Gutshot™

Judge, Jury & EXECUTIONER
by Rob Edwards & The Gutshot Posse

It's a deadly game of cat and mouse… but who's the mouse? Two killers on the prowl must find out if they're going to collect their fee before the hunters become the prey!

Adventure No.:	SS012
Difficulty Level:	Intermediate
No. of Teams:	1 - 3
No. of Players:	1 - up
Location Type:	Med. Town
Duration:	1 - 2 hours
Game Marshal:	Useful
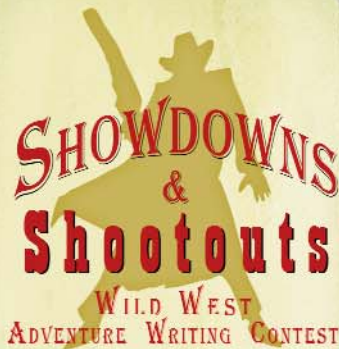
Some jobs just don't come with a retirement plan, at least that's what the notorious gunny known as The Executioner is finding out. After a life spent in the pursuit of the world's deadliest game, it's time to settle down and retire. Of course, some people just don't see it that way.

An angry father has hired two killers of his own - Judge Tom Parker and Alistair Jury - to find and kill The Executioner. The problem is, nobody knows what he looks like… they're not even sure if "he" is a man or a woman! They have two clues: The Executioner is hiding in the small town of Perdition, and "he" has one green eye and one blue eye. If they can get close enough, they might just find their "man" before "he" finds them!

Recommended Miniatures:

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:

You'll need at least three standard gunmen on foot (one each for the Judge, Jury and Sheriff). For the rest of the people, you'll probably want to use unarmed townsfolk. We recommend using at least 13 figures, with about four or five being women.

Keep in mind, if'n yuh don't have any unarmed townsfolk, then any ole minature will do, as long as it's on foot.

Two of our sponsors carry a wide assortment of miniatures and have several to choose from, so make sure yuh mosey on by their Websites and take a gander.

Scale Creep Miniatures
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The Story Thus Far...

Hamilton LaRue is a wealthy and powerful cattle baron who had a son who fancied himself to be a gunslinger. Unfortunately, he ran afoul of a *real* gunslinger, a legendary and mysterious figure known only as The Executioner. Now that his boy is dead, LaRue has hired a pair of bounty hunters, Judge Tom Parker and Alistair Jury, to find and kill The Executioner.

The problem is, The Executioner is a master of disguise. No one has ever seen his true identity and lived. No one is even sure if "he" is a man or a woman! However, the two Bounty Hunters have learned an incredible clue to his idenity: The Executioner has one blue eye and one green eye. Furthermore, they have uncovered a rumor that the Executioner has settled down in the town of Perdition and is hoping to quietly retire there. The Judge and Jury hopped a train and arrived there today. Their plan? Simply walk through the streets of Perdition and examine each and every person until they find who they're looking for, and then they'll put a bullet right between those mismatched eyes.

Unfortunately for the bounty hunters, the Sheriff has received a secret message with the same information, along with a warning that the two killers are on the way and that the townsfolk could be in danger. So now his only hope is to find the gunslinger first, before the Judge and Jury find The Executioner.

Multiple Players & Solo Gaming

This game is flexible and can accommodate different numbers of players:

Solo: One person runs everything and relies on the dice and chips to determine what happens, and he reacts appropriately. This method requires the player to be fair and objective while making reasonable decisions for each Character. For example, the rules state that no one may open fire before the identity of The Executioner has been discovered. This rule must not be violated or the entire game will just head straight for the outhouse.

Two Players: One player runs the outlaws, another runs the Sheriff and The Executioner (when his identity is revealed), and they take turns rolling the dice that control all the NPCs. Again, adhering to the rules is very important. It would be easy to just go in and start shooting everyone ("kill 'em all and let God sort 'em out,") but that's not the point of this game, so don't do it.

Two Players & a GM: Player One handles the outlaws, Player Two handles the Sheriff, and the GM controls the NPCs and The Executioner. In this version, the GM may know who The Executioner is before the start of the game (by random die roll, chip pull, executive decision, etc.) and only reveals it when the gunfighter has been discovered.

