



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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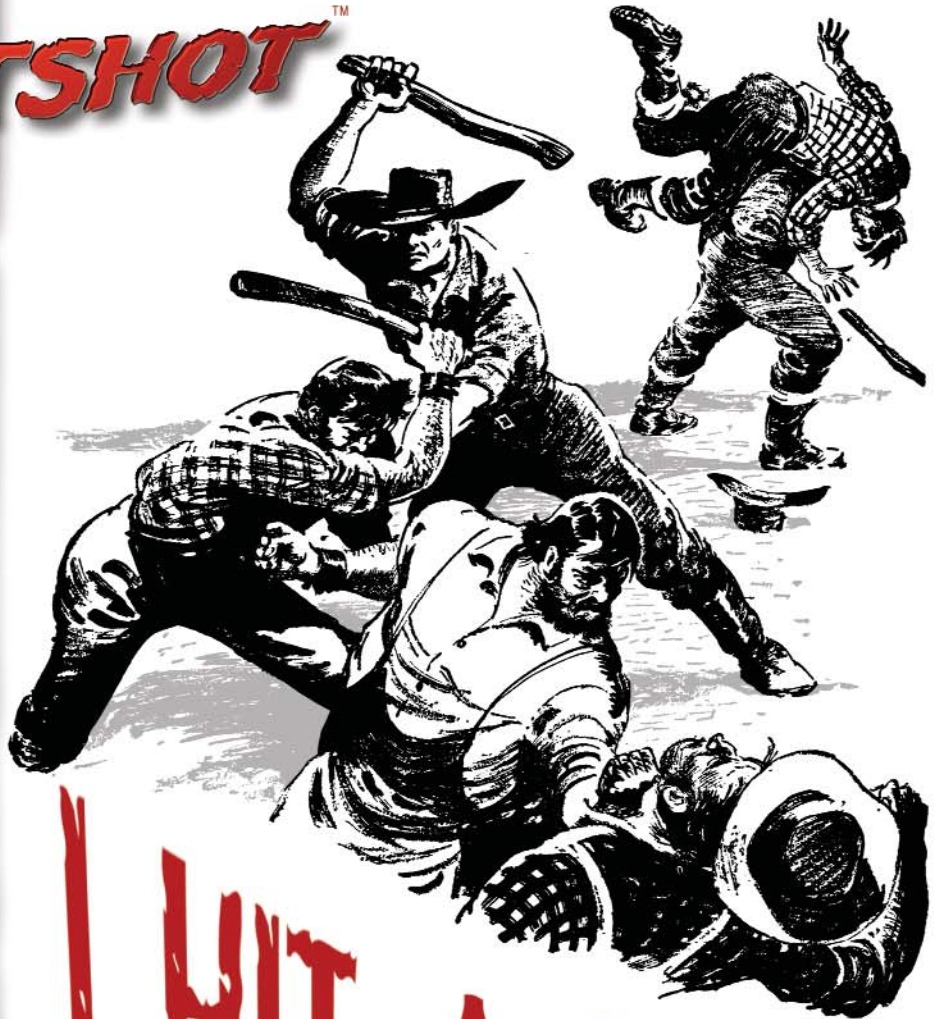
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I HIT A VEIN!

by **DION DURAN & the Gutshot Posse**

All that glitters is covered with blood as a gang of claim jumpers strike at midnight! Can the guards succeed in protecting the mine, or will the outlaws escape into a golden dawn?

Adventure No.: SS010

Difficulty Level: Advanced

No. of Teams: 3

No. of Players: 2 - up

Location Type: Mining camp

Duration: 2 - 3 hours

Game Marshal: Suggested

There's gold in them thar hills... and unfortunately, everyone knows where it is! Old man Clem N. Tine lives up in the hills with his daughter where they kept to themselves. That is until the day a sudden rain revealed the opening to a cave just chock full of the richest deposits of gold in these parts.

