



TM

GUTSHOT

WILD WEST ADVENTURE GAME
FOR 25MM MINIATURES



MIKE MITCHELL
& MIKE MURPHY



GUTSHOTTM

Core Rule Book

WILD WEST ADVENTURE GAME FOR 25MM MINIATURES

WEBSITE SAMPLE CHAPTERS



Howdy, and welcome to Gutshot.

If you're downloading this, we reckon you have some idea of who we are and what this here book is all about. If not, just read on, pilgrim, Section One does a pretty darned good job of settin' you up to ride the trail with us.

As you can see, this is not a "light" version of the game. It doesn't have enough information to actually play. If that's what you were expecting, we apologize fer anything we said or did that might have misled yuh. This is just designed to whet yer appetite and show yuh what yer hard earned twenty bucks could buy down at yer friendly local game store, online at one of the great Internet stores who carry our rules, or straight from us at the Hawgleg Publishing Website: www.hawgleg.com.

Ta give yuh an idea of what the book looks like and how darned easy it is ta follow, we've included the first 17 pages of introductory material, including our Table of Contents (which should really get you salivating over how much material is in the full book - go ahead and drool, it's just a PDF so ya won't get the pages wet). We've also included the first page of each Section in the book, and the index. The only thing we cut were the Adventures, the table summaries, and all of the Character Sheets; you can get most of those online so we decided not to duplicate it here.

Again, we hope ya like what ya see and that you'll hop on yer pony and gallop over to your Friendly Local Game Store and tell 'em that you wanna get Gutshot!

We're sure they'll be happy to oblige...

