



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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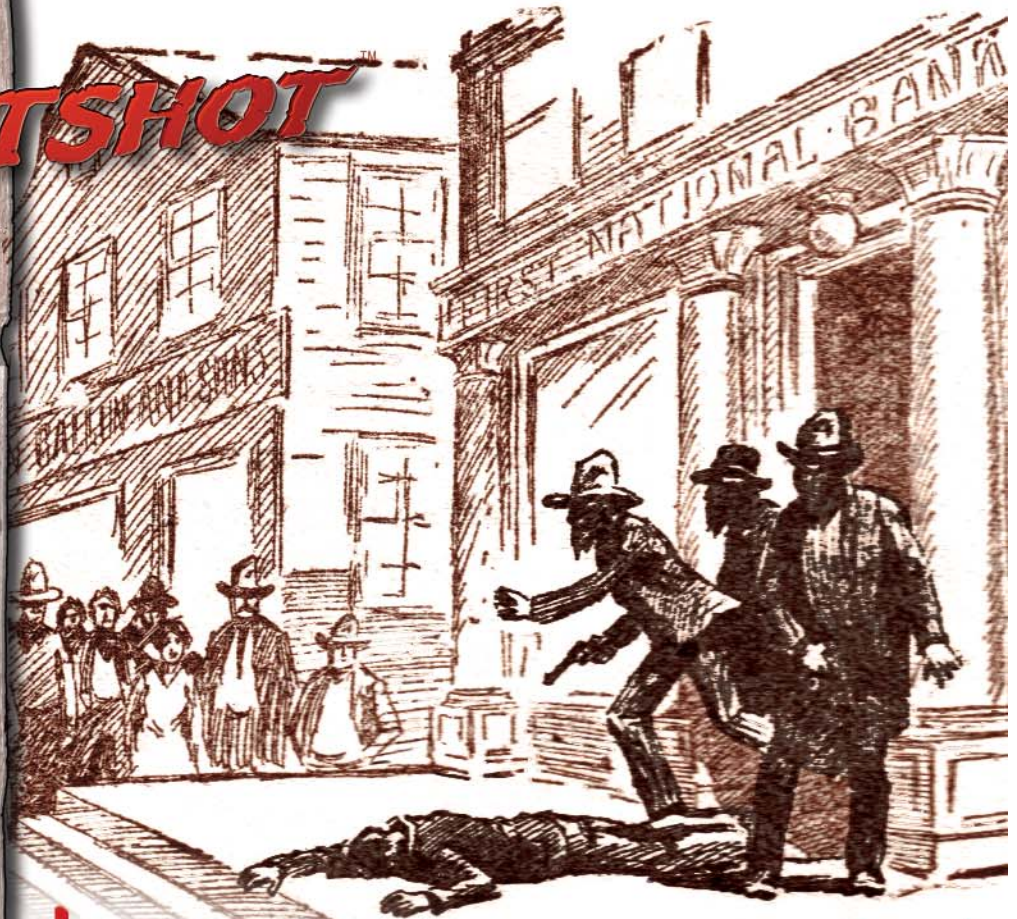
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A Flash of Lightning from a Clear Sky!

BY ANDREW COLLINS & THE GUTSHOT POSSE

After four years away robbing and murdering, the Longbarrow gang is coming home to Missouri, to Mortonville to be precise. A quiet and peaceful town full of hard-working folk... and two banks!

Adventure No.: SS008
Difficulty Level: Intermediate
No. of Teams: 2
No. of Players: 2-up
Location Type: Small town
Duration: 2-3 hours
Game Marshall: Required

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After the war, the Longbarrow boys decided not to return to their farms and ranches and to the world where an honest day's labor earned you an honest day's pay. Instead, they decided to take a shortcut to the good life and had been hard at work robbing and thieving in Arkansas and Tennessee.

They've done their job well and are now well known to the authorities and populace as a gang of viscous killers who aren't afraid to take what they want. Right now, the gang's fortunes are a bit on the lean side. They're on the run, pursued by a posse of US Marshals who are just a day's ride behind them. With only \$900 between them, there's time for one last job before retiring to South America. Now it's time to go home!

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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:

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
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There's a new Game Marshal in town

Although you could run this game without him, this is exactly the sort of game that works better with a **Game Marshal**. There's just so much unscripted action and events that fall outside the letter of the law (well, the *Gutshot Core Rule Book*, at any rate) that yuh just need someone to take charge of things.

Particularly, the GM needs to handle the hold-ups inside the two banks and determine what, if any, resistance is put up by the tellers or customers. He may also want to set limits on how long it takes the townsfolk to arm themselves and set up a defense against the outlaws.