Clem's hired guards from the "Tough Luck Mining Company" to protect his gold, but a group of thieves known as "The Band'its" have gotten word of the strike and are heading to the cave to jump that claim. The race is on to find out who will get the gold and who will wind up buried in the mine.

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SHOWDOWNS & Shootouts

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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:

For the most part, any standard Western miniatures will do for the outlaws and the guards.

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:

Scale Creep Miniatures
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A few of our favorite figs for this adventure can be found at Scale Creep. Just do a search for "Annie Oakley," "Miner Panning for Gold," or "Ranger with Rifle."



Annie Oakley Miniature
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The Story Thus Far...

It's been a hard-knock life for old man Clem N. Tine and his darling daughter, Goldie. The two lived up in a small homestead in the hills off the beaten track where the two of 'em pretty much kept to themselves. That is until the day a sudden rain storm washed away part of the bluff near their cabin and revealed the opening to a cave that happened to have one of the richest deposits of gold in these parts... or most any other parts, for that matter.

Knowing he couldn't mine and defend it himself, Clem's hired Joe Bantam and his "Tough Luck Mining Company" to take over the property. Right off the bat, Joe is

sending over a crack squad of guards to protect things until he can set up a proper mining operation. The guards should be there shortly after midnight.

Unfortunately, a group of thieves locally known as "The Band'its" have gotten word of the lucky strike and are heading to the cave to jump the claim and get out with whatever gold they can carry. Clem and his daughter are up there alone right now, even as the Band'its are closing in. You can bet Clem and Goldie ain't gonna give up without a fight, but can they hold off a gang of gunnies with gold fever until the guards arrive, or will the gold run red with blood?

Victory Conditions

The conditions required for a team to declare Complete Victory are detailed below. In this adventure, it is possible for all the good guys (the Dirty Hats and the White Hats) to share Complete Victory... after all, they're on the same side. If neither team manages to achieve a Complete Victory, use Victory Points to determine the winner.

See map notes on the next page for team entrance and exit points.

Dirty Hats: Clem & Goldie

Complete victory is achieved if Clem and Goldie kill at least four of the Band'its and prevent them from leaving with more than \$500 in gold.

Victory Points

(Awarded individually, or divided among the team):

Kill/capture John Irons	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

The Black Hats: The Band'its

They win complete victory if at least 3 gang members make it off the board alive and with either 15 nuggets or more than \$1,500 in nugget value.

Victory Points

(Awarded individually, or divided among the team):