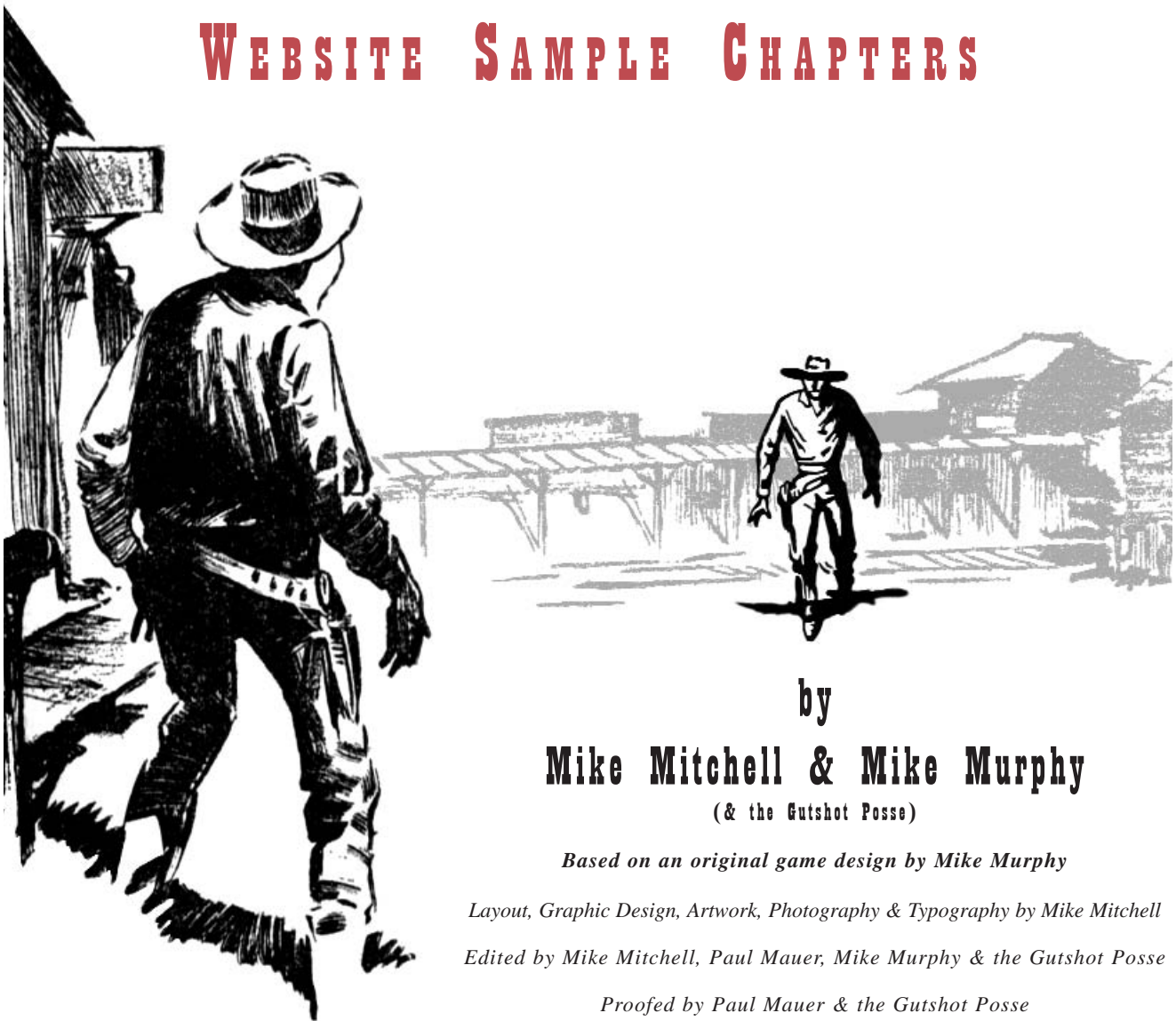
Mike Mitchell & Mike Murphy
August 2005

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GUTSHOT™ Core Rule Book

WILD WEST ADVENTURE GAME FOR 25MM MINIATURES

WEBSITE SAMPLE CHAPTERS



by
Mike Mitchell & Mike Murphy
(& the Gutshot Posse)

Based on an original game design by Mike Murphy

Layout, Graphic Design, Artwork, Photography & Typography by Mike Mitchell

Edited by Mike Mitchell, Paul Mauer, Mike Murphy & the Gutshot Posse

Proofed by Paul Mauer & the Gutshot Posse

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PUBLISHING

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Gutshot™ Core Rule Book

Wild West Adventure Game for 25mm Miniatures

WEBSITE SAMPLE CHAPTERS

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Playtesters



MIDNIGHT RIDERS

(2003 - 2004)

*Midnight Comics and Games,
Houston, Texas*

Jonathan Burton, Austin Byers,
Leslie Garcia, Rick Haufe, Matt Jeffers,
Trevor Johnson, Cheston (Mud) Keck,
Ian Kristensen, Kyle Nearhood,
Justin Nemeti, Gary Ortiz,
Kevin Ortiz, Laura Potter,
J.J. Shaw

*** Walk-ins, played one game***

Matt Arra, Shaun James, Michael
Johnson, Jonathan Kirkland,
Thomas Striker

REDLEG GANG

(2004)

*Enigmas Games Store,
Houston, Texas*

John Black, Paul Bruchmiller, David
Brininger, Mike Brininger, David
Burlin, Scott Coons, Robert Hart, Jared
Lamb, David Michael, Jeff Pieper, Chris
Trevino

*** Walk-ins, played one game***

Jessica Nelson, Rahul Tandale

OWLCON OWLHOOTS

(2001 - 2004)

*OwlCon - Rice University,
Houston, Texas*

(2004)

Kyle Nearhood, Richard Nelson, Mark
Paquette, Timothy Sander

(2003)

Mike Becnel, Rick Haufe, Richard
Nelson, Cameron Orwin

(2002)

Everett Chun, Troy Roper,
Jim Skipper, John Sponheimer

(2001)

Ron Avery, Albert Griego, Paul Mauer,
Richard Nelson, Jim Skipper

MURPHY'S MARAUDERS

Triple J Hobbies

Las Vegas, Nevada: 2000 - 2003
Tom Adams, Jason Coffey, Jason
Darbe, John Duck, Mike Rasmussen,
Joe Sudek, Matt Waugh

Little Wars

Houston, Texas: July 2003

Tony Rocha, John Z., Sean Smith, Rick
Haufe, Jonathan Burton, Kevin Ortiz,
Ian Kristensen

Enigmas Games Store

Houston, Texas: Dec. 2004

Jared Lamb (GM), David Burlin, and
Chris Trevino

HOUSTON PLAYTESTS

2001 - 2004

Nov. 2004

Jared Lamb (GM), Sarah Lamb,
Tyler Lamb, Tony Miller

Jan. 2001

Erik Cockrum, Paul Mauer,
Jim Skipper

Jan. 2001

Erik Cockrum, Paul Mauer,
Greg Peddycoart, Jim Skipper

Midnight Comics MiniCon

Houston, Texas: May 2003

Jason Aydelotte, Victor Balbian, Rick
Haufe, Matt Jeffers, Cheston (Mud)
Keck, Jonathan Kirkland, Michael
McCasland, Justin Nemeti, Cameron
Orwin, J.J. Shaw, Joe Zaucha

Command Con

St. Louis, Missouri: Nov. 2004

Patrick Crowley (GM), Jim Borisch,
Rick Costa, Jim Ebert, Keith Matlock,
Marc Stoff

