



GUTSHOT™

2006 ORIGINS
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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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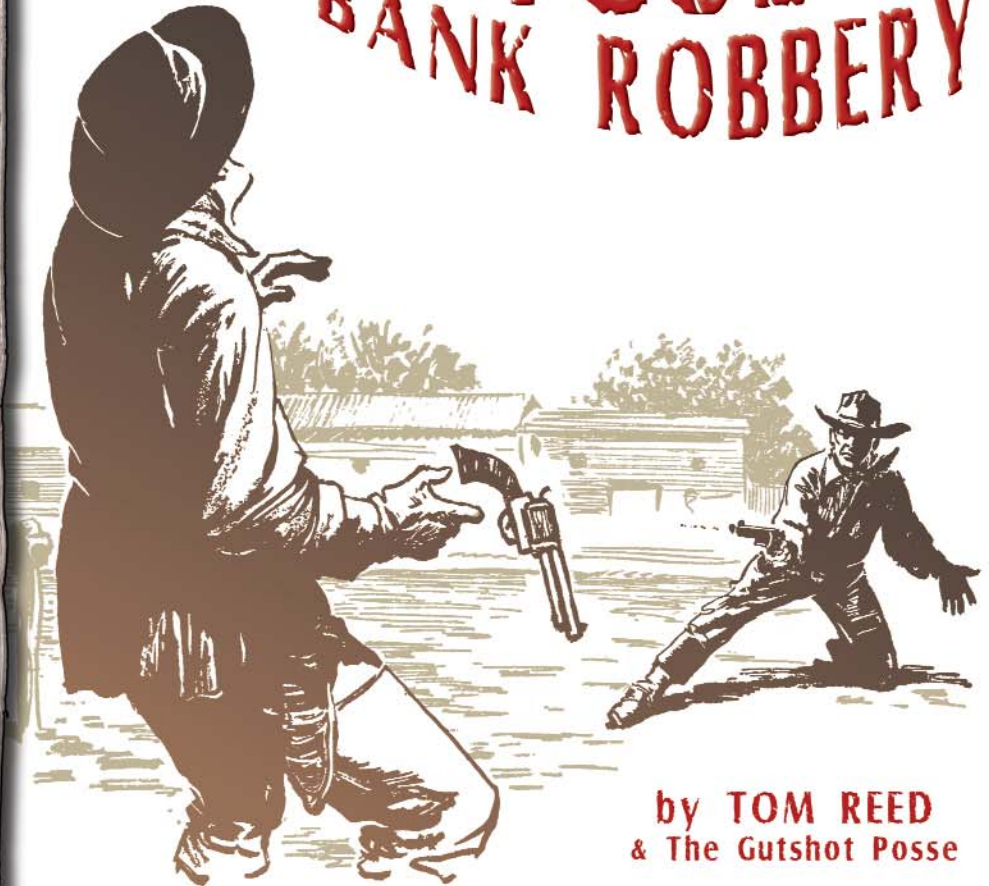
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THE GREAT DRYGULCH BANK ROBBERY



by **TOM REED**
& The Gutshot Posse

Take a passel of rowdy cowboys, a condemned man waiting to be hanged, then throw in Mike McKenna's gang of trigger-happy outlaws and you got the makings fer one heap o' trouble!

Adventure No.: SS007
Difficulty Level: Beginner
No. of Teams: 3
No. of Players: 3-up
Location Type: Small town
Duration: 2-3 hours
Game Marshall: Yes

The sun was just rising as the Sheriff looked up and down the dusty Main Street of Drygulch. The Double Diamond ranch had just finished a long cattle drive and all the hands were in town waiting to get paid. They were gonna whoop-n-holler tonight, but fer now they were all peaceable waitin' fer the bank to open so the foreman could draw their pay. And if a long, rowdy night ahead weren't enough to put some sand in the Sheriff's craw, there's that prisoner sittin' in the jail cell waiting to be hanged tomorrow and all them rumors flying around about how his brother aims ta bust him out.