Kill Clem	35 VP
Kill Joe Bantam	25 VP
Kill Goldie	-10 VP

White Hats: The Guards

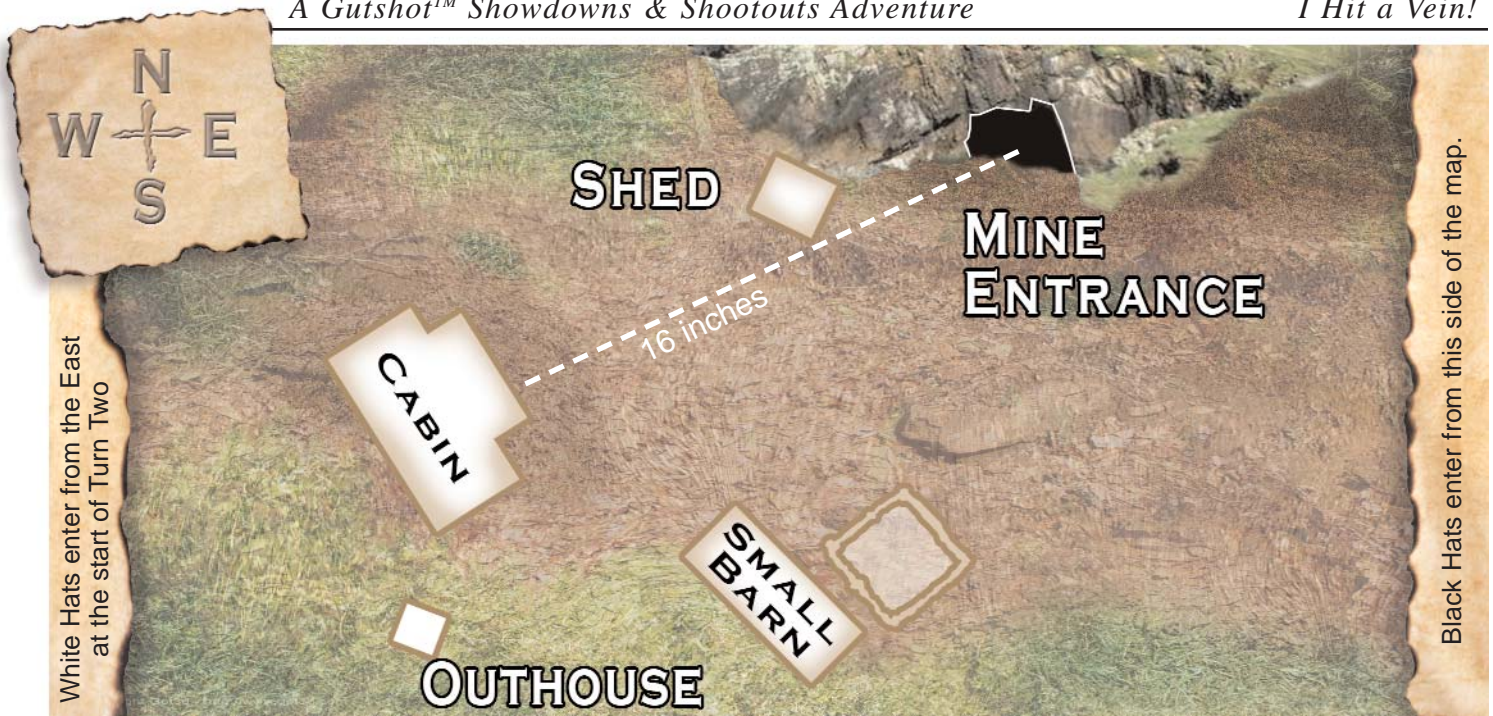
Complete victory is achieved if Joe Bantam and the Tough Luck Mining Company guards manage to accomplish all three of the following objectives:

1. Both Clem and Goldie must be alive at the end of the game.
2. At least five of the Band'its must be killed (it doesn't matter if the guards kill them or if Clem & Goldie do it, as long as they're dead at the end of the game).
3. Surviving outlaws must not leave the board with more than \$500 in gold nuggets.

Victory Points

(Awarded individually, or divided among the team):

Kill John Irons	35 VP
Kill Copper Smith	25 VP
Kill an outlaw	10 VP
Shoot a horse on purpose	- 5 VP
Each outlaw that escapes	-10 VP
Per \$100 in nuggets that leave the table	-1 VP



Camp Layout & Starting Positions

Since the gold is underground, we reckon that's where most of the action will take place. Make sure you download the additional Map Pack for this adventure, which includes a full size, printable map of the underground caves..

Above ground, we've decided to keep things very simple. A single cabin and a few out buildings are all you need for this game, although you might want to toss in some trees, crates, rocks, fences and other details to flesh things out and provide some much needed cover on the off chance that a gunfight breaks out.

The cabin and cave entrance should be at least 16 inches apart, making it out of range for pistols. Likewise, if possible, place the cave entrance about 16 inches or more from the east edge of the table. This will make it impossible for the Band'its to make it into the mine on their first Action. Make 'em sweat it out as they make a break for it (hopefully Clem and Goldie will be laying down some cover fire around the cave entrance -- that would make things a *lot* more fun... except for the bad guys, of course.

This entire game takes place at night. So remember to use the torch templates to determine who is visible and who should be taking negative modifiers for making Blind Shots and moving on Dangerous Terrain (see pages 4 & 5).

