



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-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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Klaus Needs a HOLIDAY!

by CARMEN CERRA & The Gutshot Posse

It's the most wonderful time of the year and Klaus, the village blacksmith, is getting ready to deliver a wagon full of toys to the good girls and boys... unless Cole Black and his meanies stop him!

Adventure No.: SS009
Difficulty Level: Intermediate
No. of Teams: 2 - 4
No. of Players: 2 - up
Location Type: Edge of town
Duration: 2 - 3 hours
Game Marshal: Optional

To the adults of Winter Cove, he's Klaus Kringowski, the barrel-chested blacksmith with arms as thick as cypress trees. The children, however, know him as "Unca Klaus," the kind-hearted toymaker with a laugh as big as his belly. All through the year, Klaus tinkers with wood and metal to make ingenious toys for the good girls and boys. Every Christmas he loads up his mule cart - pulled by trusty old Rudy - and delivers 'em throughout the county. It's become a tradition that spreads a little joy into the hard lives of the solid frontier folk in them parts, and it's just one of the reasons Klaus is beloved by everyone.

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Almost everyone, that is, except for Cole Black and his no-good band of thugs who are gonna do their dangdest to make sure that Christmas ain't gonna come this year!

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:

For the most part, any standard Western miniatures will do for this game. On the other hand, around Christmas they sell a bunch of really neat toy sets that might be appropriate for this game. Some of them are a bit large, but if you don't mind that they could add a nice bit of color and whimsy to your game.

If you decide to go with more standard Western fare, you can pick up some suitable figures from your Friendly Local Game Store, as well as from our contest sponsors:

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Do yuh need a GM?

It is entirely up to you whether yuh run this with a Game Marshal or just fly by the seat o' yer britches. A GM can help run Rudy the mule, the Townsfolk and take care of any random events that occur. But there's nothing so dad-blasted complicated that yuh can't run the game without one. Just read the adventure description and then decide fer yerselves.

The Story Thus Far...

The shadows are growing long on the ground as the year comes to an end. It's probably just a matter of weeks before Old Man Winter blows his frosty breath over the land and buries it beneath a white mantle of snow. Until then, however, spirits are high as the little town of Winters Cove gets ready to celebrate Christmas.

As in past years, Klaus, the kind old blacksmith, has packed his wagon full of toys and treats for the families in the surrounding areas. Klaus and his assistant, Eddie "Little Fella" have packed

up the wagon and it's outside the shop, ready to go. This year, however, Cole Black and his pack of no-good thugs have surrounded the shop and are about to lay siege to prevent Klaus from making his rounds. In short, they want to stop Christmas from coming! Their motives? Just pure, mean orneriness.

Fortunately, Klaus has friends. Doc Hollyday (no, not the famous one) is riding into town with Hermy the Dentist and Yukon Kornelius, the old prospector. But, will they get here in time to save the day?

Victory Conditions & Starting Positions

This is a very flexible game that can be run with 2-4 teams: **The Santa Hats** (Klaus & Eddie), **the White Hats** (Doc Hollyday & Company), **the Black Hats** (Cole Black & goons), and finally, **the No Hats** (the Townsfolk). The Townsfolk are *extremely* optional and should only be used if you want to turn this into a massive fight. If you add them, we suggest you bring them in during the third or fifth Turn; it takes them that long to hear the fighting, arm themselves, and start running for Klaus' shop. You might also consider adding another 4-6 thugs to the Black Hat team.

If neither team achieves Complete Victory, use the Victory Points to determine the winner: All Characters start with weapons in hand. See map notes for team entrance and exit points.

White Hats: Klaus, Doc & Townsfolk
Complete victory is achieved if Klaus gets out of town alive with his wagon and the gifts. Otherwise, use the points.

Victory Points

(Awarded individually, or divided among the team):

Kill/capture Cole Black	25 VP
Capture an outlaw alive	25 VP
Kill an outlaw	10 VP
Shoot a horse on purpose	- 5 VP
Each outlaw that escapes	-10 VP

STARTING POSITIONS

Santa Hats: Start inside the blacksmith shop. All doors and windows are closed and locked.

White Hats: Add their Action Slips to the hat during the Second Turn and when their name is pulled, the character will appear on horseback at the east end of town: the horse will be moving at a Trot (move them 12 inches down the road).

No Hats: Townsfolk should move as a Mob (2 Actions per Turn) and come out of various buildings in town (determined by any random method).