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Of course, it's probably just as well that the Sheriff didn't know that the McKenna gang was about to ride into town and attempt a daring daylight bank robbery! Yup, it was gonna be a long day in Drygulch.

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:

Any standard Western miniatures will do for this game. These are available from your Friendly Local Game Store, as well as from our contest sponsors:

Scale Creep Miniatures
www.scalecreep.com

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Starting Positions

White Hats start in the Sheriff's Office. They are expecting trouble, so they have weapons and are ready to run out the door. They must remain there until they hear a shot fired, see a Black Hat, or sense some other type of trouble. **If a White Hat's name is pulled before trouble starts, just toss it back into the hat.**

Gray Hats are in the Saloon. They must remain there until they hear a shot fired or obvious trouble starts. **If a Gray Hat's name is pulled before a shot is fired, just toss it back into the hat.**

Black Hats start in town, on foot, and cannot be closer than 12 inches from the Sheriff's Office or the Bank. They may not start inside a building.

The Story Thus Far...

Sheriff Jerry Miller tries to keep things peaceable in Drygulch, which ain't easy with all them rowdy cowboys comin' into town blowin' their wages on drinking and gambling. Still, most of them are decent boys – they're just young and fulla piss-n-vinegar. Most of them, that is... except for Skinny Otto McKenna.

Skinny Otto is just bad news. He's always getting into fights about cards, women and who-knows-what. Anything so he can show how tough he is. About a month ago he picked a fight with Sven Erikson, a big dumb Swede of a plowboy who was in town to do a little drinking while his folks were out of town. Skinny Otto and him played cards and slammed down some firewater. Lady Luck smiled on Sven and granted him the biggest case of beginner's luck anybody had ever seen. Sven won every hand that night, taking Skinny Otto down to his last dime.

That's when Lady Luck turned fickle. Skinny Otto called Sven a cheat and had drawn and fired before anyone even saw him move. The bullet caught Sven right between the eyes and he was dead before he hit the floor. Before Otto could skedaddle, though, six rough

Swede Sodbusters and one burly Norwegian teamster pounded Skinny Otto plum into the ground. By the time Sheriff Miller got there, it was all he could do to keep them from lynching the killer right on the spot.

Somehow he managed it, though, and kept Skinny Otto alive through his trial and conviction. All he has to do now is keep him alive for one more day until the hangman comes to town. That is, of course, unless his no-good brother shows up to try'n spring him. And, of course, that's who's ridin' into town at this very moment: Big Mike McKenna. Not only does Big Mike plan on springing his kid brother, but he's got his eyes on that bank vault fulla the pay due the hands of the Double Diamond Ranch.

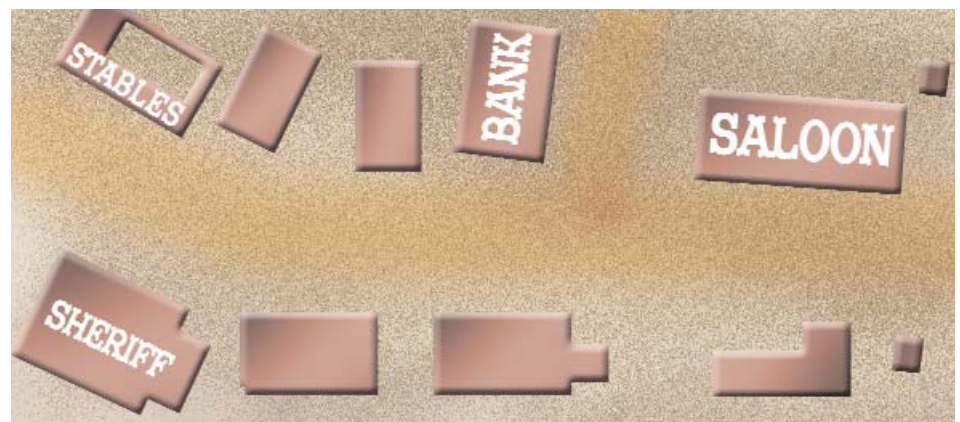
Now, most days the Sheriff might not be too much trouble for Big Mike and his gang of trigger-happy outlaws-n-owlhoots, but there's also a saloon fulla rowdy cowboys who won't take to kindly to anyone trying to make off with their hard-earned pay!