Dirty Hats

Clem and Goldie start inside the cabin: they each have a rifle and a shotgun loaded and ready for use (they may use the **Siege Condition** rules to quickly reload and fire their weapons, see 10.8.7). They may also lay down **Cover Fire** in a 6-inch region around the cave opening (see 10.8.5).

Black Hats

The Band'its start at the East edge of the table.

White Hats

The guards will arrive at the West edge of the table at the start of the second Turn. If you choose to have them mounted, put each one on a standard Horse.



Some advice for the GM: Get ready to wing it!

There ain't no two ways about it, pardner. There is a lot of stuff going on. Blind shots, Cover Fire, multiple factions, weight encumbrance, and tracking the light sources in the caves. In short, this one has it all, folks!

Now, if you've grown up playing a certain Dangerous & Diverting game and are used to what they call a "dungeon crawl," this sort of game will probably be an old school romp for you and yer buddies. But if not, it could be downright intimidating. We reckon this game will likely play out in one of these ways:

1. Outlaws rush into the cave, ignoring Clem & Goldie.

2. Outlaws ignore the cave and rush the cabin.
3. Outlaws split up: some go in the cave looking for gold, others stay out and fight.

No matter what happens, there is a lot of stuff to keep track of, and some of the action may fall outside the rules (climbing while carrying the gold - are their hands full or is the gold in their pockets?). Our only advice to you is to be flexible and to make quick decisions. As GM, we urge you to focus on keeping the action moving as fast (and as fairly) as possible. If you do that, then all yer hard work will be worth it!



SHOWDOWNS & Shootouts

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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. Of course, if you've got a sack full of nuggets when you leave, that ain't running, that's retreating!

Starting Weapons

The Black Hats are just your run of the mill no-good gang of bad guys, and to be honest, they ain't all that bright. **Each Band'it starts out with a Bowie Knife and a Pistol.** Only Goober has a sawed-off shotgun. The White Hats are professional guards, so they have more weapon choices. **Each guard starts with a Bowie Knife and two other weapons of his choice.**

Spare Ammo:

The outlaws and the guards should each have the following extra ammo available (stored in pockets, gun belts, etc.):

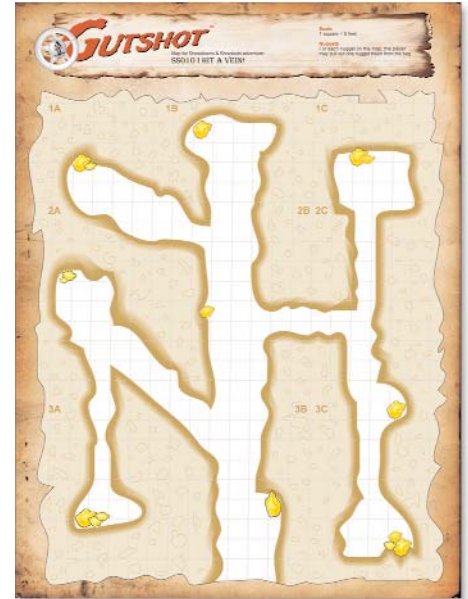
Pistol:	18 bullets
Rifle:	15 bullets
Shotgun:	10 shells
Derringer:	6 bullets

Clem and Goldie start the game with three rifles, two pistols and a shotgun. They have cases of ammo, so they can reload as often as they wish. Players should seriously consider using the rules for Siege Conditions (see 10.8.7).

There's gold in that thar hill!

Yup, the players could spend the whole game above ground, fighting over the entrance to the mine. But where's the fun in that? For this adventure, we plum knocked ourselves out to create a full-size mine layout that yuh kin print out on yer fancy inkjet printer. It's real simple: print out all nine sheets of paper and then glue or tape them together to form a very large mine complex.

