



## A GUTSHOT™ VALENTINE'S DAY ADVENTURE

Adventure: GUT002  
Difficulty: Beginner  
No. of Characters: 4-6  
No. of NPCs: 4-6 major  
Game Type: Two teams  
Game Marshall: Yes  
Duration: 1-2 hours  
Note: Normal  
Prices in Effect  
Victory Points: Team & Individual

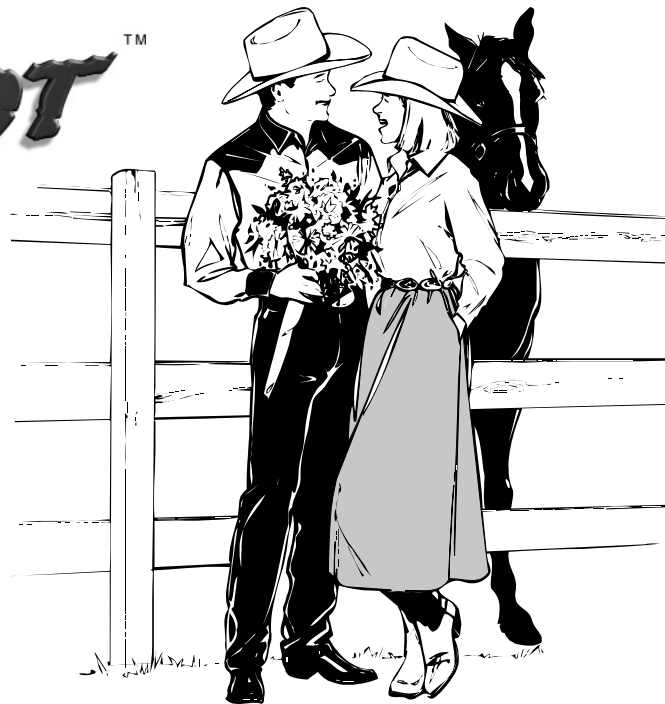
by  
**Mike Mitchell**

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by Mike Mitchell

### 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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# Love & Bullets

or  
"Not with my daughter, you don't!"

Out in the West Texas town of Jackpine, the man who calls the shots is Colonel Beauregard Jackson Picket III. He owns the "Bar J" ranch, the bank, the Gold Star Saloon... as well as the Sheriff and Mayor. In short, he owns the town and darned near everyone in it. He is not a man to be trifled with. A widower, his one weakness is his only child, Missy Picket. She is as spoiled as she is strong-headed. When she gets it into her mind to do something, the devil himself can't stop her. Now, Billy Barnes was a handsome young cattle rustler trying to make off with a few head of her daddy's herd. When they met, it was hate at first sight. As in all such stories, however, they wound up falling madly in love and have vowed to run off and get married. The Colonel has declared "Not with *my* daughter you don't!"

### Character Placement:

As the game starts, Missy, Billy and his gang are in the Grand Hotel (they can be inside or outside on the balcony); they are planning to hightail it out of town. The Colonel and his men are in the Sheriff's Office. They know what the young lovers have planned, and aim to stop them.

# White Hats

## The Barnes-Dohr Gang

Billy Barnes is a small-time cattle rustler and stagecoach bandit, but he's not really all that bad. His "gang" includes his brothers and cousins who have joined him in his life of crime, and most are very loyal to him ("Heck, he's family"). Missy has made him see the error of his outlaw ways, however, and after they escape from Jackpine, the gang is going to hang up their six-shooters and go straight (that is, once Missy talks her rich daddy into accepting Billy as a son-in-law and hires him to be the foreman of their ranch). The gang will do anything to get the lovebirds out of town alive.

This team has 4 or more members, depending on how many people are playing. If you need more Characters, add some Thugs.

**Victory Objectives:** Missy and Billy must be on horseback and ride out of the West edge of town alive. See map for details.