The Black Hats: Cole Black's Gang
Complete Victory is achieved if they prevent Klaus from leaving town alive with the wagon of gifts.

Victory Points

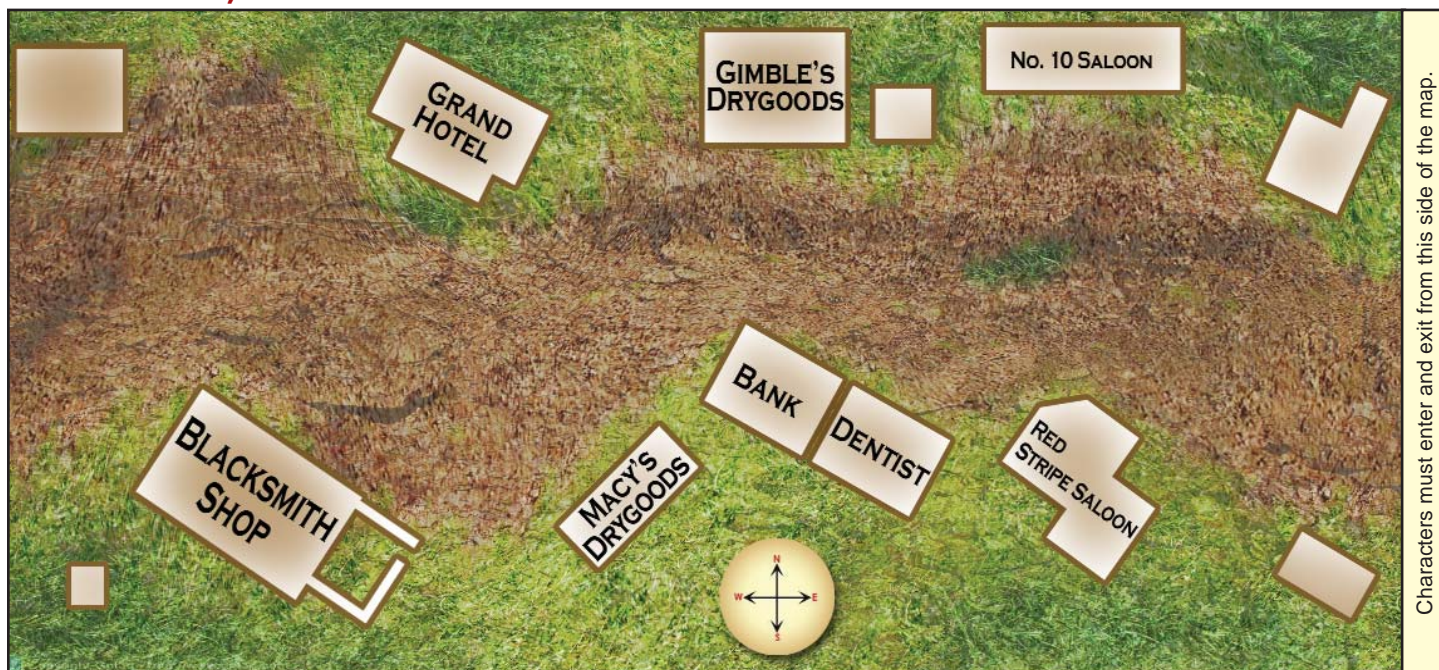
(Awarded individually, or divided among the team):

Kill Klaus	35 VP
Kill Eddie "Little Fella"	15 VP
Kill Doc, Hermy or Kornelius	20 VP
Kill a Townsfolk	5 VP
Shoot Rudy (intentionally or accidentally)	- 25 VP

STARTING POSITIONS

Black Hats: Cole and his gang members may be positioned anywhere outdoors in Winters Cove, but *must be at least 8 inches away* from the Blacksmith's shop, Rudy the Mule, and the wagon. They cannot be *inside* any building at the start of the game (although they may move inside a building after the game has started), but they may start on a rooftop or boulder (see 6.5.5 for injury from falling). They may also be positioned along the main road, covering the escape route out of town.

Town Layout: Writers Cove



Winters Cove is a haphazard little community that is built around the streams, stumps, and washes of the local terrain. As such, there's no central Main Street running down the middle of town with all the buildings facing off of it. It's more like a large wagon path snaking around scattered boulders, tree trunks, and features.