No matter how ya slice it, this is gonna turn into a three-way shootout that's gonna make the blood flow in Drygulch.

Town Layout: Drygulch

The exact size and layout of the town really isn't all that important. The only things you need to do is keep the bank and the jail at least 36 inches apart so that it takes three full Actions to cover that distance by a healthy, running man.

And remember, many towns had a "jumbled" look (like the one below) that can provide for exciting gaming opportunities. Also, keeping the town small tends to speed up the game because everyone spends less time moving and more time shooting.





**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 townfolk trying to drive off a small gang of goons, then you probably should have a GM control the mob of townfolk 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!

Get back here, you coward!

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.

If it's one of the White Hats, then he'll be considered a coward and will be fired when he finally dares to show his face (but heck, it's better to be a live coward than a dead hero). Ranch hands will probably hoof it back to the ranch, and his pardners probably won't think much of him from now on.

Big Mike don't want no yella-bellied cowards in his gang, so Black Hats better plan to keep on running!

White Hats, Black Hats & Gray Hats

What we got here are three teams with mostly opposing objectives. **Sheriff Miller** and his boys are wearin' the **White Hats** and they are charged with upholding the law and keeping the peace. *The GM should be watchful to ensure that this team acts appropriately, and he should be quick to dock the team -5 thru -20 VP for willfully destroying property or endangering townfolk.* This team has the most restrictions on its acceptable behavior, so it earns the most points for actually achieving its Victory Objectives.

Big Mike McKenna's gang is obviously wearing the **Black Hats**, and they don't give a hoot about nothin' or no one... except maybe themselves. They may plunder and pillage as they see fit,

but keep in mind that Big Mike loves his baby brother and he will kill *anyone* who shoots Skinny Otto (either accidentally or on purpose). *If he fails to do this his team will be docked -50 VP.*

The **Gray Hats** are worn by a bunch of decent fellas. They're the hard-workin' and hard-playin' crew from the Double Diamond Ranch, and their "leader" is **Jim Bob Wells**. He's a tall drink of water who's respected by his boys for being both fair and fearless. Ain't no way he's gonna let them outlaws ride off with their money, and if people get hurt or buildings get shot up... well, that's just too danged bad. This team has almost no restrictions, other than they cannot fire at the White Hats or innocent townfolk.

Victory Conditions

In this game, the Victory Objectives for each team are pretty cut and dried, but it is possible that no team will achieve full victory. For example, if the outlaws make off with 50% of the loot but Skinny Otto is either killed or still in custody, then no one team can claim full victory. If this happens, the GM should add up all points for kills, assisted kills, partial victory and other factors. The team with the most points is the winner (unless, of course, it's a tie).

The White Hats: The Lawmen

The White Hats may declare complete victory if they meet these two conditions:

- 1) Prevent Big Mike and his men from getting Skinny Otto out of jail and off the board alive
- 2) At least 50% of the payroll is on the table at the end of the game (it doesn't have to be in the bank, just on the table)

If these two conditions are not met, then they have only achieved partial victory, in which case the GM should calculate VP based on the following criteria.

Victory Points

(Awarded individually, or divided among the team):

Kill/capture Big Mike	75 VP
Prevent Otto from escaping	50 VP
Saving at least 50% of payroll	50 VP
All other kills	see table C4.1.1

The Black Hats: The McKenna Gang

The Black Hats win if they get Otto off the board alive and they get at least 50% of the payroll.

Victory Points

(Awarded individually, or divided among the team):

Getting Otto out of Jail	35 VP
Getting Otto off the table alive	35 VP
Killing the Sheriff	35 VP
Stealing at least 50% of payroll	25 VP
All other kills	see table C4.1.1

The Gray Hats:

The Double Diamond Boys

The Gray Hats win if they save 100% of the payroll.