### Billy Barnes, Handsome Cattle Rustler (Custom 2)

**TN:** 8 base  
7 with pistol

**Specialties:**  
Quick-Draw: Pistol,  
Two-Gun Shootist

**Quote:**  
"I loves ya, Missy, and I ain't never gonna leave yer side."

**Restrictions:**  
None, but he should think twice about harming the Colonel.

**Motivation:**  
Leader of a small band of cattle rustlers, he has fallen in love with Missy Picket, the Colonel's daughter. Is he a mercenary planning to use Missy to gain power with her wealthy father, or is he a hot-blooded young man who has fallen madly in love? The player must decide.

**VP Awards:**  
If he finishes the game without personally doing Damage to the Colonel, he earns an extra 10 VP. Earns 10 VP if all his men escape alive. If the Colonel takes no Damage at all, Billy earns 20 VP. If the Colonel dies (no matter who kills him), he loses 20 VP.:

**Pistol: Right-hand**  
○ ○ ○ ○ ○ ○

**Pistol: Left-hand**  
○ ○ ○ ○ ○ ○

**Pistol: Right-hand (extra)**  
○ ○ ○ ○ ○ ○

**Pistol: Left-hand (extra)**  
○ ○ ○ ○ ○ ○

**Bowie Knife (boot)**  
TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Loot:**  
\$50 in gold.

**Gear:**  
2 full reloads per weapon, standard clothes

**Damage:**  
Light: ☐ ☐ ☐ ☐ ☐  
Mod: ☐ ☐ ☐ ☐ ☐  
-1 to hit, move - 33%  
Sev: ☐ ☐ ☐ ☐ ☐  
-2 to hit, move - 50%

**Pain:**  
Light: ☐ ☐ ☐ ☐ ☐  
Mod: ☐ ☐ ☐ ☐ ☐  
-1 to hit  
Sev: ☐ ☐ ☐ ☐ ☐  
-2 to hit

## Missy Picket, Headstrong Lovebird (Custom 2)

**TN:** 9 base  
8 with pistol

### Specialties:

Brawler,  
Quick-Draw: Derringer,  
Sure-shot: Pistol

**Quote:** "You had me at 'Howdy.' "

**Restrictions:** She cannot shoot at or kill the Colonel, but she will engage him in hand-to-hand combat if cornered. She does not want to shoot Lefty, but will if she must.

**Motivation:** Smart, pretty, and not bad with a gun, Daddy's little girl has fallen for the handsome young rustler and ain't nobody gonna stop them from getting hitched. She'll come back later and make it right with the Colonel, and if any-

body is stupid enough to get in her way, she'll use her gun to get rid of 'em. If Billy dies during the fight, she can choose to stay or ride off.

**VP Awards:** If Billy is killed, she will earn 50 VP for avenging him (but she still cannot kill her father). She earns 20 VP if she does no Damage to anyone in her father's gang. She loses 10 VP if she causes Damage to her father, and loses 5 VP if she causes Damage to Lefty.

**Loot:** \$200 in gold hidden in money garter.

**Gear:** One loaded pistol, holstered at hip. One Two-Shot Derringer, hidden in garter under skirt (which she can draw and fire in one Action without a Wild Shot penalty). 12 extra bullets, 2 reloads for Derringer.

### Pistol: Right-hand

○ ○ ○ ○ ○ ○

### Derringer (in garter)

○ ○

### Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

### Pain:

Light: □ □ □ □ □

Mod: □ □ □ □ □ -1 to hit

Sev: □ □ □ □ □ -2 to hit

## Simon Barnes, outlaw

**TN:** 7 base

### Specialties: (pick one)

Quick-Draw: \_\_\_\_\_  
Tough-as-Nails

**Quote:** "Did ya know who her daddy was before ya kissed her?"

**Restrictions:** None

**Motivation:** He'd rather be robbin' stagecoaches than helping his fool brother run off with a pretty girl. But, it is his big brother and ma'll tan his hide if he don't help him outta this mess.