Four Players & More: With enough people, this simple game of hide and seek could turn into a bloody free-for-all. One player controls the Judge, another controls the Jury, another the Sheriff, and yet another controls The Executioner. A GM could be on call to arbitrate the NPCs (who might just turn gun happy when the lead starts flying). Heck, with a bunch of players, you could do anything, including ignoring the rule against shooting before The Executioner has been revealed. Add some roleplaying elements and work out a system wherein the Bounty Hunters must interrogate the NPCs by walking up and making an Action Check on each and every NPC (a successful check indicates that the bounty hunter has learned whether or not that particular NPC is their quarry). This type of adventure ain't what we wrote here, but do whatever makes yuh happy.

Breaking it down: Adventure Overview

There are two distinct parts to this adventure:
1) Searching for the identity of The Executioner
2) The gunfight after The Executioner's identity has been discovered

Each part of the game has its own challenges. No matter how many people are playing, the first part of the game is easy; control the two bounty hunters and the Sheriff as they move through town and examine each NPC to see if he (or she) is The Executioner. During this part of the game, the NPCs will move about randomly, as guided by their movement tokens or the control of the GM.
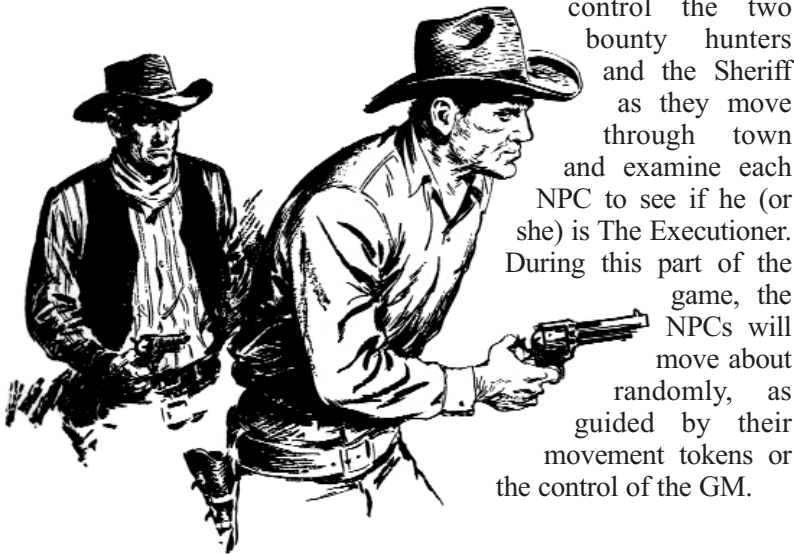
During either part of the game, Characters may walk, trot or run as the player desires. It might seem a bit unrealistic to have strangers running around town questioning everyone, but just trust us on this one. If you force everyone to walk, the game will really drag.

It is imperative that **no one is allowed to shoot anyone before the identity of The Executioner has been revealed.** If you break this rule, the game will rapidly devolve into a ridiculous shootout. As described below, the Townsfolk can easily slip into a state of bloodlust we call a "Mob Frenzy," wherein they will rush to the dry goods store, hardware store or Sheriff's office to commandeer weapons, then return to wipe the bounty hunters off the face of the earth.

By the way, this is *exactly* what we suggest happen if someone is brazen enough to fire a shot during the first part of the game: arm all the NPCs and shoot the offenders down like the cheating, dirty dogs that they are. Hey, we know that sounds harsh, but we ain't got no tolerance for folks who break the rules. We can sit down and have a beer with a guy who robbed a stagecoach, but there ain't no way we're gonna drink with a cheater!

Townsfolk: Going from Mob Rule to Mob Frenzy

At the start of the game, all the NPC Townsfolk should be treated as a single unit, or as we refer to them in the book, as a Mob (see 13.1). **Put two Action Slips into the hat and, when it is pulled, move all the Townsfolk at the same time** (see the notes for Solo Play for more guidance and a dice-driven mechanic that will help you make them randomly mill about town).

You should continue to control them in this manner until the lead starts to fly. **After shots are fired, Townsfolk get four Action Slips per Turn,** and use the following guidelines to determine their behavior.

SCENARIO 1 - "RUN FOR IT!" If the bounty hunters have not deliberately targeted one of the townsfolk, then the NPCs will make a mad dash for the best cover they can find. Usually this will be inside or behind a building. The goal of every citizen is to get the heck out of harm's way as fast as they can move, and remember that they move very quickly because they all have the Speedy Specialty. In effect, the NPCs will flee the game and should no longer be considered a factor. In fact, you can even remove them from the table, if you like.