Underground Games

Fenton, Missouri: Dec. 2004

Patrick Crowley (GM), Jim Borisch,
Rick Costa, Chris Curtis, Steve Hood,
Keith Matlock, Len Maurer,
Blake Smith, Mike Wood

Ann Arbor Area Historical Miniatures Gaming Group (A3HMG2)

UCON, Michigan: Nov. 2002

Bob Beatie (GM), Ken Fox,
Andy Fox, Bill Frank

Pennsylvania: 2004

Michael Bond (GM), Nicole Bond,
Dan McHenry



The journey from the original idea to the finished book you hold in your hands is a journey from idea to reality. On this pathless trail we have had the honor of being joined by more than 80 people. Men, women, boys, and girls... they have all contributed to Gutshot and made it better than it ever would be without them. **Our heartfelt thanks go out to each and every person who helped us playtest Gutshot.** They put in a lot of hard work helping us, but we also had a LOT of fun, too! Righting wrongs, knocking off banks, eloping with the cattle baron's daughter... it's been a blast as we've traveled from Beaver Creek to Mustang Junction and back again through Rio Gato! We had so much fun playing these games that we wanted to share them with you. So, when you see the "Tales from the Trail" logo, you're reading something that happened in a playtest game. Most of these are excerpts from our Website, so go online to find out the rest of the story!



SPECIAL THANKS

Paul Mauer

For being a true friend, providing more guidance than he could possibly imagine, and for being an "on-call GM's assistant" and pulling all-night proofing sessions in the eleventh hour. You're the best, bucko!

The Gutshot Posse

These people really kept us on track and helped make this game much better than it ever could have been with just the two of us writing it.



Pat Crowley

Underground Games: Fenton, Missouri - for unwavering support and providing us a fresh perspective.

Eric Hotz & Doug Hamm

For allowing Larry Leadhead and his gang to saddle up and ride the trail with us.

Will Hunter

Enigma Games: Houston, Texas - For giving the Redleg Gang the space to hit their stride... and for making North Houston a Gamers' Paradise (or is that "pair of dice?").

Kyle Nearhood

For great ideas and solid support, Thanks for bringing the mysterious Cord to the Midnight Riders, and helping me ride herd on the Redleg Gang.

Cameron Orwin

For being a good friend with solid ideas (and for inventing some of the Specialties).

John Simmons

Midnight Comics & Games: Houston, Texas - for friendship, the very-welcome hard sell, offering constant encouragement, support, and giving the Midnight Riders their home on the range.

Jim Skipper

For helping us with early concepts and convention playtests of the game.

Joe Sudek

Triple J Hobbies & Games: Las Vegas, Nevada - for spurring us to get up and do it ourselves.

Dedications



MIKE MITCHELL

My wife is an avid reader. She's always got a book in hand or in her purse. A few weeks ago, while I was pounding on my keyboard after midnight, she came in to try to talk me into coming to bed at a "decent hour." As I tried to convince her that 2 a.m. was perfectly decent, she said to me, "Now I know why so many authors dedicate their books to their wives - we really put up with a lot while you're working on your books!"

She's right - she **does** put up with a lot.

The dining room has been taken over by little metal men and a table covered with bottles of paint. The garbage can lid is covered with primer originally intended for buildings and styrofoam rocks. Heck, she even sat with me and watched some Western movies!

So my contributions to this game are dedicated to my wife, Donna. You are the best thing that ever happened to me and the love I feel for you is bigger than all of Texas!



MIKE MURPHY

When the idea for Gutshot originally came about four years ago, I didn't have any idea of how it would grow and become what it is today. From a simple six-page set of movement rates and charts to the fantastic product that it is today, the game owes a lot of what it has become to the many people that have given a part of themselves in time and effort in seeing it become what it is.

That being said however, there is one person that supported me all the way and helped me during the hard times. She supported me when there were more problems with the game than you could shake a stick at. She was there when things worked out, and when frayed nerves were soothed.

She kept my feet on stable ground when the "Old West" was practically oozing out of me, and I needed a "break back into the real world."

So for all she has done I especially dedicate this to Jill.

Thank you for everything that you did to help me see this through...

Thanks also goes to two individuals who witnessed it's conception and helped it grow.

Joe Sudek: of the world-famous Triple J Hobbies and Games, whose challenge gave me the inspiration for this game. Thank you for the help, friendship, and support.

Mike Mitchell: my best friend, partner, co-creator, and fellow supporter. Thanks for all of your hard work in seeing this done.