**VP Awards:** Earns 50 VP if all the men in the gang escape alive. If Billy is killed, he will earn 50 VP for killing the man who killed him

**Loot:** \$20 in gold

**Gear:** 12 extra rounds of ammo for pistol, 15 extra rounds for rifle

### Pistol: Right-hand

○ ○ ○ ○ ○ ○

### Rifle (on strap)

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

### Bowie Knife (boot)

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

### Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

### Pain:

Light: □ □ □ □ □

Mod: □ □ □ □ □ -1 to hit

Sev: □ □ □ □ □ -2 to hit

## Alvin Barnes, (Custom 2)

**TN:** 8 base

### Specialties:

Speedy, Sure-shot: Rifle.

**Quote:** "Just leave her and she can sneak off to join us later."

**Restrictions:** None

**Motivation:** The baby brother is definitely tired of being the runt of the litter. Not that he'd ever shoot kinfolk in the back, but this whole caper ain't worth dying for. That's why he prefers to run fast and do his fighting at a distance.

**VP Awards:** Earns 25 VP for avoiding capture at the end of the game. Earns 10 VP if he doesn't take any Damage.

**Loot:** \$20 in gold

**Gear:** 30 extra rounds of ammo for rifle, 12 rounds for other weapon

### Pistol: Right-hand

○ ○ ○ ○ ○ ○

### Rifle (on strap)

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

### Bowie Knife (boot)

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

### Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

### Pain:

Light: □ □ □ □ □

Mod: □ □ □ □ □ -1 to hit

Sev: □ □ □ □ □ -2 to hit

## Theodore "Beaver" Dohr, owlhoot

**TN:** 8 base

**Specialties:**

Brawler

Tough-as-nails

**Quote:** "We kill 'em and take their stuff, ain't that what we do?"

**Restrictions:** None

**Motivation:** This cousin is a greedy cuss who doesn't mind going through a dead man's pockets while his kin are still in a firefight.

**VP Awards:** Earns 50 VP if he can steal \$100 from the living or dead bodies of the other team.

**Loot:** \$350 in gold (hidden in money belt)

**Gear:** 36 extra rounds of ammo

**Pistol: Right-hand**

○ ○ ○ ○ ○ ○

**Pistol: Left-hand**

○ ○ ○ ○ ○ ○

**Shotgun (on strap)**

○

○

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

## Wally "Mad Dog" Dohr, (Custom 2)

**TN:** 8 base

**Specialties (pick 2)**

\_\_\_\_\_

\_\_\_\_\_

**Quote:** "Come on, Beaver, it's time to get out of here."

**Restrictions:** None

**Motivation:** He's beginning to think this outlaw life ain't worth it, and he's promised his pa he'd bring home the Beaver.

**VP Awards:** Earns 50 VP if his brother, Theodore "Beaver" Barnes, comes out of this alive. If Beaver dies, he earns 50 VP for avenging him (killing the man who killed the Beaver).

**Loot:** \$35 in greenbacks

**Gear:** 36 extra rounds -- allocate to weapons before start of game.

**Weapons**

(any, up to 4 weapon weights)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit





# Black Hats

## The Colonel's Men

Colonel Beauregard Jackson Picket III is in a bind because most of his men are off on a cattle drive. He's only got a small group of men to help him. He's got his loyal servant, Lefty, and the Sheriff and his Deputy. He's also hired two professionals: John Walking Proud (a half Indian Bounty Hunter) and his no-good partner, the Nevada Kid. Together, they aim to put an end to this danged foolishness. If they have to kill Billy Barnes and his gang, so be it. But no one had better shoot at his precious daughter (if only she felt the same way).

No member of the Black Hat Team may shoot Missy. If they do, even if it's an "accident," the Colonel will instantly order that man to be killed, and Lefty will shoot anyone who doesn't follow that order.

The person who kills that man will earn 100 VP. This team has 6 or more members, depending on how many people are playing. If you need more Characters, add some Thugs.

### Victory Objectives

The Colonel and his men must stop Missy from leaving town. They may kill, capture, or let Billy escape, but they must not shoot Missy. The Colonel will instantly try to kill anyone who shoots his daughter, and will order his men to do the same. This includes "accidentally" shooting her, so it might be best to use hand-to-hand combat to subdue her. If Missy dies, no one on this team receives any Victory Points (all personal awards are ignored).