SCENARIO 2 - "GET HIM!" If the bounty hunters deliberately target one of the townsfolk, then the NPCs will be out for blood! From this point on, the Townsfolk are in a state of Mob Frenzy: Their goal is to wipe those no-good bounty hunters off the face of the earth. They will not accept a surrender and people will fight to the death to get them. They will, on the following actions:
1. Rush to the nearest Dry Goods Store or Sheriff's Office
2. Spend one Action in that location to secure a firearm (roll 1d6 to determine what they get: 1-2: Pistol, 3-4: Rifle, 5-6: Shotgun).
3. Rush out of the building, take partial cover, and open fire on the bounty hunters.
4. Continue to close in and shoot at the bounty hunters until they manage to kill them.

It is very important to note that the Townsfolk will only become frenzied if one of the bounty hunters shoots at an NPC Townsfolk on purpose. Either the Judge or the Jury must declare an NPC as the actual target. Shooting one of the NPCs by accident with a missed shot will not be enough to trigger the frenzy.

Morale Checks

Unless the NPCs enter a state of Frenzy, you do not need to make any Morale Checks for them. After all, they will scatter like geese the second the guns start firing, so there's just no need for it. However, if they do enter a state of Frenzy, then you should make a Morale Check as needed (when someone is shot, the Sheriff falls, etc.), and you should apply the appropriate modifiers from Table 13.3.1. However, the Frenzy gives them a +2 bonus to all rolls.

On a roll of Snake-Eyes, the NPCs will break and flee for the rest of the Adventure. If they roll Boxcars, they pass their Morale Check with flying colors and do not have to make any additional checks for the rest of the Adventure.

SHOWDOWNS & Shootouts
WILD WEST ADVENTURE WRITING CONTEST

You can't run & you can't hide!

This game is a battle to the death. There really isn't any point to running away. The Executioner knows he has to stand and fight, or spend the rest of his life running in terror. Likewise, the Sheriff can't let his town descend into anarchy. The two bounty hunters have their whole reputations hanging on this, so if they run, they're out of business. They will fight to the death.

If someone does turn into a lily-livered coward, though, and actually runs away like a girly-man, then all he has to do is make it off the edge of the game table and he'll be out of the game. That side, by the way, is instantly declared the loser and the game is over.

The only reason anyone should run away is if this game has been modified to be included as part of an on-going campaign.

Starting Weapons

Weapons and ammo details are included under each character's description.

All weapons must remain holstered until the identity of The Executioner has been revealed. ***Neither the bounty hunters nor the sheriff may walk around with weapons ready in hand*** (and The Executioner won't, either, because that would blow his (or her) disguise).

Perdition: Town Layout & Starting Positions
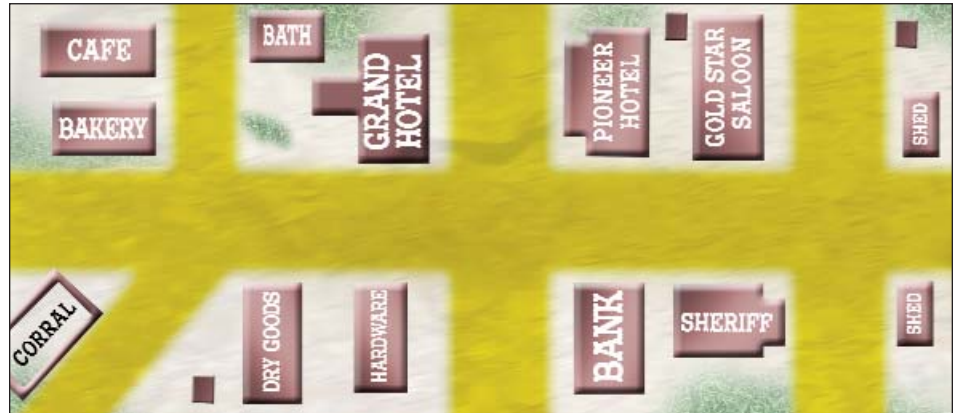
Perdition is a small town centered on a crossroads that meets dead-center in town. Main Street runs east/west and Pine Street runs north/south. The actual layout or organization of the buildings ain't too important, as long as yuh got at least 10 of 'em to scatter around. To help yuh get things going quickly and inexpensively, we've designed this game for use with Eric Hotz's White Wash City Starter Set.

These great PDF buildings are inexpensive (this set runs about $16). You simply buy the buildings, download them, print them out on your color ink jet printer, and then use a little glue and bailing wire to put 'em together. Once you're done, you've got yerself a fair-sized one-horse town ready fer gaming!