Now, this map is intended as a convenience fer yuh. If it ain't convenient, then don't use it. The actual layout ain't all that important, really, so you could easily make your own design and use a dry erase game mat, or find some other system that would work just as well. The key is to find what works for your group.



The Map Pack contains the map tiles, nugget tokens and torch light templates.

There are only a few things you need to keep in mind if you decide to design your own mine. When you look at this map, you'll see there are gold nuggets at scattered locations throughout the mine. These indicate how many nugget tokens are placed at that location (we suggest you place them face down on that spot so you'll know if it's been explored, and flipped face up if someone leaves the nugget there).

When you create your own, the main mine shaft area should only have three single gold nuggets. This is designed to keep the game going long enough for the guards to arrive. If you put three nuggets right near the entrance, the Band'its might get lucky and get the \$1,500 they need to win.

All that glitters IS gold!



There are 26 nugget tokens in the map pack. Print these in color on cardstock (normal paper is okay, but they'll be less sturdy). Trim them and place one token face-down on each nugget location on the map (just pile them on top of each other). There are 1-3 nuggets at each location. Note that there are only 16 nuggets on the map, so you'll have 10 left over. These may be used with the optional digging rules (we'll cover them shortly), or just ignore them.

Examining a nugget is a Fast Task. This means that a Character may move to the nugget location, stop and flip over one nugget token. If he likes it, he may keep it. If not, he can leave it (face-up) where it is. At this point, his Turn is finished. You may not move, examine a nugget, and then attack someone in the same Action. If you do not move or attack, you may examine two nuggets in a single Action (flip them both over and keep them if you like).

Picking up a face-up nugget token is a Free Task. This means you can move, pick it up, and attack someone without penalty. **Due to weight limitations, a Character may only carry three nuggets at a time.** You must drop any additional nuggets that you have (this is, of course, a Free Task).

Lights, Action, Gunfights: Light sources, visibility & combat

Who knows what evil lurks in the shadows? Well, in this game, everybody knows, even though the entire game takes place at night or in the dark recesses of the mine. Simply put, if we tried to factor in exactly who could see what through the various shades of darkness that permeate this game, you'd spend the whole time keeping records and never actually get around to playing the game. Even though it's a stretch of the imagination, we strongly advise you to just "go with it" and ignore some of the finer details of movement, visibility, and line of sight.

Visibility Outside: Even though it's nighttime, we'll assume there's enough moonlight for everyone to see while they are above ground. Also, we'll assume there are lights on inside the cabin (a couple of lanterns are in there somewhere out of weapon range, so don't think you can use 'em to burn down the cabin).

Visibility Inside the Mine: It is pitch black inside the mine. Characters cannot see without a light source, and without one you should treat the interior of the mine as Dangerous Terrain (see 6.3). Additionally, *without light, you may not search for gold nuggets*. Nope, not even if you're crawling on your hands and knees. Unless you are in an area illuminated by a torch, you may not pick up a gold nugget. Without a torch, all combat rolls take a -5 Blind Shot modifier (please see note below for additional info).

Fortunately, out of the kindness of our hearts, we've provided the Band'its with some torches. Although there are only three unlit torch tokens on the sheet with the gold nuggets (located at the back of the Map Pack PDF), feel free to print as many as you like and add them to the game. You'll probably also want to print some extra lit torch templates (you also might want to print a few for the guards, too).

Hey buddy, got a match?

For each Character, roll 1d6 to see how many matches he has. Keep track of these, and when they use them, as it will definitely matter if they need to relight a torch in the pitch-black mine.

By the way, the **Safety Match** (the kind you need to scrape across a special igniter surface on the side of the match box) had gained great popularity in the US after the 1860s. So, yup, it is historically accurate for these gents to have matches on 'em fer this game.

