GUTSHOT™

NOTE:

This adventure was written specifically for the game Gutshot™. It is not a stand-alone game. You will need the Gutshot™ Core Rule Book or Gutshot™ Quick Load guide in order to play this adventure. 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 we would really appreciate it if you didn't post the conversion on the Internet. Thanks!

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Our Story Thus Far:

This here town is full of Desperados and Gunslingers who ignore the Code of the West… it's time somebody wound up in Boot Hill. Everybody is gunning for everybody else (heck, even the school marm is packing!). Well, hombre, enough is enough! This town is only big enough for you, so if it moves, shoot it! When the gun smoke clears, you wanna be The Last Man Standing!

Last Man Standing

or

"This town is just big enough for ME!"

GM Notes:

Yup, we know this is a flimsy excuse for an Adventure, but it's FUN! It's also a great way to introduce everyone to the combat system. There are no teams, just individuals with weapons and attitude!

Game Setup:

Character

Selection:	Everybody rolls 2d6 on Table 9.4.1
Weapons:	Each Character gets 2 weapons (their choice) and a Bowie Knife
Ammo:	Pistols - 2 full reloads
	Rifles - 2 full reloads
	Shotguns & Derringers
	- 5 full reloads

Town Setup:

It doesn't really matter. Just put buildings around the table in an interesting pattern (with lots of places to hide and crossfire opportunities), or just use the Jackpine Map from the "Love & Bullets" adventure.

Character Placement:

Once the Characters have been selected and armed, have each player roll 2d6. Then have the player who rolled the lowest number place his miniature someone inside the town, outside on the street (not inside a building, but corrals are okay). Then, the player with the second-lowest number places his Character, and so on until the player with the highest number is the last to place his Character. This order is important because, in Gutshot, high numbers are always best and the last person to place his Character has the strategic advantage of seeing where everyone else is before he has to commit to a location.

Game Play:

Put the Action Slips into the hat, mix 'em up and then draw the first name. It's time to get Gutshot!

Victory Objectives:

The winner is the last man standing. Everyone else must be dead or surrenders (a Character who surrenders is removed from the board - he's gone and cannot come back).