GUTSHOT™

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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White Water BLOODY BOULDERS!
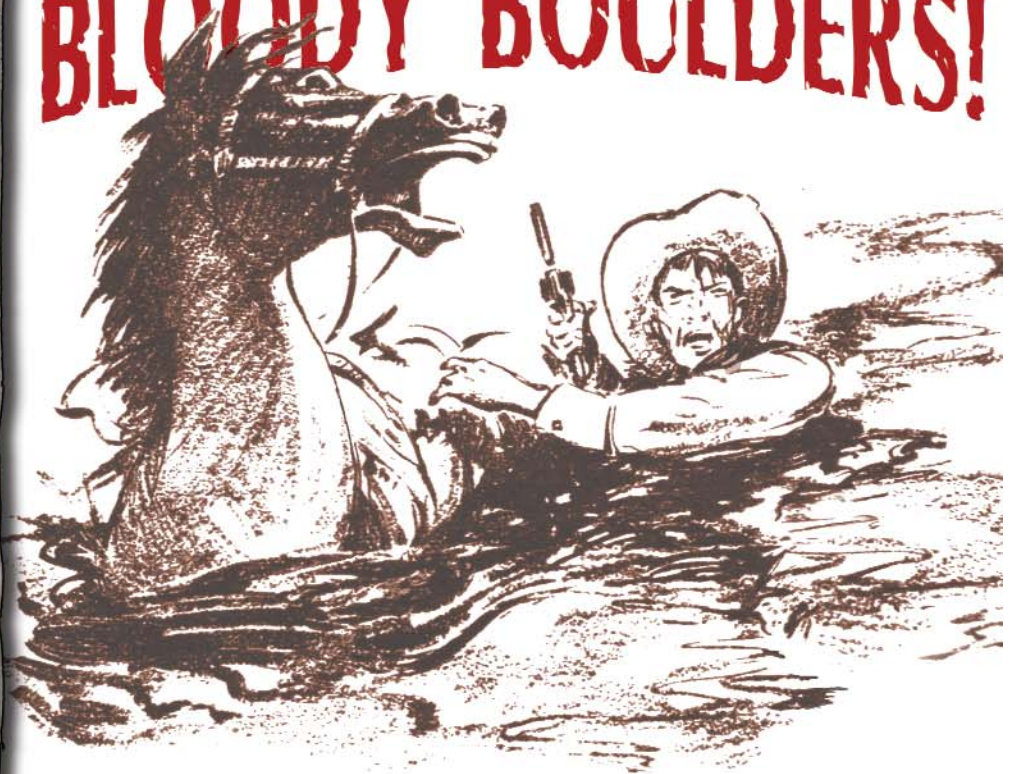
by TOM REED & The Gutshot Posse

It's sink or swim in a river of death as a gang of outlaws makes a desperate bid to free one of their own. Can Marshal Thomas and his deputy survive both raging rapids and flying lead, or will the lawmen wind up in a watery grave?

Adventure No.:	SS011
Difficulty Level:	Advanced
No. of Teams:	2
No. of Players:	2 - up
Location Type:	Riverbank & Canyons
Duration:	1-2 hours
Game Marshal:	Suggested

On one side: A cheating card shark sentenced to a life behind bars. A Marshal sworn to do his duty and deliver him to prison. A pair of decent folk traveling home. Two deputies trying to keep their heads above water. And a ferryman who just prays he'll see tomorrow.

On the other side: The Ghost Canyon Gang. A band of brothers who made a promise to their mama to save her baby from rotting in the state prison.

Each heading on a collision course with a river of raging rapids and sharp boulders that cares not for the fate of puny flesh and blood!

Showdowns & Shootouts

Wild West Adventure Writing Contest

This copyrighted 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:

This particular adventure features outlaws on horseback. You may want to buy some miniatures that feature mounted and unmounted figures (these do look particularly cool on the game table).

Or, if you're cheap like us, you might just want to set your standard mini on top of a spare six-sider to represent that he's on horseback. It might look a mite tacky in the game photos, but it defintely works.

On the other hand, if you decide to purchase some nice matching mounted/unmounted miniatures, start by checking out your Friendly Local Game Store, as well as our contest sponsors:

Scale Creep Miniatures
www.scalecreep.com

Knuckleduster
www.knuckleduster.com

The Story Thus Far...

Henry "Twitchy" Taters is a no-good, yeller coward who shot a man in the back after a card game didn't turn out the way he expected ("Dang it, what's the point of cheating if yuh still lose?"). He was promptly tried and convicted, so now Marshal Thomas and his men are hauling him off to the territorial prison.