A lit torch casts a 5-inch diameter circle of light. If your miniatures are on a 1-inch circular base, this means that there will be 2-inches of light visible on either side of the miniature. We suggest you print the templates, cut them out, and place them under the miniature to show where the light is. By the way, we have printed these on transparent sheets of plastic - readily available at an office supply store - and they work extremely well because they indicate the illuminated area while allowing you to clearly see the corridor and gold nugget locations on the map. Also, just as a suggestion, these templates are very close in size to a CD or DVD, so you could always use an old AOL CD instead of bothering with our templates.

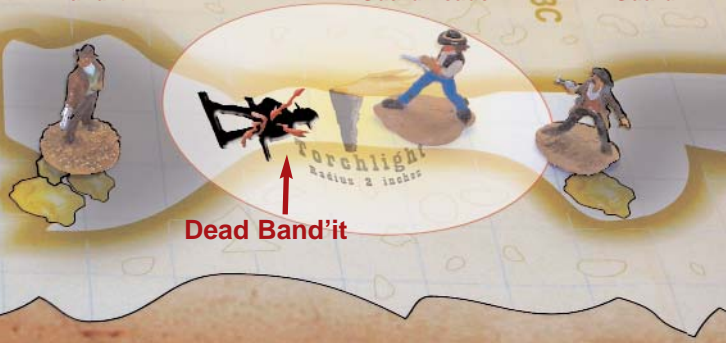
Everyone inside this template area is considered to be able to see clearly. They may search for gold nuggets and perform any other actions they choose; additionally, they do not have any terrain modifiers. This is true even if they are only partially inside the template area. For the sake of simplicity, everyone outside the template is considered to be in complete darkness and cannot see clearly enough to search for nuggets; additionally the ground is treated as though it is Dangerous Terrain (see 6.3).

Finally, a torch will stay lit only as long as it's upright. If someone holds a torch in one hand, he only has one hand available for holding a pistol, knife, or searching for gold. *While holding a torch, he may not use a rifle or shotgun.* The ground in the tunnels is loose enough so that a Character may spend a Fast Task to jam the base of the torch into the ground. This will keep it upright and burning. If a torch is just tossed or dropped to the ground, roll 1d6 at the end of each Action. If you roll a 1, the torch goes out, plunging the area into total darkness.

Brittle Jones
Band'it

Joe Bantam
Guard Leader

Gavin Styles
Guard



Guard leader Joe Bantam just killed one of the Band'its who was holding a torch that has now fallen to the ground. The GM rolls 1d6 to see if the torch is extinguished; it's a 5, so it stays lit. Joe is completely inside the torch template, so he can see everything around him. His partner, Gavin, is partly inside the template, so he's also considered to have full illumination (even a boot inside is enough for our purposes). If Gavin wanted to, he could search for a gold nugget (even though the nugget is not inside the template, Gavin is, so he may conduct the search). Because they have light, neither Joe nor Gavin have any negative terrain modifiers.

Brittle Jones is in complete darkness. Even though he's standing right on top of the nugget markers, he cannot search for them because he can't see them. Additionally, because of the darkness he is on Dangerous Terrain (see 6.3). Jones does have one advantage, though: he can clearly see both Joe and Gavin in the torchlight, so he may shoot at both of them without taking a Blind Shot penalty. A lot rides on whose name comes out the hat next!