**TN:** 6 base

#### Specialties:

Reputation  
Contemplative

#### Quote:

"No daughter of mine is getting hitched to a damn fool Yankee Cattle Rustler!"

#### Restrictions:

He cannot shoot his daughter. He must remain active on the field of battle in order for the Reputation Bonus to be in effect.

#### Motivation:

He doesn't want to make his daughter unhappy by killing that fool boy she's took up with, but she'll get over it in time.

#### VP Awards:

If he finishes the game without personally doing Damage to Billy, he earns 50 VP. If Billy dies (no matter who kills him), he loses 25 VP.

#### Pistol: Right-hand

○ ○ ○ ○ ○ ○

#### Saber

TN 7, DEF 7, UnDEF 9, Dam 1d6+2

#### Loot:

\$1,000 in gold.

#### Gear:

24 extra bullets

#### Damage:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

#### Pain:

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

## Lefty McDraw, (Custom 3)

**TN:** 9 base

**Specialties:**

Lucky  
Spontaneous  
True Grit

**Quote:** "Whatever you say, boss."

**Restrictions:** Cannot shoot Missy. Will try not to hurt her.

**Motivation:** Fiercely loyal to the Colonel, he will do anything for his boss, including willingly Take a Bullet for the man.

**VP Awards:** If the Colonel is killed, he earns 100 VP for avenging him (killing the killer). Earns 50 VP for saving the Colonel (chooses to Take a Bullet to save the Colonel's life, or something else appropriate: the GM will rule on it)

**Loot:** \$25 in gold

**Gear:** 24 extra bullets, 10 extra shells

**Sawed-off Dbl-Barrel Shotgun (in hand)**

○  
○

**Sawed-off Dbl-Barrel Shotgun (extra one, on shoulder strap)**

○  
○

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

## Sheriff Tom McCrae

**TN:** 7 base

**Specialties:** (player picks one)

Brawler  
Quick-Draw: \_\_\_\_\_  
True Grit

**Quote:** "Yessir, Colonel, sir. I'll get right on it, sir."

**Restrictions:** Cannot shoot Missy.

**Motivation:** The Colonel made him Sheriff, and has made it clear that he can be easily replaced. This is his chance to impress his boss.

**VP Awards:** Earns 50 VP if he kills Billy. Earns 50 VP if they kill or capture every single member of the gang.

**Loot:** \$17 silver dollars

**Gear:** 24 extra rounds of ammo

**Pistol: Right-hand**

○ ○ ○ ○ ○ ○

**Pistol: Left-hand**

○ ○ ○ ○ ○ ○

**Shotgun (on strap)**

○  
○

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

## Deputy Arnie Fry

**TN:** 8 base

**Specialties:** (has both)

Hard-to-hit  
Lucky

**Quote:** "Uh, ya'll go on ahead... I'll hang back and cover our rears."

**Restrictions:** Cannot shoot Missy.

**Motivation:** They don't pay him enough for this job, and it sure ain't worth getting killed over.

**VP Awards:** If the Sheriff is killed, earns 25 VP for avenging him. Earns 50 VP if they kill or capture every single member of the gang. Earns 25 VP if he takes no Damage during the game.

**Loot:** \$5 silver dollars

**Gear:** 36 extra rounds of ammo

**Pistol: Right-hand**

○ ○ ○ ○ ○ ○

**Pistol: Right-hand**

○ ○ ○ ○ ○ ○

**Shotgun (on strap)**

○  
○

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit, move - 33%

Sev: □ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

-1 to hit

Sev: □ □ □ □ □

-2 to hit

## John Walking Proud, (Bounty Hunter)

**TN:** 6 base

**Specialties:** (pick one)

Contemplative

Sure-Shot: Pistol

Tough-as-nails

**Quote:** "If you've got the money, then I'm your man. And I only take payment in gold."

**Restrictions:** Cannot shoot Missy, but wouldn't mind slapping her around a bit for all the trouble she's caused.

**Motivation:** If Billy lives, he'll just try to come back for her, so it's better to end this now, quick and clean. This is a job and only a fool would die for it. Besides, if things turn against him, he can always track down Billy's gang later and kill them.