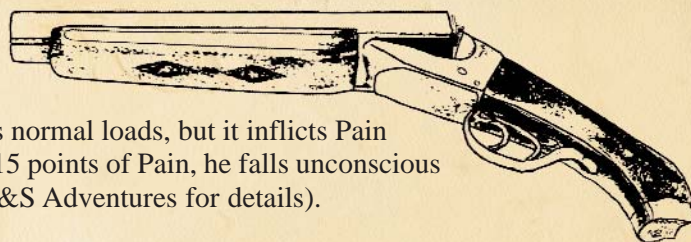
Along this route are the miscellaneous businesses that make up this loose-knit town. Among these are a Dentist's Office (owned by Hermy), two rival dry goods stores (owned, respectively, by Macy and Gimble), a saloon, the Grand Hotel, and a scattering of shacks and homes (including the small cabin owned by Klaus' friend, Yukon Kornelius).

As noted previously, Doc Hollyday and his posse will enter from the east (right) edge of the map. They will travel along the road to reach Klaus' workshop. When leaving, Characters may exit anywhere on the east side of the map (in other words, they don't have to stay on the road while leaving).

For the sake of expediency, we suggest you don't bother with Unpredictable Terrain rules (see 6.3), but if you wanted to (and don't mind all the extra bookkeeping involved), you could treat the road as the only safe terrain on the map and impose the appropriate penalties to both people and animals if they stray from the road. Keep in mind that Rudy the mule (and the cart he's pulling) gets a +1 to all Action Checks while on Unpredictable Terrain.

Shotguns & Salt Blasts

Characters have the option of using their shotguns with non-lethal loads of rock salt (treat reloads and attacks as you would normal ammo). 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; see other S&S Adventures for details).



New Specialty: Strong-as-an-Ox

You are *significantly stronger* than the average person. You get a +2 to all Action Checks involving strength. You do not get a bonus to your attack rolls, but you do inflict +2 Pain or Damage in hand-to-hand combat. NOTE: If you have this Specialty, *you may not have the following Specialties: Fanning-the-Gun, Quick-draw, Quick-Load, Sureshot, Speedy, or Spontaneous.*

New Specialty: Teamster

You are skilled at working with mules and donkeys, so you get a +2 on all Action Checks involving these critters. You may also mount and dismount a wagon, cart or buggy as a Free Task (see Horsemanship Specialty for examples).



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**Only yella bellies
turn tail and run!**

All figures must exit at the east end (see map). If anyone leaves the table at any point other than the east end, he is considered to have fled the battle and may not return to the game.

Starting Weapons

Since the black hats have been planning this assault for a while now, they've had the opportunity to collect whatever weapons they'd like to use. So, for this adventure, each character starts with a Bowie Knife and any two weapons of their choice. They should also have the following extra ammo available (stored in pockets, gun belts, etc.):

- Pistol: 18 bullets
- Rifle: 15 bullets
- Shotgun: 10 shells
- Derringer: 6 bullets

Horsing Around

Doc, Hermy and Kornelius should have standard Horses. They will enter the west edge of the table at a Trot, so you may move them up to 12 inches into town at the end of that Action. After that, if you increase their movement rate to a Gallop, remember that the horse takes 6 inches to skid to a stop.

Additionally, unless a Character has the Horsemanship Specialty, mounting or dismounting a horse, wagon, or mule is a Full Task -- that is, he cannot move or attack during that Action (see 4.1.5.3).



Santa Hats: Klaus & Eddie

KLAUS KRINGOWSKI

Custom 2

TN: 7

Specialties: Strong-as-an-Ox, True Grit

Weapons: Bowie Knife & Pick Two

Klaus is a jovial man, but don't let the size of his belly fool you. Beneath that "bowl full of jelly" are muscles of iron. He could literally snap a man in half with his bare hands (and, speaking of bears, it's rumored that before he moved here he once killed a bear with his bare hands while protecting a small child in the woods - but no one has ever verified that tale and he'll just smile if you ask him).

Like many a "gentle giant," Klaus is friendly and good-natured to the extreme, hardly ever raising his voice or hand to defend himself. But if you get him riled up by threatening a child, woman or dog, your best hope is to outrun him because once he has his hands on you, you're done for. On more than one occasion, Klaus has been known to grab a full-grown man, drag him back to blacksmith shop and blister that man's backside with a razor strap, then force the man to go back and apologize to the child or lady that he offended. This strong sense of decency, coupled with the raw strength to back it up, has made Winter's Cove a better place and the citizens are grateful to have this kind man living among them. As such, they will rush to his aid if he needs it.