Dirty Hats: Clem N. Tine & Goldy

CLEM N. TINE Custom 2
TN: 8
Specialties: Spontaneous,
 Sure-shot: Rifle

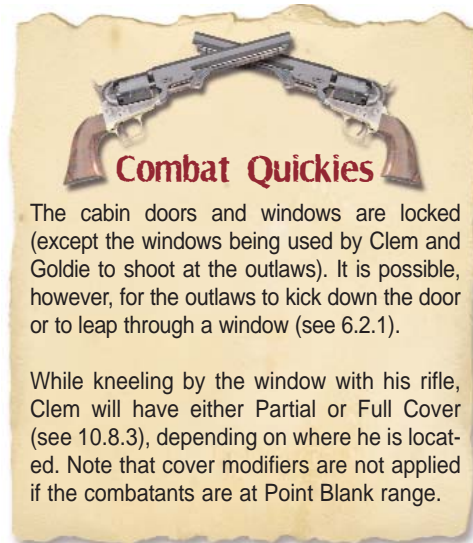
Weapons: See page 4 sidebar

Ole Clem has worked hard his whole life to scrape out a living. He's kept moving from gold field to gold field in an effort to find his strike, and it's finally paid off. He's hit the mother lode and he ain't about to let no pole-cats jump his claim. On the other hand, he's not a danged fool, either, and won't fight to the death. He will surrender if he has to, and his main tactic will be to keep the Band'its pinned down until help can arrive.

GOLDIE Custom 3
TN: 9
Specialties: Spontaneous,
 True Grit

Weapons: See page 4 sidebar

Goldie is definitely a female, but if'n you call her a "lady," then yuh better be ready to say adios to some of yer teeth. This girl has followed her pappy all over the West, bouncing around mining camps and associating with some fairly rough characters. As such, she can easily protect herself. She ain't as good a shot as her pa, so she's likely to use her Actions to help him lay down Cover Fire (see 10.8.5)



The cabin doors and windows are locked (except the windows being used by Clem and Goldie to shoot at the outlaws). It is possible, however, for the outlaws to kick down the door or to leap through a window (see 6.2.1).

While kneeling by the window with his rifle, Clem will have either Partial or Full Cover (see 10.8.3), depending on where he is located. Note that cover modifiers are not applied if the combatants are at Point Blank range.

Black Hats: The Band'its

JOHN IRONS Custom 2
TN: 8
Specialties: Sure-shot: Pistol,
 Two-Gun Shootist

Weapons: Bowie Knife, Pistol

The leader of the Band'its is both charismatic and well spoken... when he wants to be. Right now, he doesn't want to be either; he just wants to get some gold and get out of here before the guards show up. And as for his men? Well, he likes Copper Smith and Goober, but truth be told? He don't care what happens to the rest of his men. He's here for the gold, and to be honest, if a few men die, then there's bigger shares for everyone who survives. John is considering three strategies: 1) Rush into the mine and try to get out with as much gold as possible before the guards arrive. 2) Take over the cabin and use it as a base to fight off the guards. 3) Ignore the mine and the cabin and set up an ambush for the guards.

COPPER SMITH Outlaw
TN: 7
Specialties: Tough-as-Nails
Weapons: Bowie Knife, Pistol

Copper earned his nickname because of his dark red hair, and because he seldom has a copper penny to his name. He spends money as fast as he earns it, which is why he's so eager to rob this mine. Because of his greed, Copper will always try to get the biggest nugget he can grab... even if someone else has it at the moment! Copper earns an additional 25 VP if he has the most valuable nugget at the end of the game.

GOOBER Greenhorn
TN: 10
Specialties: Hard-to-Hit, True Grit
Weapons: Bowie Knife, Pistol,
 Sawed-off Shotgun

Goober is an idiot. That ain't nice to say, but it's a cold, hard fact. This fella will do whatever John Irons tells him to do, without question and to the best of his rather limited abilities. In fact, if someone asks him to do something (like hand over his nugget), he must roll an Action Check to resist the command. Of course, he can't refuse John Irons (because he don't want to). Goober earns an extra 10 VP for every command he successfully resists.

SNAKE SMITH Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Bowie Knife, Pistol

His real name is Sam, but everyone calls him Snake because of the very large, very visible snake tattoo that wraps around his right arm, coils once around his neck, and continuing to where the head comes up onto his left cheek. He says it took eight years to finish this body art, but since he was in prison he had time to kill. In hindsight he now realizes that being instantly recognized everywhere he goes has its downside, which is why he hates leaving witnesses behind him. Snake earns an additional 10 VP for each kill (this is on top of their normal point value, see C4.1.1, which is in the Campaign Guide of the Core Rule Book).