Unfortunately, Twitchy has a lot of kinfolk who happen to be outlaws. Mama Taters has ordered her boys to rescue their brother, and as dutiful sons, they're out to do just that. They were closing in on the lawmen as they were crossing a river by ferry.

Desperate and outnumbered by the Ghost Canyon gang, the Marshal cut the ferry loose and they are all now speeding down the river toward the nearest town, with the gang in hot pursuit on the river banks! The race is on to see if the lawmen escape, the oulaws rescue their brother, or if the river itself claims victory in a rush of foam and blood.

Victory Conditions

This game has very simple Victory Conditions. The lawmen win if they get away with their prisoner, and the outlaws win if they rescue him. Points are provided for campaign play and to settle ties. It is important to remember that the outlaws want to rescue Taters and the lawmen want to bring him to justice. For this reason, no one may target Taters on purpose (accidental missed shots are another thing, though). If he is killed, both sides lose and the game is over.

White Hats: The Lawmen

Complete victory is achieved if at least one lawman gets Tater off the table alive.

Victory Points
(Awarded individually, or divided among the team):

Kill/capture Whitey Taters	75 VP
Kill an outlaw (see Table #4.1.1)	
Each bystander that dies	-10 VP
Intentionally shoot a horse	- 5 VP

Black Hats: The Ghost Canyon Gang

Complete Victory is achieved if they rescue Taters.

Victory Points
(Awarded individually, or divided among the team):

Kill Marshal Thomas	75 VP
Kill a Deptuy	20 VP
Kill the Ferryman	25 VP
Kill a bystander	10 VP
Intentionally shoot a horse	- 5 VP

MARSHAL MITCHELL SEZ:

Keepin' this game afloat

Okay folks, this one has it all. Gunfire, horses, innocent bystanders, and a river raft controlled by a unique (and still-under-development) mechanism for managing the river and the rapids. In other words, there is a *lot* to keep track of here. For these reasons, *we are strongly suggesting that you play with a Game Marshal.* A third party can do a lot to help keep the action moving and keep things from capsizing.

That being said, the Game Marshal is not required. If you and yer buddies are good to go and not likely to get bogged down in minutia, then yuh don't need no man with a badge to ride herd on yuh. On the other hand, if'n yuh got some thick-headed hombres in yer posse (or, heaven forbid, a rules lawyer), a Game Marshal is better'n a life preserver.

Key things to track:

- Before the game starts, draw cards from the deck to determine the initial layout of the river (see next page).
- After the raft has moved four sections down the river, each Action you need to draw a new card to determine the condition and speed of the river. It is important to stay ahead of the Characters to give them an opportunity to take advantage of bridges and beaches.
- When appropriate, remember to perform a Gallop Check at the end of each Action (see 7.1.3).
- Remember to check to see if horses are spooked by gunfire (7.1.4). Keep in mind, though, that this particular rule can really bog things down, so you might want to consider doing this only at the end of each Turn.

Starting Positions & Game Duration

To start the game, lay down at least four river tiles. The first two (those farthest to the right) should just be standard river segments (raft moves 2d6 inches). After that, draw cards as usual to determine the river type. Place the raft (complete with lawmen, captive and NPCs) in the middle of the second segment, as shown in the illustration. Players should declare the weapon (if any) that his Character has ready in his hand. Now commence drawing Action Slips.
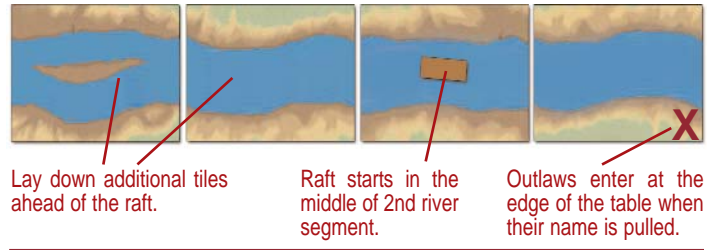
The raft moves only when its slip is pulled; at this point you may need to pull additional river cards (see below). Lawmen act when their names are pulled from the hat. Keep in mind, they may declare their first Action as being an Aimed Shot, and it is perfectly legal to say, "I'll take aim on the first outlaw to appear on the table." As long as that outlaw stays reasonably easy to track, the lawman may continue to aim at him (see 10.8.4).