**VP Awards:** Earns 50 VP if he kills Billy. Earns 50 VP if they capture or kill every single member of the gang. If the Nevada Kid is killed, he earns 25 VP for avenging him.

**Loot:** \$50 in gold

**Gear:** 36 extra bullets

**Pistol: Right-hand**

○ ○ ○ ○ ○ ○

**Pistol: Left-hand**

○ ○ ○ ○ ○ ○

**Note:** Likes to throw knives.

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

Sev: -1 to hit, move - 33%

□ □ □ □ □

-2 to hit, move - 50%

**Pain:**

Light: □ □ □ □ □

Mod: □ □ □ □ □ -1 to hit

Sev: □ □ □ □ □ -2 to hit

## The Nevada Kid, (Bounty Hunter)

**TN:** 8 base

**Specialties:** (pick two)

\_\_\_\_\_

\_\_\_\_\_

**Quote:** "Hot lead and hot blood? Yee-haw! Now this is what I call fun!"

**Restrictions:** Cannot shoot Missy (but like his partner, John, he thinks she needs some sense slapped into her).

**Motivation:** He aims to make a name for himself as a Bounty Hunter, and he believes that every man he kills adds to his reputation.

**VP Awards:** Earns an extra 10 VP for every man he kills in combat (this is in addition to the standard award for a kill).

**Loot:** \$50 in gold

**Gear:** 36 extra rounds -- allocate to weapons before start of game.

**Weapons**

(any, up to 4 weapon weights)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Damage:**

Light: □ □ □ □ □

Mod: □ □ □ □ □

Sev: -1 to hit, move - 33%

□ □ □ □ □

-2 to hit, move - 50%

**Pain:**

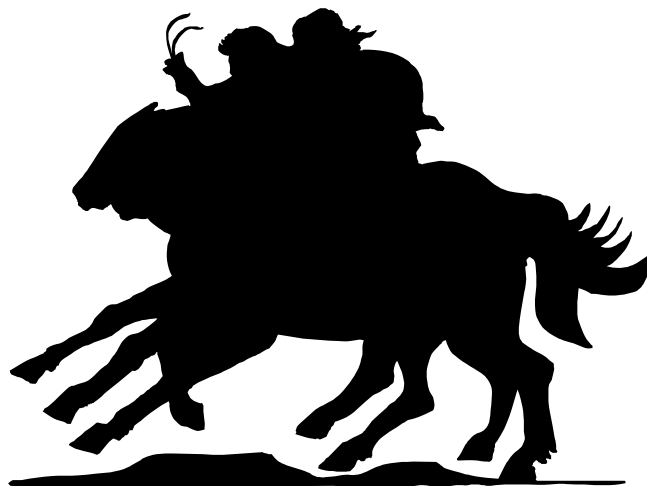
Light: □ □ □ □ □

Mod: □ □ □ □ □ -1 to hit

Sev: □ □ □ □ □ -2 to hit

**Bowie Knife (boot)**

TN 5, DEF 8, UnDEF 9, Dam 1d6+1



# Game Marshal Notes

The objectives in this game are pretty cut and dried, and to be honest, it's stacked in the Colonel's favor. This game is designed to force players to use the hand-to-hand combat rules to subdue Missy Picket. If you have extra players or want to increase the number of Characters, introduce equal numbers of Thugs or Owlhoots to both sides.

## Team Balance

The two teams, at first glance, may appear uneven. The Black Hat team has two characters with Target Numbers of 6. However, they are hampered by the fact that they cannot shoot Missy (must use hand-to-hand to subdue her) They also do not have many rifles or shotguns. If you have more players, add equal numbers of Thugs to each team.

## Victory Points

This game awards Victory Points (VP) which are used in Gutshot's ongoing Campaign rules. There are team VP and individual VP. In the Campaign Setting, VP are used to purchase new Specialties and to improve your Target Number.

