



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!

SPECIAL THANKS TO OUR CONTEST SPONSORS

Arnica, Montana

www.arnicamontanarcalestate.com

HOTZ ARTWORKS

www.hotzmats.com

KNUCKLEDUSTER

Old West Books, Games, Miniatures, and Novelties

www.knuckleduster.com

SCALE CREEP
MINIATURES

www.scalecreep.com

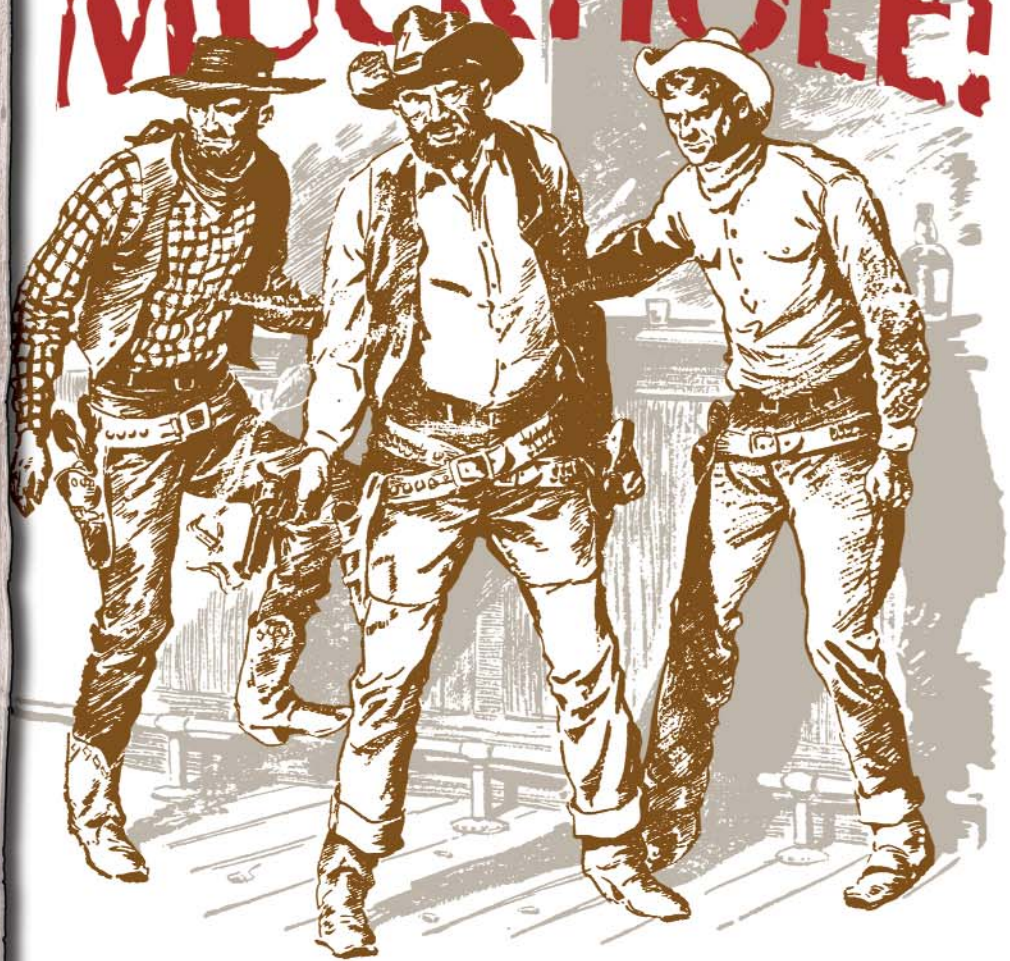
WHITWASH CITY

3-D Wild West Paper / Card-Stock PDF Models

www.erichotz.com/whitewash.html

HAWGLEG
PUBLISHING
www.hawgleg.com

Stand-off at MUCKHOLE!



by Richard Nelson & the Gutshot Posse

The Fargle boys were thirsty and heading into town to raise some serious hell. Unless the Ladies Church League thinks of something fast, there might not even be a town by morning!