This particular set of buildings includes: Town Bank, The Pioneer Hotel, Out Buildings (two storage sheds, a miner's cabin, a bath house and two outhouses), Bakery, The Gold Star Saloon, Whitewash City Cafe, Dry Goods Store, Hardware Store, The Grand Hotel, the Sheriff Office/Town Jail, and and the town Gallows.

STARTING POSTIIONS:
■ The Sheriff is standing outside the Sheriff's office/jail.
■ Place the NPCs (see next page).
■ The bounty hunters must enter town *together on foot* in the center of one of the two roads (see map above). Their entry point is entirely up to them.

Victory Conditions

This is one of the simplest games we've ever described: it should not be possible for either side to reach a stalemate or partial victory (unless someone turns yella and runs). One side wins, the other loses. Victory Points are included below in case you wish to play this adventure as part of an on-going campaign.

BLACK HATS:
The Judge & The Jury
Complete victory is achieved when they kill The Executioner. It doesn't matter if the Sheriff lives or dies. The Black Hats win even if they are both dead at the end of the Adventure (darn those Retaliation Shots).

WHITE HATS:
The Sheriff & The Executioner
Complete victory is achieved only if both of the following conditions are achieved at the end of the game:
1) The Executioner is alive.
2) Both bounty hunters are dead (and it doesn't matter who kills them).

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

Kill The Executioner	50 VP
Kill the Sheriff	25 VP
Shoot an unarmed NPC	- 10 VP

(void during Mob Frenzy)

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

Kill Judge Tom Parker	30 VP
Kill Alistair Jury	30 VP
Avoid shooting any NPCs	5 VP

Roll the Dice: Putting NPCs on "Auto Pilot"

In order to fill a town full of wandering townsfolk (and hide the identity of The Executioner), this game uses two mechanics: Dice and Chits. You will roll dice to determine the NPCs starting position and again to find out where they are headed. This game also uses chits to reveal the identity of The Executioner. Combined, these two systems should enable you to go solo on this game.

DETERMINING NPC STARTING POSITIONS & DESTINATIONS
To make things interesting, there should be *at least 10 NPCs* wandering around town. For the sake of expediency, these simple folk should be outside when they are encountered. This is just a suggestion, of course. If you have buildings with removable roofs (Whitewash City buildings can be easily modified in this manner), then by all means, raise the roofs and go hog-wild and put 'em wherever ya want.

Now, as we said before, we designed this town for use with Eric Hotz's **Whitewash City Pioneer Starter set**. It costs about $16 and contains 17 buildings; if you count the outhouses, that comes in at only a buck a building! That's a mighty sweet deal, pilgrim.

Using that set, here's a random placement table to help you scatter your NPCs around town. You will roll two dice (standard six-siders will do). The first die indicates the general area and the second die focuses on a specific location. You should roll 2d6 for each NPC and place him (or her) in the appropriate location. So, for example if you rolled a 3 and a 2 for Old Widow Jones, you would place her just outside the Bakery, because the second die came up with an even number.

TABLE: NPC STARTING LOCATIONS & DESTINATIONS

d1	d2	Location
1	even	Whitewash City Bank
	odd	Pioneer Hotel
2	1-2	Bath House (outbuildings)
	3-4	Shed
	5-6	Outhouse
3	even	Bakery
	odd	Gold Star Saloon
4	even	Whitewash City Cafe
	odd	Dry Goods
5	even	Hardware Store
	odd	Grand Hotel
6	even	Sheriff Office & Jail
	odd	Intersection of Main & Pine

DETERMINING NPC IN-GAME DESTINATIONS
If you're in a hurry, you can just leave the NPCs standing where they are until the bounty hunters check their identity. This takes less time and can speed up the game.

But, you like to keep things hopping, we suggest that, on the first NPC Action, you roll again to determine where folks are headed. After that, on each Action move each figure at a Walk toward that new locale. To keep track of everything, you may want to put a slip of paper next to the figure with the destination on it. Trust us, after a few Turns. you'll be hard-pressed to remember who's going where!