The Story Thus Far...

Running low on funds and with a posse of US Marshalls only a day's ride behind them, the Longbarrow boys are desperate. Harvey Longbarrow was born and raised eight miles outside of Mortonville, so he knows the land and hopes this will give them an edge in this, their most brazen robbery ever.

The've decided to make one last, legend-making score and then retire to South America.

Mortonville is a quiet, hardworking town of farmers and merchants with two banks across the road from each other. Harvey estimates that the combined haul will be danged near \$50,000! The James boys tried it and failed, as had the Daltons. Now it's the Longbarrow gang's time, and they just know they'll be the first outlaws to successfully pull it off!

It's dawn and the five members of the gang have hitched their horses about 100 yards from the banks. Harvey Longbarrow is disguised with a false beard, as he was well known in town. The boys pull their rifles from their saddles and move toward the banks.

It's early and Amos Green is working in the livery stable when he first notices the men. They look all wrong for the town. They're dusty, heavily armed and there's something he just can't put his finger on about one of the men. He looks kind of familiar...so familiar that Amos decides to follow them and see what they were up to.

The outlaws cross the road and three of them enter the first National Bank. Amos instantly knew what was going on. The remaining two men quickly crossed the road and enter the Bank of Missouri. With that Amos takes off shouting at the top of his lungs, "They're robbing the banks! They're robbing the banks!"

Hearing the alarm, the citizens of Mortonville quickly arm themselves and rush to defend their home. This was one town that would not roll over!

It's 9.30 a.m. Elliott, Charlie and Wes are in the First National Bank; Harvey and Big Jack are in the Bank of Missouri. With weapons in hand, the civilians can be placed anywhere in town as long as they are further than 8 inches from any of the banks.



GM Advice: How to rob a bank

The Game Marshal is in charge of one of the most important factors in this adventure: the bank robberies. And what's more, your decision will have a big impact on the adventure's length. Now, there ain't no single way to run this part of the game, so yer gonna have to wing it a bit. But don't fret none, we've got a few suggestions fer yuh.

Pull Action Slips for bank NPCs

You can do this for each separate NPC (which will definitely lengthen the game), or you could put two slips into the hat and move all the NPCs at the same time as a mob. You may want to make a few NPC morale checks to see how much resistance (if any) there is.

Just zip through the robbery

If you'd rather focus on the fight with the townsfolk outside, then just go through the robberies with a few NPC morale checks and get the robbers out in the streets as fast as you can.

Get to the bank, already

Another way to speed things up is to cut down on preliminary figure movement. In other words, just start with the outlaws inside the bank. In this instance, you could also streamline things by "cheating" on initiative during the robberies. Just go in a circle around the game table and have each Character take one Action and then start pulling names when they exit the banks. This is a bit cheesy, but it will really speed things up!

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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 when he finally dares to show his face (but heck, it's better to be a live coward than a dead hero).

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

Hand over the loot and nobody gets hurt!

How much loot is in the bank? Heck, we don't know, and sure-as-shootin' the Longbarrow boys ain't got time to stop and count it right now!

We suggest you roll 3d6 for the Bank of Missouri and do some math: make it \$3,000-\$18,000 per bank. The First National Bank is a bit more high-tone, so roll 5d6 to generate a range between \$5,000-\$30,000.

We also suggest you divide the loot into at least six bags. This will require at least one outlaw to holster his weapon in order to carry both bags; he'll have to decide between defending himself or trying to make off with the loot! Don't yuh just love them moral dilemmas?

Town Layout: Mortonsville, Missouri

Mortonsville is thriving community. The tents and shacks of its early years have been replaced by buildings of wood and brick. The upscale parts of town even feature wooden sidewalks and painted buildings!

Of course, the streets are still dirt and prone to flooding in the wet season and horses must be hitched only in the outer parts of town or at the livery stable (located conveniently near a high-

class "gentlemen's club" that caters to the town's leading citizens.

As befitting its prosperity, Mortonsville even has two banks, and although the exact town layout isn't that important, it is vital that the banks be at least 16 inches apart (measure from door to door). Likewise, the each bank should be 14-18 inches to the nearest hardware store (which is stocked full of ammo to arm an angry populace).



Victory Conditions

The Black Hats want to rob the banks and get to their horses to escape. The White Hats want to stop them and defend their livelihoods. For the Black Hats to declare total victory, at least four of them must make it off the table with more than half of the loot. For the White Hats to declare total victory, they must prevent the outlaws from escaping with any of the loot. If there is no clear winner, then calculate the total Victory Points earned per team and the team with the most points is the winner.