BRITTLE JONES Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Bowie Knife, Pistol

This hombre earned his unfortunate nickname during his first bank robbery. He had run away from home, taking his grandpappy's old pistol with him. Even at 16 he had nerve, but that was about all he had. The gun was so old that the metal was brittle and it exploded in his face when he tried to shoot the uncooperative bank manager. Instead of a sack of loot, he got 5 years in the territorial prison and a nasty black mark that scars the right side of his face. It was in prison, by the way, that he met Snake, and where he was began the change from a misguided youth into a hardened criminal. The transformation isn't complete, though. Brittle earns an extra 15 VP if he doesn't kill anyone during the battle.

SAM GIBSON Thug
TN: 9
Specialties: Brawler, Hard-to-Hit,
 Tough-as-Nails
Weapons: Bowie Knife, Pistol

Farming, mining, and punching cattle are hard work. Life on the outlaw trail has its risks, but it can also pay well and gives yuh plenty of time off'er drinking, gambling, and women (of the painted variety, of course). Of course, this lifestyle takes a fair bit of money to enjoy, so it's best to get as much as yuh can. Sam earns an extra 15 VP if he leaves the table alive with \$200 (or more) in gold nuggets.

White Hats: The Guards from the Tough Luck Mining Company

JOE BANTAM Custom 2
TN: 8
Specialties: Spontaneous
 Two-Gun Shootist

Weapons: 4 Pistols

Joe is exactly the kind of fella you want on your side in a fire fight. Solid, dependable, and a crack shot with a pistol in each hand. He takes his job very seriously. Joe's main goal is to keep Clem and Goldie alive. After all, there's always more ore in the ground, but there's only one Goldie!

LEO DARTMOUTH Deputy
TN: 8
Specialties: Hard-to-Hit, Lucky

Weapons: Bowie Knife, Pick any two
Leo used to work for a Sheriff back in Kansas, until outlaws gunned down his boss right in front of him. To his eternal shame, Leo ran from them and, truth be told, he's running still. Even though no one here knows his story, he still feels that he has a lot to prove... if only to himself. Leo earns 10 extra VP for each outlaw that he kills.

GAVIN STYLES Cowboy
TN: 8
Specialties: (pick two) Horsemanship,
 Reliable, Sure-shot: one weapon

Weapons: Bowie Knife, Pick any two
This bloke comes from Merrie Olde England where he was born with a silver spoon in his mouth. He sold that spoon after he squandered his inheritance on wine, women, and cards. Now here he is in America trying to start over. He's made a good start of it, and after five (hard) years he's become a responsible young man. Right now he wants to make a good showing for Joe, and earns an extra 15 VP if Joe doesn't take any Damage during the fight.

BUD GREEN Owlhoot
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Bowie Knife, Pistol

Bud works for whoever pays him. Right now that happens to be Joe. However, there's all that gold lying around... Bud gets 10 VP for every nugget that he manages to sneak out of the mine without Joe catching him.

GABBY MCALLEN Custom 3
TN: 9
Specialties: Hard-to-hit, Tough-as-Nails
 Sure-shot: Rifle

Weapons: Bowie Knife, Pistol, Rifle
Gabby's done it all: Trapper, frontiersman, scout, and lawman. Right now he's pulling in decent pay from the Tough-Luck Mining Company, but he knows the best way to win a fight is to get out alive. That's why he prefers to set up behind cover and pick people off at a distance with his rifle. Gabby earns an extra 15 VP if he doesn't take any Damage during the fight.

TOM WHITE Thug
TN: 9
Specialties: Brawler, Hard-to-Hit,
 Tough-as-Nails

Weapons: Bowie Knife, Pistol
Money makes the world go 'round, and this fella would love to go along for the ride. Tom earns an additional 10 VP for every nugget that he manages to sneak out of the mine without Joe catching him.

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