Put this Game on the Fast Track

MARSHAL MITCHELL SEZ:

So, you say ya want a game that's fast? Fun? Furious? No problemo, amigo. If you want to light a fire under this game and get it moving faster'n a greased pig in a poke, just give this a try. Before The Executioner has been discovered, do not draw names from the hat. Ignore regular initiative and, instead, try this:

1. Put all the NPCs randomly on the table. Do not bother to move them.
2. The Judge, the Jury and the Sheriff take turns, one after the other, moving around the table searching for The Executioner. Each Character will move next to an NPC (bases must be touching, and you may only check one NPC at a time), stop and roll 2d6.
   a. If the roll is a 2, then the NPC is not The Executioner. Additionally, that Character has rolled Snake-Eyes and will miss his next Turn. Remove the NPC from the table.
   b. If the roll is 3-11, that Character is not The Executioner. Remove the NPC from the table.
   c. If the roll is 12, that NPC is The Executioner. Put all the names into a hat and start drawing initiative as normal. Remove all the other NPCs from the table.
   d. NOTE: If no one ever rolls a 12, then - by process of elimination - the last NPC is The Executioner. He does not have to be checked by any of the players, they can just start shooting.

If you're playing with this fast-track option, use some common sense and be aware that this adventure will probably be very fast and very bloody. Also, when placing the figures on the table, make sure you put all the NPCs at least 8 inches away from each other. This will encourage the Characters to move at a Run, which will put them at a disadvantage when they finally meet The Executioner (yeah, we're doing this just to be mean to the bounty hunters). And make danged sure you track everyone's movement rate (Walk, Trot, Run) during the first part of the game.

Finally, make sure you follow the rules about not allowing anyone to run around town with a weapon in hand. Even if you're playing this fast track game, the NPCs should still be ready to go into a Mob Frenzy if the bounty hunters get stupid and start shooting at innocent bystanders.

Black Hats: The Judge & The Jury

Judge Tom Parker	**Bounty Hunter**
TN:	6
Specialties:	Sure-Shot: Pistol, Two-Gun Shootist
Weapons:	Four ivory handled Colt pistols (worth $200 each!)

The old expression, "sober as a judge," sure as heck doesn't apply to this hombre! Yes, he was a judge in Arizona, but that was years ago before liquor, women, and corruption proved to be too strong a temptation. He doesn't like to talk about "The Incident," as he calls it, that lead to his disgrace and being removed as a judge. He wasn't guilty of a crime, but his career was ruined, which is why he joined forces with Alistair Jury to become one of the most feared, and ruthless, killers for hire to ever set foot in the wild West. When hired, he stops drinking and stays focused until the job is done and his prey has been captured or killed.

ALISTAIR JURY	**Bounty Hunter**
TN:	6
Specialties:	Sure-Shot: Pistol, Tough-as-Nails
Weapons:	Two pistols at his waist, and a sawed-off double-barrel shotgun (hidden beneath his duster)

Alistair was there the day they ran Judge Tom Parker out of town. He was also there to pull him out of the gutter and ask him the one question that would define the rest of their violent lives: "What'd the law ever do for you?" Since then, the two men have ridden together as an unlikely duo. Alistair is as coarse, crude and brutal as any man who has spent 10 years in prison (which he did). He stands in stark contrast to educated and sophisticated Judge. Yet somehow, when they work together, they're the deadliest duo in the West.

White Hats: The Sheriff & The Executioner

Sheriff Alex Simms	**Sheriff**
TN:	7
Specialties:	True Grit
Weapons:	Two pistols

The law is an end unto itself, It is greater than justice or even mercy. At least that's what Alex Simms has come to believe. Both his pa and grandpa wore the tin star, and both fell while wearing it. Alex is convinced that's how he'll go, too. Which is why he never took a wife. As a tall, square-jawed man with a tight belly and big chest, he certainly had his share of offers – but he spurned them all for his job. The tin badge was his wife and the gun was his mistress. The streets were where he lived and, by golly, if that's where he falls then so be it. Better to live like a man than to ride softly into that golden sunset at the end of a life not worth living.

THE EXECUTIONER	**Gunslinger**
TN:	5
Specialties:	Fanning-the-Gun, Quick-Draw
Weapons:	Two pistols hidden somewhere in his (or her) clothing, Bowie-Knife strapped to ankle

What can you say about someone who doesn't want to be seen? Men speak of this mysterious bounty hunter in hushed tones as they huddle around their campfires on the outlaw trail, jumping at every little sound, fearing that tonight could be the night this ghost emerges from the shadows and claims their lives in a hail of smoke and lead. This cold-blooded killer's identity has been guarded by a handful of representatives and operatives, until at last, this killer just walked away from it all. Whoever kills this legend will become a legend himself...