position. If you want to, have everyone roll 2d6 and the man with the lowest score starts in the outhouse. Whether he's got guns with him is up to you.

Game Layout



One of the great things about this game is that it requires very few buildings and other terrain features: rocks, shrubs, a bunk house, stables, and maybe an outhouse are all you need. If you want to add other buildings or shacks, that's fine, but they're not really needed. Here's a few things to keep in mind when setting up the game table:

- The exact layout isn't important; just toss some trees, shrubs and rocks around to provide some general cover.
- The bunk house shouldn't have a back door (although there's nothing to keep the outlaws from jumping through the windows).
- The outlaws should have to run to make it to the stables, and it would probably be more deadly if it were at least 14 inches away from the back of the bunk house, thus preventing them from making it to their horses in a single Action.
- If you have it, consider adding some high ground to the left (west) side of the table. This will give the lawmen an inviting position to set up sniper positions.
- Arrange things to provide some reasonable cover. Note how the outhouse provides some cover from the northeast area of the table.
- NOTE: Decide before the game whether or not the horses in the stable are saddled and ready to ride (unrealistic, but makes for a shorter game) or if the outlaws will need to saddle them before they can ride out.

Restrictions on the First Turn

Even though we don't normally put such constraints on the Characters' behavior, this time there is an important constraint on the what the outlaws may do during the first Action. Simply put, they must spend the first Turn inside the bunk house before they may make a break for it.

During this Turn, they may do anything else they like -- including aiming, firing, setting up cover fire -- but they may not set foot outside the bunk house until the first Turn is over. This is designed to make this more of a siege or stand-off rather than a running-and-fighting game. Not that there's anything wrong with that, but with this particular layout and the number of Characters, this game might otherwise be over very quickly.

The Black Hats: The Rubinstein Gang

Each outlaw has a set of saddlebags full of gear. The money is hidden in their clothing (in pockets, money belts, etc.). When they make a break for it, it's up to them whether they take their gear or leave it behind. The fellas are a bit high on the hawg right now: each gent has \$200-\$1,200 on him, and Josef has \$400-\$2,400 (just roll the appropriate number of dice at the start of the game). Each gang member has a Standard Horse.

Josef Rubinstein: **Custom 2**
 TN: 8
 Specialties: Lucky, Sure-Shot: Rifle
 Weapons: Rifle, Pistol,
 Dbl. Barrel Shotgun
 Bowie Knife

Josef never meant to live a life of crime, and he actually regrets his actions and is more than willing to turn over a new leaf in Mexico. Of course, he has to get there first.

Toby Johnson: **Greenhorn**
 TN: 10
 Specialties: Hard-to-hit, True Grit
 Weapons: Rifle, Bowie Knife
 (Roll once on the Random Weapons Tables to see if he has any additional weapons)

Toby is really a relatively innocent kid of 15 who was running away from a stepdaddy who beat him when he fell in with these outlaws. So far he's only worked as their lookout and hasn't shot anyone, yet. If taken alive he will probably be out of prison in about two years.

Willie Daws: **Outlaw**
 TN: 7
 Specialties (pick 1): Quick-Draw: One Weapon
 or Tough-as-Nails
 Weapons: Rifle, Bowie Knife
 (Roll once on the Random Weapons Tables to see if he has any additional weapons)
Willie used to work in a grocery store... until his boss caught him robbing the till one night. He killed old man Gridly and set off for a life of petty larceny riding with Josef. Without doubt, Willie is the meanest fella here. If only he weren't so darned lazy, he might actually have made a name for himself as a major outlaw. Even though he probably should be the leader of this gang, he's content to let Josef do all the work. Of course, if anything were ever to accidentally happen to Josef, well, Willie certainly wouldn't shed any tears.

Dolph Haupmann: **Owlhoot**
 TN: 8
 Specialties: Brawler,
 Tough-as-Nails
 Weapons: Rifle, Bowie Knife
 (Roll once on the Random Weapons Tables to see if he has any additional weapons)
He's Willie's right-hand man and will not willingly leave him behind. Slow-witted with a tendency to be cruel when he's drunk, Dolph prefers to let his fists do the talking. Even if they escape, he and Willie will probably continue a life of crime in Mexico.

Whistlin' Jack McGraw: **Owlhoot**
 TN: 8
 Specialties: Brawler, Tough-as-Nails
 Weapons: Rifle, Bowie Knife

(Roll once on the Random Weapons Tables to see if he has any additional weapons)
If it weren't for his annoying habit of whistling when he's nervous, Jack would be completely unremarkable. He's the kind of fella who blends into the background... which suits him fine because that makes it easier for him to shoot yuh in the back!

Cotton Olmsted: **Thug**
 TN: 9
 Specialties: Brawler, Hard-to-hit,
 Tough-as-Nails
 Weapons: Rifle, Bowie Knife
 (Roll once on the Random Weapons Tables to see if he has any additional weapons)
If it weren't for those danged posses, this whole "life of crime" thing would be perfect. Even as it is, it sure beats back-breaking labor back on the farm. He knows he doesn't have enough money to retire forever, but it just might be enough to buy a little cantina (and maybe even attract a pretty seniorita as a bride) down in Mexico. That is, of course, if he can get past those danged lawmen!



Random Weapon Tables

Table 1: Number of weapons		Table 2: Weapon types	
Roll 2d6 to see how many extra weapons you have:		Roll 2d6 to see what yuh get.	
2	None	2	None
3 - 5	Roll once on table 2	3 - 4	Derringer
6 - 8	Roll twice on table 2	5 - 6	Pistol
9 - 10	Select any 2 weapons	7 - 9	Rifle
11	Select any 3 weapons	10	Shotgun (either kind)
12	Select any 4 weapons	11	Your choice
		12	Pick any 2

*You also get the following extra ammo (and are assumed to have an ammo belt or other place to store them):
 Derringer: 10 bullets; Pistol: 18 bullets; Rifle: 15 bullets;
 Shotguns: 10 shells.*

The White Hats: The Lawmen

These are honest men, so they're hardly rolling in dough: each man has \$10-\$30 on him, along with standard gear. Each man also has a Standard Horse. Roll on the table below to see what kind of lawman yuh get!

Jack Steel: (Character type) _____
 TN: _____
 Specialties: _____
 Weapons: Rifle, Pistol, Bowie Knife

(Roll once on the Random Weapons Tables to see if he has any additional weapons)
 Originally from New Mexico, he now hangs his hat in Texas while trying to make a name for himself as a lawman. He's the leader, so add +2 to his roll on the table below.

Deacon Williams: (Character type) _____
 TN: _____
 Specialties: _____
 Weapons: Rifle, Pistol
 Bowie Knife

(Roll once on the Random Weapons Tables to see if he has any additional weapons)
 Known as "Deke," this gent's a former church deacon who lost his family during the Lincoln County Wars. Now he wanders the range far and wide, looking for "sinners" who need a little lead redemption.

Billy Dreerson: (Character type) _____
 TN: _____
 Specialties: _____
 Weapons: Rifle, Pistol
 Bowie Knife

(Roll once on the Random Weapons Tables to see if he has any additional weapons)
 Billy is the youngest of the group, and the most hungry to prove himself. Take a -2 modifier to whatever is rolled on the table below.

Random Lawman Table

Roll 2d6 to determine what type of lawman you're playing (and don't forget to apply the modifiers listed in the Character descriptions). Then see Section 9.4.2 to look up their appropriate Target Numbers (TN) and Specialties.

2	Townfolk
3	Thug
4 - 6	Deputy
7 - 9	Sheriff
10	Marshal
11	Texas Ranger
12	Gunslinger

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