NOTES: To demonstrate this strength in the game, make sure you read the new Strong-as-an-Ox Specialty. If you wish to complicate matters (if you've got a GM running things, that is), you may demonstrate the town's love for Klaus by having the Townsfolk rush to his aid at the start of the fifth Turn of the game.

EDDIE "LITTLE FELLA"

Custom 2

TN: 8

Specialties: Lucky, Teamster

Weapons: Bowie Knife
& pick any two firearms

Ole Klaus would be downright lost without the assistance of his little helper. Eddie is a short, enthusiastic fella; he's the sort of wiry fella who might be small, but makes up for it by having more gumption than most men twice his size. He's also an expert animal handler and Rudy's the mule's best friend.



Keep'n it age appropriate

Christmas is a great time fer folks to get together, and yours truly is a well-known fan of the egg nog! Ah don't know if it provides all muh Holiday Cheer, but Ah reckon it accounts fer at least half of it! The other part of muh cheer comes from gettin' together with family and friends and playin' some board games... and maybe even a game or two of Gutshot.

Now, if ya'll decide to play this game with some of the small fry, Ah hope yuh take this next bit'o advice. Klaus bears a striking resemblance to that feller in the red long Johns who comes down chimneys each year (Sandy Claws, Ah think they call him). The really small kids (and their mommas) might not take kindly to having a buncha owlhoots shooting at ole Klaus and his pals

and trying to kill 'em. They're likely to take it even harder if someone actually shoots ole Rudy the mule.

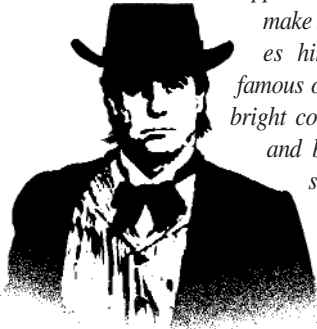
In order to keep the wee tykes from bein' all traumatized (and cryin' at the top of their lungs to their mommas), we suggest ya tone down the violence a bit. Maybe get rid of the pistols and rifles and just use clubs and shotguns loaded with rock salt (we've included the rules fer ya). And make it where no one dies; tell 'em they just get really big ouchies and are knocked out till the end of the game.

Keep in mind, this advice is jest if yer playin' with younger kids. Most junior high boys don't usually need such mollycod-dling, and many of 'em are downright bloodthirsty. Just play it by ear, pardners!

White Hats: Doc Hollyday & his posse

DOC HOLLYDAY Custom 1
TN: 7
Specialties: Sure-shot: Rifle
Weapons: Pistol, Rifle, Shotgun

Nope, he ain't the famous Doc Hollyday... he's just another feller with that same last name who happens to be a doctor. To make sure no one confuses him with the more famous one, this doc wears bright colors, favoring reds and blues on his fancy silk vests. But don't let the fact that he's a sawbones lull you into a false sense of security. If you get on his wrong side, he'll shoot yuh down and then charge you \$5 to patch you up again!



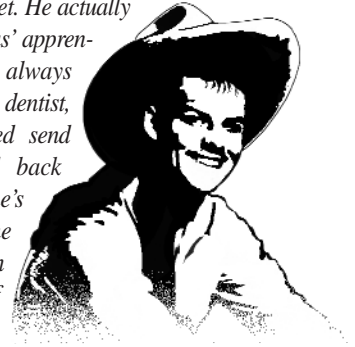
YUKON KORNELIUS Custom 2
TN: 8
Specialties: Spontaneous, True Grit
Weapons: Rifle, Shotgun, Pistol

Most of the year, this old prospector is as grizzled and smelly as any other man who pulls his living from the earth. But twice a year he comes down from the mountains and, when he cleans up, he's surprisingly dapper. He and Klaus have been friends for years, so when he heard what them varmints was up to, he rushed to get Doc and Hermey. Christmas is one of the few things this old codger looks forward to, so Cole Black better watch out!



HERMEY ELFMAN Custom 2
TN: 8
Specialties: Horsemanship, Two-Gun Shootist

Weapons: Four Pistols
 Hermey is one of the friendliest danged fellas yuh ever want to meet. He actually used to be Klaus' apprentice, but he always wanted to be a dentist, so Klaus helped send him to school back east. Now that he's back, ain't no one gonna threaten his old boss. Of course, no one's quite figured out where this sweet kid learned how to ride with the reins in his teeth while shootin' two pistols with deadly accuracy.