THE GUTSHOT POSSE

*The Gutshot Posse is our development team and friends
who have gone above and beyond the call of duty
to help us get Gutshot off the ground.*

*We are very indebted to these people, and without them
this game would not exist today!*

POSSE LEADERS

Mike Mitchell Mike Murphy

POSSE DEPUTIES

Paul Mauer
Kyle Nearhood, Pat Crowley

POSSE MEMBERS

Mike Bond, Nicole Bond, Erik Cockrum, Steve Green,
Jared Lamb, Sarah Lamb, Cameron Orwin
Greg Peddycoart, Jim Skipper

SPECIAL PROOFING POSSE

Paul Mauer (leader), Donna Adams-Mitchell,
Bill Anderson, Nicole Bond, Sarah Lamb



One of our earliest
Houston Games: Jan 27, 2001



Remember the
Alamo Kid

PART ONE SADDLE UP!



LARRY LEADHEAD

www.larryleadhead.org

I TAKE IT THE THURSDAY NIGHT SCI-FI GAME HAS BEEN CHANGED TO... LET ME GUESS... A WILD WEST SKIRMISH GAME?



GutShot 3



DandE©2005

DandE@larryleadhead.org

By Doug Hamm & Eric Hotz

Copyright ©2005 DandE/Website: www.larryleadhead.org



MARSHAL MITCHELL'S HOT LIST

It's time to pay homage to the past.

I'm a Native Texan, born "out in the West Texas town of El Paso," and if that wasn't enough to make me crazy about the Wild West, I've been working on Gutshot for more than four years now. During that time, I've watched a lot of movies, read a lot of books, and whooped and hollered at a lot of rodeos.

A while back I started writing down some of my favorites and thought I'd share 'em with ya. Now, these ain't no "Top-10 Lists." I'll leave those to that Yankee feller in New York City (get a rope!). This is just the stuff I've watched and enjoyed... and it has definitely left it's mark on me, and the game.

I hope you enjoy these lists (look fer 'em throughout the book). And feel free to send me things you think I would enjoy!

-- Mike Mitchell, Gutshot co-creator

Favorite Classic Westerns (pre 1965)

"This isn't civilized Pennsylvania. This is a raw frontier... This is a place where mayhem, theft, and murder are the commonplace and not the unusual."

- Dr. Mangrum,
Angel and the Badman

1. *The Man Who Shot Liberty Valance* (1962)
2. *High Noon* (1952)
3. *Rio Bravo* (1955)
4. *The Phantom Empire* (serial version, 1935)
5. *Angel and the Badman* (1947)
6. *Shane* (1953)
7. *The Magnificent Seven* (1960)
8. *Stagecoach* (1939)
9. *In Old Caliente* (1939)
10. *My Pal Trigger* (1946)
11. *The Alamo* (1960)



PART ONE AT A GLANCE

HIGHLIGHTS & KEY FEATURES

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Hey pardner! We won't always reprint the whole Table of Contents for this part of the book. Usually, we'll just print the rules and tables that you'll reference most often during a game.



SECTION 1

INTRODUCTION

"I waste him with my pistol!"

- The Phoenix Kid of the Midnight Riders, stating his strategy while robbing the Longhorn Saloon in "Bad Day at Beaver Creek"

Howdy, ya'll. Welcome to **Gutshot** - c'mon in and sit a spell. There's a whole passel of Wild West games out there, and we're mighty pleased that ya decided to pick up this one. What's that, ya ask? What the heck's a Hawgleg and why'd we call this game Gutshot? Well, pilgrim, we're glad ya asked.

A "hog leg" is old gunfighter slang for a really, really BIG pistol. Something so big that it's like holding a ham hock - that's the back leg of a hog - in yer hand. And "gutshot" is old poker slang for trying to pull to an inside straight (like when you've got the 9, 10, Queen, and King and you're drawing cards hoping to get the Jack). Of course, a gutshot is also a nasty belly wound, the kind that hurts like heck. So, Gutshot is a something that you try to get in a game, and something you don't want to get in a fight - especially from a Hawgleg. We kinda liked the way that sounded, so we chose 'em for our publishing company and this here game.

Now that we've schooled ya on who we are, we reckon yer hankering for us to quit jawin' and get on with it. After all, ya bought a game and yer ready to learn what it is and how to play it.

We're happy to oblige.

At its most basic level, **Gutshot** is a game where you put toy buildings on a table and move around little metal cowboys, pretending they are shooting at each other. It's a lot like playing "Cowboys and Indians" when you were a kid. Except now, of course, there are rules to govern how far figures move, how fast, what kind of guns they have, different kinds of horses, and all sorta fun stuff like that. Rules are good. After all, it'd be pretty embarrassing if someone walked in on a group of grown men and women who were pointing their fingers at each other shouting, "Bang bang, you're dead!" "Am not!" "Are too!" The rules in this book will spare you from that fate, and open up for you a whole new world of Miniature Wargaming.