Adventure No.: SS006
Difficulty Level: Beginner
No. of Teams: 2-up
No. of Players: 2-up
Location Type: Small town
Duration: 2-4 hours
Game Marshall: No

*Entire contents (including artwork, maps, and graphic elements)
Copyright 2007 Hawleg Publishing
All rights reserved.*

Last time the Fargle Brothers hit Muckhole, they drank and brawled their way through one helluva good time. When they finally rode away, the saloon was in ruins and Ole Doc Murphy was patchin' up a dozen locals. The townsfolk swore they wouldn't let it happen again. But today they heard that the Fargles are on their way again, and the sheriff and deputy have both come down with a case of yellow fever... right up their spines! Those two cowards ran out, leaving the town's defenses in the hands of some shop keepers and the church social ladies, who aim to make a fight of it.



**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!

Does this game need a GM?

Nope. It wouldn't hurt ta have one, but yuh sure as shootin' don't need one.

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.

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 elsewhere on this page) and other non-lethal force is okay, but purposefully shooting lead at a woman will cost yuh 10 VP every time yuh pull the trigger... whether yuh hit 'em or not.

The Lay of the Land

The town's real name is Nelson's Bluff, but everybody (except the mayor and maybe a few of the church ladies) calls it Muckhole - and with good reason. Every time it rains, the streets turn into a thick river of mud that threatens to swallow yuh.

Right now the streets are dry, but those danged Fargles are plannin' to flood 'em with whiskey and blood!

We're not gonna provide a map this time: just a few suggestions:

- Set up a single main street that runs west to east; place a variety of buildings (including one or two with balconies or awnings for the townsfolk to perch themselves on.
- Place the saloon at the east end of town.
- Toss in some crates, water troughs, shrubs and other small items to provide some random cover.

Team Starting Positions

The townsfolk may be anywhere inside the city limits. This includes inside buildings, on top of buildings, hiding, or in plain sight. They must, however, be at least eight inches from the Fargle Brothers' starting positions.

The Fargle Brothers start at the west end of town. They are on foot in the center of the main street, walking as they enter town. Remember to note the comments in the Character Description about their first Action.

Victory Conditions

Award Victory Points to individuals and teams; tally points to determine the winner. *The game is over when:*

1. The Townsfolk are all dead, unconscious, surrender, or flee the board.
2. The Fargle Brothers are all dead, surrender, flee the board, or are arrested.

Group Victory Points

(Awarded individually to the specified team):

Fargle Brothers get rid of the townsfolk (<i>kill 'em, run 'em off, etc.</i>)	50 VP
The townsfolk get rid of the Fargle Brothers (<i>kill 'em, run 'em off, etc.</i>)	50 VP
At least two Fargles make it to the saloon & stay there for one Turn	30 VP
Shooting a woman with anything but rock salt	- 10 VP
All other kills and events	see table C4.1.1

Weapons: Pans, Pins & Salt

As noted on Table 11.3 in the *Gutshot Core Rule Book*, women get +2 with a *frying pan* when using it against men, who are at -2 to defend themselves! Rolling pins are not quite as potent, giving only a +1 attack / -1 defense. Note that each weapon has a chance to stun its target (see 11.1.1 for more about Stunning Attacks).

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). And don't forget that shotguns have a scatter effect and hit people close to the central target (see 10.7.1.4).

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

Black Hats & Townsfolk: The Teams

The Fargle Brothers each get one Action at the beginning of the game. Once their Actions are finished, start drawing initiative normally. The townsfolk in this game are considered to be NPCs, as such, each townsfolk only get two Actions per Turn.

The Fargle Brothers:

Starting Point: West end of town

Weapons: Players Choice (see Character Sheets for details)

Motivation: Them townies need to be taught a lesson!

Cotton Fargle: Custom 2

TN: 8

Specialties: Spontaneous, Two-Gun Shootist
The oldest brother, and possibly the meanest when he's drunk. He sure ain't letting no townies keep him from a night of drinking and fighting.

Tobias Fargle: Gunslinger

TN: 6

Specialties: Fanning-the-Gun, Quick-Draw: Pistol
Once they teach these townies who's in charge, they'll be running this place.

Rufus Fargle: Custom 2

TN: 8

Specialties: Spontaneous, Two-Gun Shootist
Just 'cause he's the "baby brother" don't mean he's no less ready fer a fight. Them townies are gonna regret this day!

The Muckhole Townsfolk:

Starting Point: Anywhere inside the city limits.