Black Hats: Cole Black & his gang of meanies

COLE BLACK Custom 2
TN: 8
Specialties: Spontaneous, True Grit
Weapons: Pick any two

They say there's good in everyone... well good luck findin' it in this varmint! Cole Black is just downright mean. Some folks figger that his head just ain't screwd on right, which is why he kicks puppies and the sound of a cryin' child is like music to his ears. Honest to gosh, that's why he's doin' this. He don't want the toys for himself, he just doesn't want them kids to get 'em. Come Christmas morning he plans to stand up on the top of hill and listen for the little kids down in Winters Cove to go "Boo hoo hoo." He reckons that'll make him smile enough to last a whole year! He's plannin' to light out of this territory right after this fracas, so he don't care who he kills or wounds, as long as he manages to put an end to everyone's fun and frivolity.



"GRINCHY" GRONICH Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two

"Grinchy" is danged near as mean as ole Cole, which is why the two of them work together. Please note that we didn't say they "pal around" or are "buddies," because if the truth be told, these two probably ain't friends with anyone in the whole danged world. But this hombre is smart enough to know that Cole is a natural leader who gets things done, which is the way this varmint likes it. Even still, he certainly won't take a bullet or die for this mission, so "Grinchy" earns an extra 10 VP if he doesn't take any Damage during the adventure.

HAT MYZER Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two

Hat is always bickering with his brother and has a disposition as fiery as his bright red hair. He and his brother own opposing plots of land up in the hills and are ticked off when Klaus goes riding between them with his bells a-jingling. He earns an extra 10 VP if he disables the cart (Task-2 requiring two successful Action Checks).

COLE MYZER Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two

Just as rotten as his brother, this hombre's said to have ice water running in his veins. He earns an extra 10 VP if he manages to kill Hermey (he got fillings from him last year and now they hurt when he eats something cold).

"BUMBLE" BRANNIGAN Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two

"Bumble" is a big smelly mountain man covered in white hair. The last time he "bathed" was when he got soaked to the skin in the flood of '69. He really ain't all that mean, and if he fell in with a better buncha folks, there's a good chance he could be rehabilitated. "Bumble" earns an extra 10 VP if he doesn't actually kill anyone during the adventure.

Bring on the bad guys

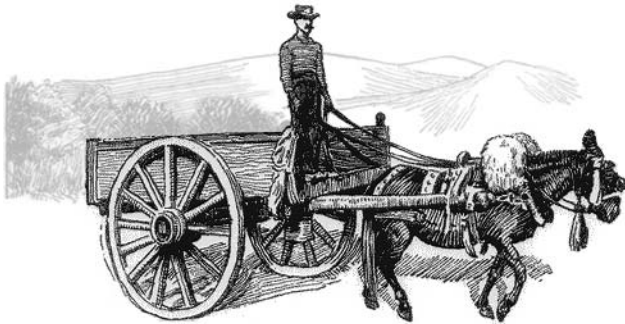
If yuh decide to bring the townsfolk into play, yuh might wanna toss in a few more gang members into the fray. You could roll up some random characters (see table 9.4.1 and ignore the lawmen on it), or just toss in another five Thugs. The trick here is to keep things balanced, so don't add too much firepower.

Rudy the Mule

Rudy ain't yer run-of-the-mill critter, that's fer darned sure! He's smart, sassy, and will most definitely *not* stand around like an idiot while them loco meanies start tossin' lead around. Rudy will high-tail it around the back of the building or around the corner to avoid the gunfire, but he won't run off in a blind panic (in other words, he sticks to the road and seeks a reasonable path). He also does not get spooked or panic, even if shot (and remember, take -25 VP if you shoot Rudy... even if it's an accident).

Target No. 6
Description: Smart and sturdy; and nope, he doesn't have a red nose... it's more of a light pinkish color.
Damage Capacity: 9
Gallop Limit: 14 Actions
Movement
(without the cart): Walk 6, Trot 12, Gallop 18
Notes: Gets a +1 on unpredictable terrain

New Vehicle: Mule Cart



Description: A simple, two-wheeled box on wheels
Team: 1 mule or donkey
Crew: 1 driver, who may ride but usually walks along side
Passengers: Usually none; this is really for freight, but you could probably carry a few light passengers if you needed to.
Gallop Limit: 7 Actions
Movement: Walk 5, Trot 7, Gallop 11



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