In more advanced (and fun!) terms, **Gutshot** is a fast-paced, easy-to-learn game that has you slappin' leather and blowin' away the bad guys in a matter of minutes. Using 25mm miniatures and some dice, this game is a simple system for running one-on-one and small-scale combat set in the American Wild West. By one-on-one, we mean that each miniature represents one person. There are no armies and mass combat here - everything stays up-close and personal.



The game itself consists of this **Core Rule Book** that includes the information, guidance, and forms you need to let your imaginations run wild. In addition to this book, you will need some standard six-sided dice, a fistful of miniatures, some model buildings, and enough gumption to get Gutshot! These supplies are covered in more detail in the next section.

We have worked on this game for more than five years and, although we know it's not perfect, we are confident that we have created a fun game that is easy to learn and play; it combines realism, pulp fiction, and a little bit of "Hollywood" thrown in for good measure. Designed for 3-8 players, Gutshot is a game that captures the spirit and mystique of the American Wild West as portrayed in movies, television, pulp novels, and comic books. It's the American Wild West of youth and fantasy, not a detailed recreation of history.

1.1 Fun, Simple, & Consistent Rules

First and foremost, we designed this here game to be fun, simple, and consistent. Each rule was tested against these three standards, and if it didn't pass each one, then the rule was rethought

or rejected. Strict adherence to these standards has helped us create a streamlined combat system that skirts the line between a tactical miniatures



game (like Warhammer™) and a full-fledged Role Playing Game (like Dungeons & Dragons™); we believe that fans of both types of games will find something to cheer about in Gutshot. More than four years of rigorous playtesting has shown that Gutshot takes the best of both types of games and combines them into something that has a heckuva lot to offer fans of both. This makes Gutshot a perfect game for introducing beginners to the wonderful worlds of historical miniatures gaming and Role Playing Games.

As noted above, Gutshot is intended to run one-on-one combat. This means that each figure represents one Character. This game is not intended for large-scale battles between armies (there are many other rules systems out there for that, and you can find some of them listed on our Website: www.hawgleg.com). Unlike other games - which increase in complexity and confusion by adding more dice, cards, and other new-fangled contraptions - Gutshot gets back to the basics and keeps you on the edge of your saddle with non-stop Action that's a balance of speed, strategy, and plain old luck.

It should be noted also that in terms of realism, there have been certain modifications and concessions made to streamline game play. While certain players may bemoan the lack of "Detailed Charts" for such rare-caliber weapons as the .43-40 or Wyatt Earp's famous 18-inch Dagoon, you'll just have to bear with us during this short, first edition.

1.2 Player vs. Character

When discussing game play, it's very important to remember the distinction between the player and the Character. The player is you, the flesh-and-blood person holding this book. The Character is the fictional construct that "lives" only in the game. In short, a Character is a combination of the Character Sheet, your imagination, and the little metal man you move around on the table. The player rolls dice and measures distances while the Character rides his horse and shoots at people. As long as you keep that distinction in mind, the rules in this book should be easy to follow.

1.3 How to use this Book

Don't let the length of this book concern you. Gutshot is a very simple game and you don't need to read all the rules to play it. Experienced gamers should be able to play Gutshot after skimming Sections 2, 4, 6 and reading Sections 9-11. Novice players should probably start at the beginning and work through the entire book from front to back. Furthermore, all the important information about weapon ranges, injuries, and combat modifiers are summarized on the Character Sheets. So, once you get the hang of it, you can play Gutshot with this sheet of paper and just pull out the rule book for complex situations and special circumstances.

You'll also notice that we chose to organize the rules using the format of a technical document. We know this may seem odd if you're unfamiliar with this format, but we've found that it makes it very easy to find and discuss rules. In this format, each section of rules is numbered. Under that section are major and minor subsections, each with a corresponding number separated by a decimal point. For example, if we were discussing Damage and Accuracy Specialties, we could refer you to rule 9.3.1. In this example, the first number refers to Section 9 (which is named "Characters"). The second digit refers to the major subsection 3 (referred to as 9.3) and named "Character Specialties." The final digit refers to yet another subsection, in this case the first one so it is numbered as 9.3.1 and is named "Damage and Accuracy Specialties."