White Hats: Lawmen & Townsfolk

Victory Points

(Awarded individually, or divided among the team):

Kill/capture Harvey Longbarrow	50 VP
Kill/capture an outlaw	20 VP
Per bag of loot saved	25 VP
Shoot a horse on purpose	- 5 VP
Each outlaw that escapes	-20 VP

The Black Hats: The Outlaws

Victory Points

(Awarded individually, or divided among the team):

Not killing anyone in the bank	10 VP
Kill Amos Green (that dirty snitch!)	50 VP
Kill a civilian	20 VP
Per bag of loot taken off the table	50 VP
Each outlaw that escapes	25 VP

Black Hats: The Longbarrow Gang

HARVEY LONGBARROW Custom 1
TN: 7
Specialties: Sure-shot: Rifle
Weapons: Rifle, Pistol, Derringer
The leader of the Longbarrow gang. A hard man, with a quick temper and even quicker trigger finger. Known to be an excellent shot with the rifle. This is one quick job and then a life of luxury in South America. Longbarrow can't wait to nail two banks at once and outdo the James and the Daltons. The Longbarrow gang will go down in history!

"BIG" JACK GAMMON Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Rifle, 2 Pistols
Not known for his intelligence, but a very dangerous man to upset. A failed gambler who took to the owlhoot trail instead of paying off debts. To be perfectly honest Big Jack doesn't care who he kills, men, women, children it's all the same to him.

"DYNAMITE" ELLIOTT DANDO Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Rifle, Sawed-off Shotgun, Pistol
Nicknamed "Dynamite" Dando is noted for his explosive temper. A former bank cashier who helped himself one day to the contents of the vault, and has been running ever since. There ain't a vault he don't know about, so no dumb cashier better not try to hoodwink Dynamite!

WESLEY SAXON Thug
TN: 9
Specialties: Brawler
Weapons: Tough-as-Nails, Hard-to-Hit, Rifle, 2 Pistols
Wes is a new member of the gang and this is his first robbery. He wants to prove himself to the rest of the gang and doing this in front of some foolish townsfolk, well, all the better!

CHARLIE "BUCKSHOT" ROBERTS Thug
TN: 9
Specialties: Brawler
Weapons: Tough-as-Nails, Hard-to-Hit, Rifle, 2 Pistols
"Buckshot" is in two minds over this job. He thinks it's insane to go to a town that knows you. However, Charlie doesn't care about the danger or the money. For him it's all about doing the job. He doesn't know what he'll do in South America, but ol' Charlie ain't planning on retiring just yet!

Weapons & Gear

All of the outlaws have two reloads per weapon, with another two reloads with the horses. They are wearing standard clothes and all have standard horses. If the Outlaws attempt to leave the banks with the loot they will each have to carry a bag of \$10,000 meaning an overloaded encumbrance level, -2 attack and -50% movement penalties.

White Hats: The Honorable Citizens of Mortonsville

The Townsfolk start the game with weapons ready, but may not attack until the outlaws start the robbery (or exit the bank: this is at the GM's discretion). They are armed with one reload per weapon, but can reload by moving to one of the two hardware stores.

AMOS GREEN Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Shotgun

PRESTON WILLIAMS Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Pistol

ART REYNOLDS Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Rifle

LEWIS BRODERICK Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Rifle

HENRY ISAACS Custom 2
TN: 8
Specialties: Sure-shot Rifle, Quick Load
Weapons: Rifle

LUKE BALDWIN Greenhorn
TN: 10
Specialties: Hard-to-Hit, True Grit
Weapons: Pistol

BILLY HUGHES Sodbuster
TN: 9
Specialties: Brawler, Hard-to-Hit, Tough-as-Nails
Weapons: Rifle, Bowie Knife

LEROY DEAN Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Pistol, Club

CHARLES COX Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Pistol, Bowie Knife

JOHN CLARE CUSTOM 2
TN: 8
Specialties: Sure-shot: Rifle, Speedy
Weapons: Rifle

CALLUM SEAMAN Sodbuster
TN: 9
Specialties: Brawler, Hard-to-Hit, Tough-as-Nails
Weapons: Shotgun, Bowie Knife

ZAB CONNELLY Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Rifle

CHRIS BROWN Townsfolk
TN: 9
Specialties: Hard-to-Hit, Speedy
Weapons: Rifle



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The advertisement is set against a background of a wooden plank wall with several bullet holes. It features several miniature products: two figures from Dixon Miniatures, three figures from Artizan Designs, and three figures from Monday Knight Productions. A book titled 'Gutshot' is also shown. The text is arranged in a collage-like fashion, with some elements overlapping others.