Victory Points

(Awarded individually, or divided among the team):

Killing Big Mike	25 VP
Killing Otto	25 VP
Saving at least 50% of payroll	25 VP
Saving all of of payroll	75 VP
All other kills	see table C4.1.1

Black Hats: The McKenna Gang

Note that a few of these varmints have special Victory Conditions listed fer ‘em. Keep track of these when yuh count the score at the end of the game. Each man has standard gear and \$10-\$60 on him in greenbacks and gold.

Big Mike McKenna: **Custom 1**
 TN: 6
 Specialties: Tough-As-Nails
 Weapons: Rifle, Pistol, Bowie Knife
*Mike has two goals: rob the bank and free his baby brother from jail. If anyone shoots Skinny Otto (accidentally or on purpose), he **must** kill that person before the end of the game, or his team loses 50 VP.*

Holdin “Itchy Trigger” Parker: **Outlaw**
 TN: 7
 Specialties (pick 1): Quick-Draw: One Weapon or Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll once on the Random Weapons Tables for additional weapons)
He’s is in it for the money, but if the boss wants his kid brother outta jail, that’s okay... as long as it don’t interfere with getting the loot! He gets an extra 10 VP if they get 100% of the payroll.

Bobby Ray: **Outlaw**
 TN: 7
 Specialties (pick 1): Quick-Draw: One Weapon or Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll once on the Random Weapons Tables for additional weapons)
This money will buy a lotta time with the ladies.

Ronnie Friedrick: **Owlhoot**
 TN: 8
 Specialties: Brawler, Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll once on the Random Weapons Tables to see if he has any additional weapons)
He and Bobby are sure gonna have some fun when this is over!

Bob Broadstreet: **Owlhoot**
 TN: 8
 Specialties: Brawler, Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll once on the Random Weapons Tables to see if he has any additional weapons)
Nothing’s nicer’n a big stack of greenbacks ta make yuh smile.


Rio “Roadrunner” Bullington: **Custom 2**
 TN: 8
 Specialties: Speedy, Two-Gun Shootist
 Weapons: 2 Pistols, Bowie Knife
Rio is fast on his feet and even faster on the draw.

Bass Blake: **Thug**
 TN: 9
 Specialties: Brawler, Hard-to-hit, Tough-as-Nails
 Weapons: Bowie Knife
(Roll twice on the Random Weapons Tables to see if he has any additional weapons)
Bass is Trout’s cousin, so he earn’s 5 VP if Trout doesn’t take any Damage during the game and 25 VP if he avenges his death.

Trout Blake: **Thug**
 TN: 9
 Specialties: Brawler, Hard-to-hit, Tough-as-Nails
 Weapons: Bowie Knife
(Roll twice on the Random Weapons Tables to see if he has any additional weapons)
Bass is Trout’s cousin, so he earn’s 5 VP if Bass doesn’t take any Damage during the game and 25 VP if he avenges his death.

“Devil’s Bend” Jackson: **Custom 3**
 TN: 9
 Specialties: Armed-to-the-Teeth, Hard-to-hit, Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll three times on the Random Weapons Tables to see if how many extra weapons he gets, ignoring rolls of 2 or 3.)
This gent prefers to let his guns do the talking for him.

Heck “Old Chicken” Bosh: **Custom 2**
 TN: 8
 Specialties: Hard-to-Hit, Tough-as-Nails
 Weapons: Pistol, Bowie Knife
(Roll twice on the Random Weapons Tables to see if he has any additional weapons)
Heck’s nickname is ironic because he’s the most fearless gang member. He earns 10 VP if he does something foolhardy like run through a hale of bullets, face down more than one opponent, or something equally daring (the GM needs to judge this carefully). By the way, he earned that nickname because he grew up on a chicken farm.



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
3 - 4	Derringer
5 - 6	Pistol
7 - 9	Rifle
10	Shotgun (either kind)
11	Your choice
12	Pick any 2

*You also get the following total ammo (this is not per weapon), 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.*

White Hats: Sheriff Miller & Deputies

Jerry Miller: Sheriff
 TN: 7
 Specialties: True Grit
 Weapons: Rifle, Pistol, Bowie Knife
It's his job to keep this town safe and to uphold the law, and dang it, that's just what he's gonna do.