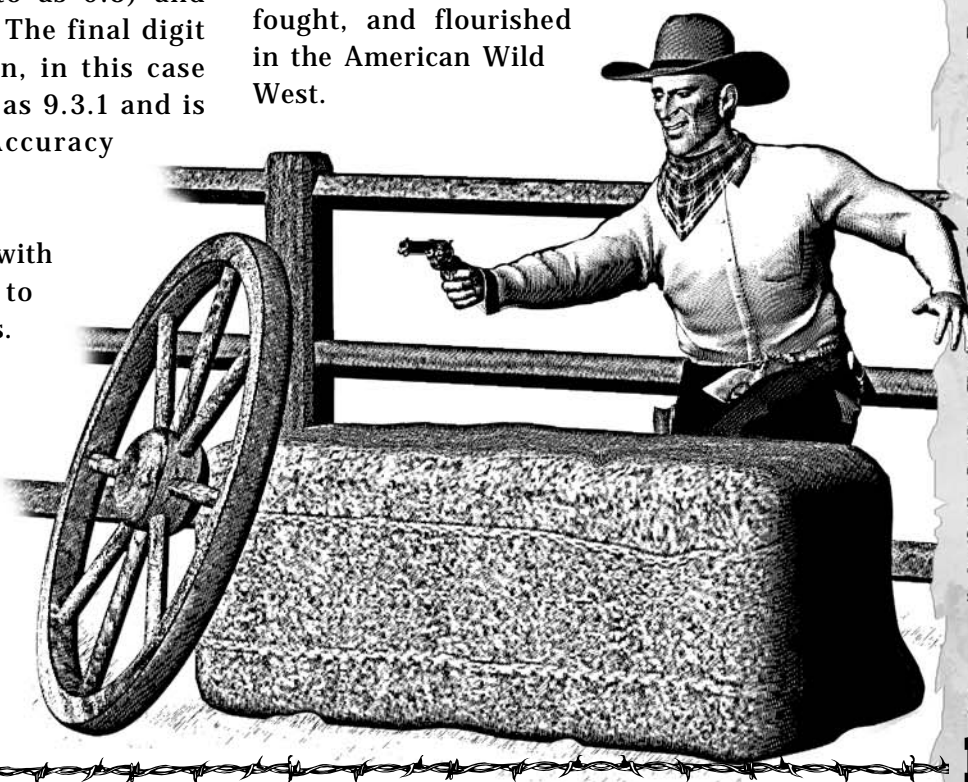
One of the best ways to get a grip with this documentation format is to review the full Table of Contents. The indentations and numbering make it much easier to visually understand how this book is organized. Additionally, when you get used to this numbering scheme (which is also referenced at the top of each page), you'll find it very easy to find specific rules and information.

1.4 Shootout at the Historical Corral

When we set out to create this game, we had a list of things we wanted to do. We wanted to create a game that was fun, fast-paced, and that captured the fire and fury of the American Wild West during its hey-day (about 1865 - 1901). We also had a list of things we *didn't* want to do.

The first thing we wanted to avoid was boring you with an introduction to the Wild West. You just forked out the cash to buy this game, so we figure that you know the genre and you don't need a list of movies and books to read to learn more about the Old West. If you've seen one Western movie or TV show, then you know the genre: good guys wear white hats, gun fights are settled with six-shooters, and horses are the favored mode of transportation. Heck, most kids in kindergarten know enough about the Wild West to enjoy a wild n' wooly game of Gutshot!

The second thing we wanted to avoid was offending anyone by publishing a piece of historically inaccurate, bigoted, misogynistic trash. To this end, Gutshot does not promulgate racial slurs and mean-spirited stereotypes about American Indians, Blacks, Irish, Chinese, English, Mexicans, Spaniards, Germans, women, men, or *any* of the people who lived, loved, fought, and flourished in the American Wild West.





At the same time, we refuse to publish a politically correct book that has been neutered of personality or that dabbles in revisionist history. Neither of the authors feel a need to apologize or express guilt for the actions and beliefs of people who died long ago. This is a game and it's supposed to be fun and that's what we intend to focus on.

We're aware, however, that it is set in a time that was, in many ways, less enlightened than our own and that certain attitudes and behaviors common to that time might be distasteful to our modern sensibilities. We will not promote these outmoded beliefs, not out of any concern for political correctness, but because we believe it is wrong to do so. Nevertheless, we had to draw the line somewhere, and the following terms have been used in the text and in Character descriptions. Terms like "Sodbuster," "Yankee," and "Indian" have been used to provide "period flair" to the game and its text.

Finally, although some historical figures are included in this game, Gutshot is not a history lesson. We will not knowingly misrepresent historical figures or events, but if such inaccuracies happen, so be it. After all, it's just a game and not a history textbook.