Weapons: Players Choice (pick 1; see note about rock salt & shotguns)

Motivation: Those Fargles ain't gonna make it to the saloon!
NOTE: Everyone living in Muckhole is a standard Townsfolk Character type with the following stats:

Muckhole Citizen: Townsfolk

TN: 9

Specialties: (they have both) Hard-to-hit, Speedy
These folks are gonna make a stand of it. By golly, no rowdies are ever gonna tear up this town again!

The honorable citizens of Muckhole

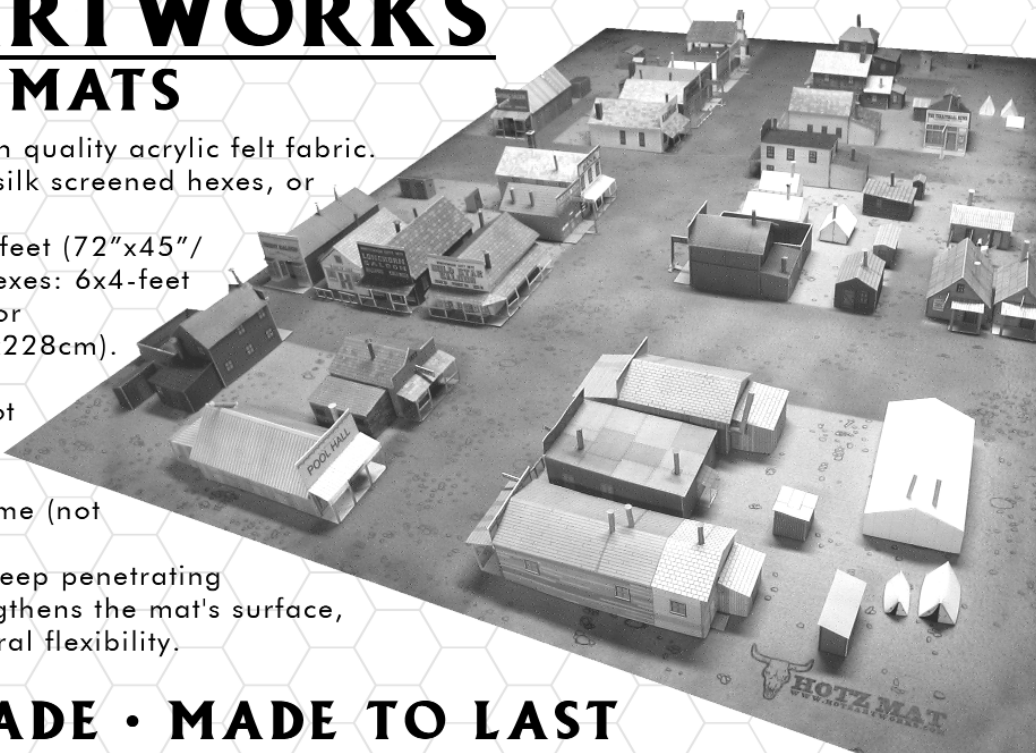
Here's a list of who's who in town. You don't *have* to outnumber the Fargles 5-to-1, but it's fun if yuh do! We've even got pre-filled Townsfolk NPC sheets available for you to download.

Garfield Dolan	Hodges Olsen	Terrence Smith
Petunia Dolan	Clive Olsen	Thomas "Tick" Jones
Unita "Nita" Dolan	Martha Olsen	Betty Jones
Hank Bosworth	Miguel Moldenaro	Bertha Jones
Lucy Laramie	Javier Moldenaro	Bedina Jones

Featured Sponsor: These sturdy felt game mats are the perfect start to any Wild West town layout. Available with and without streets, they can also be custom painted to your specifications.

HOTZ ARTWORKS FELT GAME MATS

- Mats are made from high quality acrylic felt fabric.
- Mats are available with silk screened hexes, or without hexes.
- Mat size with hexes: 6x4-feet (72"x45"/183x114cm); without hexes: 6x4-feet (72"x45"/183x114cm) or 6x8-feet (72"x90"/183x228cm).
- Hex grid patterns are esthetically pleasing, not overpowering, allowing you and your players to concentrate on your game (not the mat).
- Mats are treated with a deep penetrating fabric binder that strengthens the mat's surface, while retaining it's natural flexibility.



QUALITY MADE • MADE TO LAST

WWW.HOTZARTWORKS.COM