When a Black Hat's name is pulled from the hat, he appears mounted on his horse at the far right side of the table. The horse is standing still and may be made to move (or not - the outlaw may just choose to take a shot, if he's in range). Remember, most horses must Trot one Action before they may gallop (Mustangs and Tennessee Walking Horses are the exceptions, see 7.1.2).

Lay down additional tiles ahead of the raft.

Raft starts in the middle of 2nd river segment.

Outlaws enter at the edge of the table when their name is pulled.

There's a lot of details to juggle in this game. You need to track ammo, make gallop checks, horse reaction checks, monitor the river status, and try to keep things from dragging on. This game definitely has a potential to run as long or as short as you would like it to. With sufficient time and space, you could run the river for miles and play for hours as the outlaws duke it out with the lawmen.

Therefore, we suggest the following ways to put a reasonable cap on the game duration:
- Play for 5 Turns; if the outlaws haven't caught the raft by then, it's assumed to have drifted past cliffs that prevent them from following.
- Play for 1d6+6 Turns. Again, if the outlaws haven't caught 'em by then…
- Pull two aces in a row.

It's in the cards!

Our ole saddle pal Tom Reed came up with a fun way to determine the river's ebb and flow using a standard deck of poker cards that lets you create a river that's different every time you play this game. Start by drawing 6-8 cards, which should be enough to cover most standard game tables. To assist you with this, we've provided a set of river tiles to download and print.

The river runs roughly in a straight line and is bordered by steep cliffs, thus limiting action to narrow beaches on either side. The water is moving too fast for Characters or horses to swim in, unless at a shallows (as determined by the cards).

The raft is a vehicle, and as such it has three movement rates (see Section 8); its movement rate is determined by the draw of the cards (remember to put 4 Action slips in the hat for the raft), but it is not required to make a "Gallop Check" at the end of each Action. When the raft's Action slip is pulled, roll dice to determine the number of inches it moves that Action, and be prepared to draw cards to reveal additional segments of the river, as needed. *You should expose at least two sections ahead of the raft.* If you've got more table room, you might want to consider exposing 3-5 sections in advance of the raft, so the outlaws can plan ahead for things like bridges, shallows or other obstacles.

Use the following results to determine raft movement and river conditions.

2	Rope bridge across river, 10 feet above water. Outlaws may attempt to use it to jump onto the raft (requires successful Action Check; Outlaw waits on bridge and jumps when raft is below him but does not get an attack until his next Action slip is pulled). Success equals a safe landing, failure equals a miss & 1d6 pain (see notes on drowning). *Vehicle is at a Walk (1d6 inches).*
3	Shallows: Outlaws may attempt to wade out to the raft and climb on. This requires a successful Action Check, and may be opposed by people on the raft (see 4.3.1). Success means outlaws are on the raft, failure leaves them in the water (see notes on drowning & ammo). *Vehicle is at a Walk (1d6 inches).*
4	Boulders in river; everyone on the raft must focus on steering it between the rocks, so no one on the raft may fire for any reason (including Retaliation Shots). *Vehicle is at a Walk (1d6 inches).*
5 - Jack	Standard river; raft moves 6+1d6 inches. *Vehicle is considered to be Trotting.*
Queen	High cliffs and narrow beach; outlaws must ride single file and may not pass. *Vehicle is Trotting (6+1d6 inches).*
King	Rocky ridge prevents anyone from getting a clear shot; no one may shoot at anyone. *Vehicle is Trotting (6+1d6 inches).*
Ace	Rapids! Raft moves 12+1d6 inches. *Vehicle is Galloping.*

SHOWDOWNS & Shootouts

WILD WEST ADVENTURE WRITING CONTEST
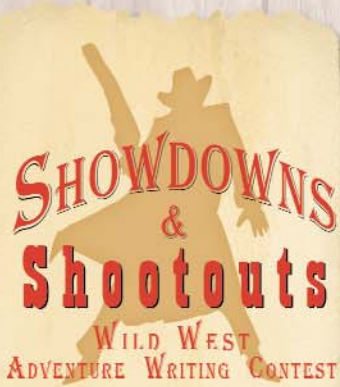
The river runs, but you can't!

All characters are supposed to follow the river, either keeping up with the raft or running ahead to cut it off. If anyone falls more than 60 inches behind the raft, or flees off the table to the north or south, he is considered to have fled the battle and may not return.

Starting Weapons

Since the Black Hats have been planning this assault for a while, 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 his choice.

All Characters 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

Each Black Hat rolls 2d6 to determine the type of horse he is riding.