VPs add a level of complexity to the game because it gives individual players motivations that might be at odds with other members of their own team. For instance, the Colonel loses points if Billy dies, but the Sheriff, John Walking Proud, and The Nevada Kid all earn points if they kill Billy. It's up to the players to decide if it's worth it to disobey the Colonel and kill the boy. It's also up to the person playing the Colonel to decide how mad he gets if they disobey his orders.

Missy, on the other hand, has no compunctions about shooting or killing her father's men. She loses VP if she causes Damage to her father or Lefty, but it's up to the player to decide if she chooses to do so. Note: this restriction applies only to inflicting Damage, not Pain.

It is suggested, but not required, that players keep their Individual VP awards secret from each other.

## Victory Conditions Achieved

This game has several possible outcomes.

1. If Billy and Missy make it off the West Edge of the table on horse or mule, then the game is over: the White Hat Team has won. Each Character on that team is awarded 25 VP.
2. If Missy is killed, the game is over. Both teams lose and the Black Hat Team loses ALL VPs (including personal awards).
3. If Missy is captured, it's up to the White Hat Team to decide if they want to free her, or quit. If they leave her behind, the Black Hat Team wins.
4. Whoever makes it off the West Edge of the table has escaped (they'll lose their pursuers in the badlands).

## No Clear Winner

It is possible that neither team will win. If Billy is killed and Missy rides off, then both teams lose and no Team Victory Points are awarded. If this happens, personal VP are still awarded. If Missy is killed, no one on the Black Hat Team will be awarded any VP. Note that the White Hat Team can't win if Missy dies, either. Their Victory Condition states that both she and Billy must be alive when they leave town.

**Note:** The Colonel's death does not lift the restriction on shooting Missy.

## Avenging the Dead and Assisted Kills

Some of the characters earn Personal VP for avenging their fallen brothers or partners. "Ya shot muh brother, and I aims to kill ya fer it!" If Billy is killed, Simon gets extra VP for killing the man who killed Billy. However, when more than one person has inflicted Damage on a Character, it's hard to tell who did the killing. In these instances, split points based on a percentage of how much damage they each did.

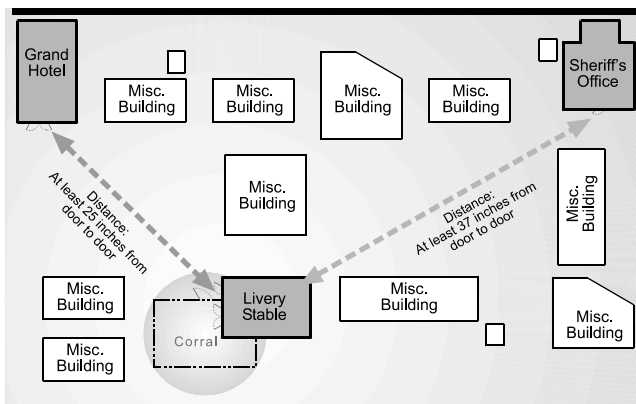
## Firefight in the Livery Stable

If anyone fires a shot in the Livery Stable, the horses may panic. Roll for each horse.

### Roll 1d6:

|     |  |
|-----|--|
| 1   | Horse panics and attacks nearest person  |
| 2-3 | Horse panics and attacks anyone within 3 inches (it will bust its stall to get at them)  |
| 4-5 | Horse flees: will bust out of stall, go to Trot (next Action it will go to Gallop) and trample anyone in its direct path. Roll 1d6 to see how many Actions it will flee. |
| 6   | Horse whinnies in fear, but takes no other action  |

**JACKPINE**  
SUGGESTED LAYOUT



The actual layout of the town isn't very important. All that matters is that the Golden Hotel (where Billy's gang starts) and the Sheriff's Office (where the Colonel's men start) are on opposite sides of the table and are the appropriate distance from the Livery Stable. This is designed to require Billy's gang to take two Actions to get there, and the Colonel's men three Actions to get there. Other buildings should provide some cover to make things interesting. Don't forget to add barrels and water troughs, if ya got 'em.