1.5 Shootout at the Gender Corral

Please note that in the game rules, masculine pronouns are used to describe all players. This is not meant to insult the women who play our game, it's just that it is faster and cleaner than any other technique. "His or her" is simply unwieldy, and the invented pseudo contraction "s/he" is an unpronounceable abomination. Therefore, standard male pronouns have been adopted for the sake of simplic-

ity - it is not intended to offend anyone. We have tried to balance the male bias by including female Characters in the examples and we have refrained from using artwork that is exploitative or explicit.

1.6 Online Support, or "This ain't no infomercial!"

After we finally pulled all our notes together and put everything in book form, we realized that we kept repeating the same phrases over and over: "See our Website for more details" or "You can download this at our Website." After a while, this began to grate on our nerves. In fact, Ole Doc Murphy got so riled up he came storming into the office and said "Yew Jaspers sound like yer makin' one of them new-fangled infomercials! Just say it once up front and get on with it!" Since he had a shotgun in his hand, we quickly agreed with him.

So, we're gonna say this once, up front. ***There are a lot of free resources online at our Website: www.hawgleg.com.*** We have Character Sheets for each and every Character Type, pre-filled with the appropriate Specialties and ready to use. There are also Record Sheets for each type of horse, as well as donkeys, mules, stagecoaches, and other vehicles. Plus we've got a whole bunch of adventures ready for you to download and run. Now how much would you pay? Oh wait... ya don't pay nothing. It's all FREE? Yup. Gratis. No charge. Most of it is in the public downloads area so you don't even have to register or give us your e-mail address (but we hope you will).

What're ya waiting for, pilgrim? If you mosey on over to our Website and start downloading stuff now, it'll be ready for you by the time you finish reading this rule book!



You whipper-snappers need to
skedaddle over to our Website and
download a whole slew of FREE stuff!

www.hawgleg.com

SECTION 2

QUICK-START GUIDE



"Let's ride, he's getting away!"

- Buckshot Buddha

in "Hell Ride to Buzzard Point"

This section provides a basic summary of how to play Gutshot. It quickly covers the materials needed and the game sequence by utilizing ideas and concepts that will be explained in detail in subsequent sections. This section is provided for experienced gamers who want to jump right into the thick of things.

If you are an experienced gamer, you should skim this section to get an overview of game play, and then proceed through the remaining sections, and then probably return here to make sure you understand everything. Also, check out the artwork, diagrams, and tips we've scattered throughout the book.

Above all, don't let the length overwhelm you! **This is really a very simple game.** We just added all that extra stuff to satisfy the "Rules Lawyers" and all them power gamers who wanna do fancy stuff like jump off the building onto the back of their horse and plan tricky ambushes.

2.1 What You Need to Play

To play this game, you need at least the following:

- **Gutshot Core Rule Book** (the thing ya got in yer hands right now, hombre)
- An Adventure (write yer own or download 'em)
- Copies of the Character Sheets (photocopies or handwritten will do, you may also download them from our Website)
- At least 2 dice (regular 6-sided dice will do)
- One 25mm miniature per Character (see below on where ya can get 'em)
- Paper & pencils (scissors would also be helpful)
- A hat (spittoon, whiskey glass, or other suitable container)
- A table (or other flat playing surface large enough to set up the adventure)
- A flexible measuring tape or ruler
- Buildings and terrain (or some props to stand in for them)

Most importantly, you need some friends. Gutshot is designed for 3-8 players, but add as many as you can squeeze around the table. The more the merrier, but be warned that playing with more than 9 players can have a significant impact on the length of the game.