2d6	Mount Type
2-4	Draft Horse
5-9	Horse (standard)
10	Mustang
11	Tenn. Walking Horse
12	Your Choice

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

White Hats

The White Hats include everyone on the raft. Even though three of them are bystanders, when push comes to shove, they will fight to defend themselves. After all, they're all in the same boat (or raft, as the case may be). Note: it is entirely up to the GM (or the players) to decide if they want to treat McGee and the Smiths as NPCs or as full Characters. If you treat them as NPCs, put only two Action Slips in the hat and have them all move at the same time as a mini-mob (see 13.1). Also, remember to make Morale Checks as needed (see 13.3). Each character has $10-$60 (1d6x10) in cash.

MARSHAL BILL THOMPSON   **Marshal**

TN:	7
Specialties:	Contemplative, Spontaneous
(pick one)	*or* Sure-Shot: Rifle
Weapons:	Bowie Knife, Pistol, Rifle
Quote:	"The law is the law."
VP Note:	He earns double VP for each outlaw killed.

There's only one man in these here parts who is keeping this region from sinking into total chaos and anarchy. And that man is Marshal Bill Thompson. At least that's the way he sees it, in stark shades of black and white. This is his prisoner and it's his God-given duty to take him in so he can serve his prison term, and no one is going to stand in his way.

DEPUTY TOMMY MARTIN   **Deputy**

TN:	8
Specialties:	Hard-to-Hit, Lucky
Weapons:	Bowie Knife, Rifle Double-barrel Shotgun
Quote:	"Whatever you say, boss!"
VP Note:	He earns 50 VP if he takes a bullet for the Marshal.

Tommy just turned 18 years old, and is pleased as punch to be working for his hero, the Marshal. Tommy will do whatever he can to help protect the innocent and defend the law... even at the risk of his own life.

DEPUTY TIM MARTIN   **Deputy**

TN:	8
Specialties:	Hard-to-Hit, Lucky
Weapons:	Bowie Knife, Pistol, Rifle
Quote:	"Um... maybe we ought to think about this, first."
VP Note:	He earns 50 VP if he helps get Tommy out of this alive.

Tim is actually a year older that Tommy, but he's smaller and quieter, so he usually lets his brother take charge. Right now that means working for a gun-crazy lawman and risking his neck on this fools' errand. As much as Tim would enjoy putting a bullet in Taters' head, he's no killer. Still, if Taters fell overboard and were to drown... Well, that would just be too darned bad, wouldn't it?

SCRUFFY McGEE   **Sodbuster**

TN:	9
Specialties:	Brawler, Hard-to-Hit
(has all three)	Tough-as-Nails
Weapons:	Double-barrel Shotgun
Quote:	"It's time to sink or swim!"
Note:	This raft is his home, as such he does not make morale checks.

Scruffy knew these law dogs and their prisoner were gonna cause him trouble. He just had no idea how much! If the lawmen die, he will happily hand Taters over to the outlaws and swear not to tell a soul what he saw this day.

COTTON SMITH   **Greenhorn**

TN:	9
Specialties:	Hard-to-Hit, True Grit
Weapons:	Pistol
Quote:	"What's going on here?!"
Note:	He makes morale checks at +2.

Good gracious! He knew the West was wild and dangerous, but he had no idea it would be this bad! He and his wife never should have left Ohio.

PRUDENCE SMITH   **Townsfolk**

TN:	9
Specialties:	Hard-to-Hit, Speedy
Weapons:	None
Quote:	"Ohhh, I feel faint!"

Well, it turns out mother was wrong. It wouldn't be the Indians who killed them, after all! Ohio never looked better.

HENRY "TWITCHY" TATERS   **Owlhoot**

TN:	8
Specialties:	Brawler, Tough-as-Nails
Weapons:	None
Quote:	"Lemme go!"
Note:	His hands and feet are bound. He only moves at a Crawl, and may not swim.

What kind of idjit would cut the rope on a river raft, rather than just hand him over? That Marshal is plum loco! Now there's a good chance he'll get shot by mistake!

Black Hats: The Ghost Canyon Gang

BOSS "WHITEY" TATERS **Bounty Hunter**
TN: 6
Specialties: Contemplative, Tough-as-Nails
Weapons: Pick any two
Quote: "Sigh. What's 'Twitchy' done this time, ma?"
Note: -15 VP if he accidentally shoots his brother.

"Twitchy" has messed up so many times that big brother Whitey can't even work up a good cuss about it any more. Ma says he's gotta be rescued, so they're gonna rescue him. All things considered, it's best to just kill them pesky lawmen and get his brother. If the ferryman and them Easterners don't make a fuss, he'll let 'em live. But if they get stupid… well, bullets don't care who they hit.