Barry Westfield: Deputy
 TN: 8
 Specialties (has both): Lucky, Hard-to-Hit
 Weapons: Pistol, Sawed-off Shotgun, Bowie Knife
The law is the law and that's just the way it is. Ain't no way those filthy outlaws are gonna bust Otto out of jail or make off with the loot.

Josiah Rich: Deputy
 TN: 8
 Specialties (has both): Lucky, Hard-to-Hit
 Weapons: Pistol, Shotgun, Bowie Knife
He used to be the town drunk and Sheriff Miller was the only one who believed in him. He earns 20 VP for killing any man who shoots the sheriff.

Crusty McBride: Deputy
 TN: 8
 Specialties (has both): Lucky, Hard-to-Hit
 Weapons: Pistol, 2 Sawed-off Shotguns, Bowie Knife
This old coot is loyal to the town and the sheriff, but he didn't live this long by being stupid. He earns 10 VP if he makes it to the end of the game without being Severely Wounded.

In the jail Cell at the Sheriff's Office:

Skinny Otto McKenna is the only prisoner right now. The jail is too sturdy to break open, and the lock cannot be shot open. There are two sets of keys: in Sheriff Miller's shirt pocket and locked in his desk drawer (which can be forced opened as a Fast Task with a successful Action Check). Otto knows where the keys are and can instruct the Black Hats on where to find them.

Skinny Otto McKenna: Owlhoot
 TN: 8
 Specialties: Brawler, Tough-as-Nails
 Weapons: None

Gray Hats: Double Diamond Ranch Hands

Except for the foreman and the Top Hand, the cowboys all have the same weapons and gear: a pistol, Bowie Knife, and 18 extra bullets. Each one would be hard-pressed to scrape up a dollar right now, which is why they're so willing to fight to protect the payroll.

Jim Bob Wells: Custom 1
 TN: 6
 Specialties: Tough-as-Nails
 Weapons: Rifle, Pistol, Bowie Knife
He's the foreman at the ranch and these are his boys. They worked hard on that trail drive and deserve to have some fun. If any of his men get killed, he earns 20 VP for avenging them.

Leon Donner: Custom 2
 TN: 8
 Weapons: Pistol, Bowie Knife
Dagnab it! All he wanted was drinking, poker and carousing. He sure as heck didn't plan on a gunfight today, but if that's the way the cards are dealt, then by golly, that's the way he'll play 'em!

Hoot Hobbs: Cowboy
 TN: 8
 Specialties (has both): Reliable, Sure-shot: Pistol
 Weapons: Pistol, Bowie Knife
"You say there's gonna be a fight? Sounds like fun, so count this hombre in!"

Stubby Gibson: Cowboy
 TN: 8
 Specialties (has both): Reliable, Sure-shot: Pistol
 Weapons: Pistol, Bowie Knife
"Awww dang it. Not another gunfight..."

"Harmonica" Jones: Cowboy
 TN: 8
 Specialties (has both): Reliable, Sure-shot: Pistol
 Weapons: Pistol, Bowie Knife
"Hmmm. Maybe if I sneak up behind 'em, they won't see me coming."

"Slick" Joey Anderson: Cowboy
 TN: 8
 Specialties (has both): Reliable, Sure-shot: Pistol
 Weapons: Pistol, Bowie Knife
"Sure hope this little scrape don't mess up muh hair."

Whiskey Joe McCall: Cowboy
 TN: 8
 Specialties (has both): Reliable, Sure-shot: Pistol
 Weapons: Pistol, Bowie Knife
"The faster we kill 'em, the faster Ah start drinking."

Featured Sponsor: Life in the West was rough-n-tumble and it's nice to have solid buildings that can stand up to the action. Arnica, Montana makes a fine line of 25/28mm resin buildings that can gussy up any gaming table... and at prices that won't tempt you to rob a bank! Plus, they make the only five-cornered saloon suitable for use as "The Gem" from HBO's *Deadwood* television series.

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