RONALD "SPUDS" TATERS **Owlhoot**
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two
Quote: "Let's fill 'em fulla so much lead that they'll sink!"
Note: +25 VP if all lawmen are killed.

A running gunfight with a buncha rotten law dogs? Yee-haw! This battle will go down in history! They'll be tellin' tales about us long after they forget that Billy the Kid character down in New Mexico! This is our chance to put the Taters family on the map!

"LIEUTENANT" BUSTER COGG **Outlaw**
TN: 7
Specialties: Tough-as-Nails
Weapons: Pick any two
Quote: "Blood's thicker'n water… but not *that* much thicker."
Note: +25 VP if he gets out alive but Severely Wounded.

Buster is a good man to have in a fight, even one as stupid as this one. The Taters are his cousins and his aunt is a good woman, but she mollycoddles her baby boy and that just might get a few of these good men killed. Buster will do his duty, but he won't fight to the death. When he's severely wounded, he'll slow his horse to a trot and let the raft out-race him.

THROCKMORTON TATERS **Thug**
TN: 9
Specialties: Brawler, Hard-to-Hit, Tough-as-Nails
Weapons: Pick any two
Quote: "Shoot! Shoot! Just Shoot!"
Note: +15 VP if he gets first blood against the lawmen.

Skinny, bespectacled, and smelling of cabbage (don't ask), this brother looks like he should have been a school teacher instead of the bloodthirsty killer he is. For some reason, all his kin call him by his full name, Throckmorton, which is maybe why he's so bloodthirsty?

CHESTER "CHEEZ" TATERS **Owlhoot**
TN: 8
Specialties: Brawler, Tough-as-Nails
Weapons: Pick any two
Quote: "Hand over your cash!"
Note: +15 VP if they get at least $100 from the passengers.

Chester is a bit annoyed that this caper isn't going to earn them any money. He will rob the passengers if he gets the chance.

BARTON "BARTY" GNASH **Thug**
TN: 9
Specialties: Brawler, Hard-to-Hit, Tough-as-Nails
Weapons: Pick any two, and a Pistol
Quote: "Let's get-r-done!"
Note: +15 VP if he gets on the raft.

Another cousin, Barty is a big bear of a fella who can be counted on in a tough situation. Barty just wants to get this rescue over with so they can get back to robbing and looting.

GARRET "GUNSMOKE" COGG **Thug**
TN: 9
Specialties: Brawler, Hard-to-Hit, Tough-as-Nails
Weapons: Pick any two, and a Pistol
Quote: "I'll cover the rear."
Note: +15 VP if he takes less than 5 points of Damage.

Twitchy ain't worth dyin' over. This hombre will hold back when the going gets tough.

Dive Right In: Swimming, Drowning & the effect of water on weapons

The river in this adventure is considered to be deep and flowing fairly fast, which is why Scruffy McGee built his ferry business here. Only when the river is moving slowly (a Walk) can a man or horse wade in and attempt boarding the raft. This is considered a Fast Task (see 4.1.5) and requires a successful Action check to complete (see 4.3); remember, people on the raft may oppose this effort (see 4.3.1), but cannot engage in combat while doing so. If the roll succeeds, he's climbed aboard the raft and may engage in combat on his next Action. If he fails, he's in the river and must swim (either for shore or to stay afloat so he can attempt to climb onto the raft on his next Action).

SWIMMING: Horses and people may attempt swimming, which requires a successful Action Check. Use the following mod-ifiers, and remember, they are cumulative (for example, swimming against the current in water moving at a Run/Gallop would be -4). By the way, if you ride your horse into the water, only the horse needs to make a Swimming Check. **Movement:** While swimming, move half your normal movement rate.

Mod.	Description
---	Swimming with the current (staying afloat or heading for shore)
-1	Swimming against the current
-2	Swimming in water moving at a Trot
-3	Swimming in water moving at a Run/Gallop

DROWNING: If you fail your swimming check, you have begun to drown. Take 1d6 Pain. You must either get out of the water (i.e. swim to shore, requiring a successful Action Check), or you will continue to take Pain until you fall unconscious, at which point you will take Damage and, eventually, die. If you have the Tough-as-Nails Specialty, take -1 from each die of Pain or Damage. Note: If you roll Snake-Eyes, take 2d6 Pain/Damage. **Movement:** While drowning, you move along with the current and cannot control where you are going.

WATER & FIREARMS: Water and gunpowder don't mix. If a firearm falls into the water roll 1d6 to determine what happens (this might be a good time to be lucky).

1d6	Result
1	Lose gun in the water (it washed away)
2	Weapon ruined by water & mud (can't be used this game)
3-5	Weapon damaged: -1 to all attacks
6	No effect. Weapon is fine

New Vehicle: Raft

Description: A simple, flat-bottomed platform designed to float on rivers, lakes or while escaping tropical islands. Rafts vary in size and construction from a bunch of logs tied together (like the kind used by ole Huck Finn) to complex mini-barges made of good lumber with corrals for livestock, railings to safeguard cargo, and possibly a small shed or lean-to to provide shelter. Most, however, are smaller than 15 x 15 feet (in game terms, about 3 x 3 inches). The Raft described in this adventure is a Ferry Raft, which uses tow lines, powered by pack animals, to move it across the river.

Crew: 1 pilot on board; 1 or 2 men on each shore.

Passengers: As many as will fit. On a 3 x 3 inch raft, you can usually fit 4-5 Characters and a little cargo.

Gallop Limit: Not applicable

Movement: Variable. When the raft is attached to the tow lines, it moves 3 inches per Action (for combat purposes, treat it as though it is at a Walk). When it is moving with the river flow, use the following: Walk 1d6 inches, Trot 6+1d6 inches, Gallop 12+1d6 inches.
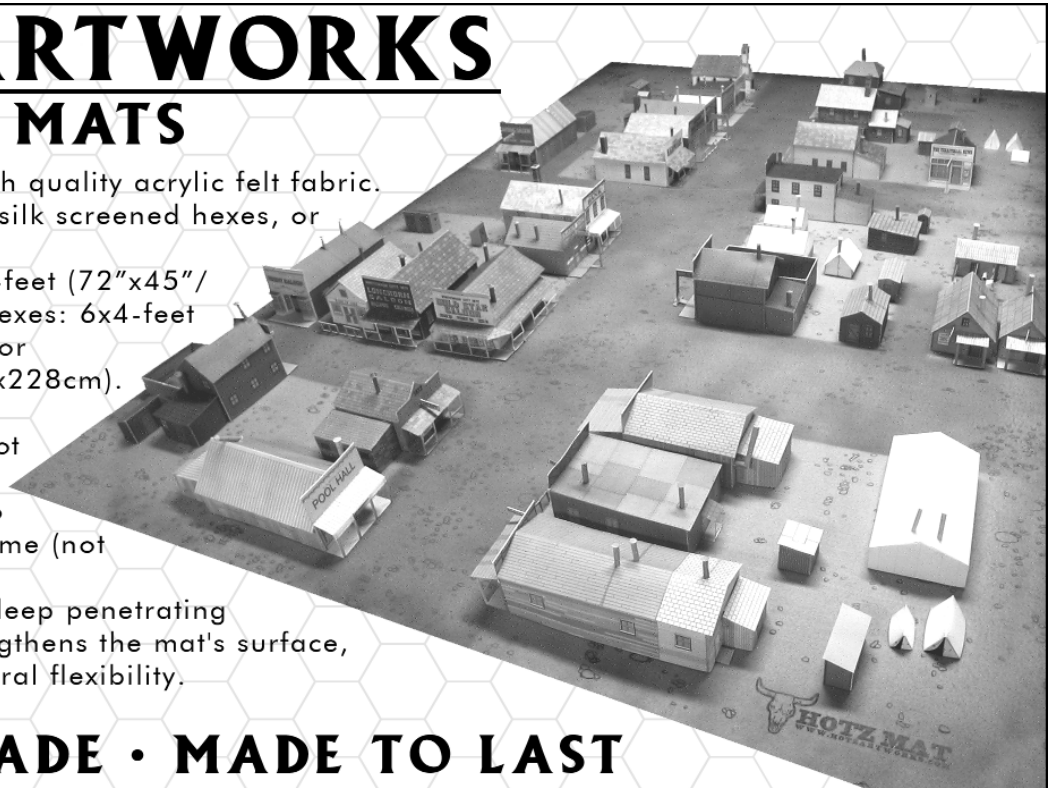
Note: We realize that describing the raft's movement in terms like "Walk, Trot and Run/Gallop" is a little weird. We did this to keep its movement consistent with the rules described in Section 8 of the Gutshot Core Rule Book. We apologize for this and if we think of anything better, we'll let yuh know, but for now, just go with it.