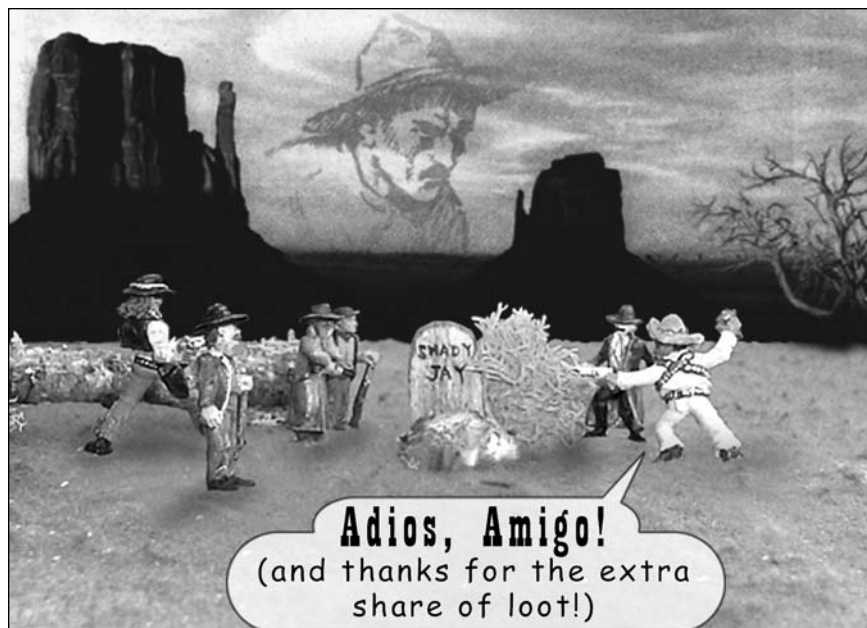
2.1.1 Miniatures

We don't currently manufacture miniatures, and we don't plan to in the near future. Maybe someday... but for now there are plenty of great miniatures on the market, so gallop on over to yer friendly local game store to see what they've got.

There are basically three types of miniature figures suitable for this game:

- **Metal Miniatures:** Most miniatures come in two sizes that are appropriate for use with this game. The 25mm size is very common. These are usually made of metal and are about 1-inch tall. The sizes are fairly standard and can be mixed and matched easily between different manufacturers. This size is approximate; you'll find they actually range from 25mm - 30mm.
- **Cardboard Miniatures:** These are color counters (we dare ya to call 'em "paper dolls") that can be folded and glued/taped together. There are several brands out there and you can find some at www.rpgmall.com.
- **Plastic Miniatures:** Okay, so these are really toy cowboys and Indians that can be bought at a dollar store. But there's no reason why ya can't grab a whole bag and have some fun! In fact, that's just what one of our playtesters did while helping us give these rules a test drive!

When it comes to miniatures, we don't endorse any particular manufacturer or retailer. In fact, we probably couldn't - each author has his own personal favorites and has been known to sit on the porch jawin' about 'em for hours (see the sidebars). Ya just need to know that there are lots of miniatures commercially available, so you should check out your friendly local game store.



DEAD BUT NOT FORGOTTEN: The specter of Shady Jay seems to hover over the Redleg Gang as they plant their fellow pistolero in the ground. The players freely mixed and matched miniatures from Foundry, Dixon, Old Glory, and Monday Knight, choosing to ignore the small differences in scale.

MINIATURES ROUNDUP

There are a whole slew of Western miniatures out there... here's a few of our favorites:

ARTIZAN DESIGNS: This UK company has recently released a high-quality set of western minis that will complement any setup. It includes a wide variety of cowboys, gunfighters, and "personalities." Also, with 3-4 figures per pack, this keeps the price down while allowing you to create a great lineup of figures. Plus, if you're a "Spaghetti Western" fan, then this is the site to get your "The Good, The Bad, and The Ugly" set! www.artizandesigns.com

FOUNDRY MINIATURES: If there is a top-of-the-line manufacturer of Western figures, it is Foundry. This English-based company has wonderful sets of gunfighters, townsfolk, Mexicans, mountain men, range riders, and a whole slew of colorful characters and personalities. They are the most expensive of the lot, but their quality remains after the sticker shock fades away. Purists should note that this is not a "true" 25mm scale -- they're closer to 28mm. www.wargamesfoundry.com

OLD GLORY: This American company produces a wide variety of Western figures, including some great townsfolk, NPCs, and a great variety of American Indians in both mounted and dismounted poses. Old Glory also produces a nice selection of resin buildings for your Western town. The buildings are a bit pricey, but they're worth it. www.oldgloryminiatures.com

WESTWIND STUDIOS: Another top-notch supplier of both miniatures and buildings. The quality is good and they fit well with figures from Old Glory and Dixon. Westwind also has a nice range of matching mounted and dismounted figures, as well as townsfolk, hired guns, and European hunting parties that can spell many an adventure (or disaster) for your players. www.westwindproductions.co.uk/cowboy_wars

DIXON: Dixon provides more minis and accessories than you can shake a shotgun at, and has our vote for "The bestest for the leastest." with a huge assortment of cowboys, personalities, horses, wagons (any type you could really want), and complete sets... including all the necessary characters for the famous 1876 Northfield Minnesota Raid. www.dixon-minis.com

MONDAY KNIGHT MINIATURES: Experienced Wargamers will recognize Monday Knight as the company that bought out Geo-Hex, yet this U.S. company also produces a moderate-sized line of western figures. The main thrust of their collection is gunfighters, Indians, and banditos. The Gunfighters are mostly famous Wild West personalities, including Billy the Kid and a few famous women like Belle Star. All in all, they are good quality for the price. www.mondayknight.com

2.1.2 Buildings

Buildings really add a lot to the game. Without them, there's no bank to rob, no saloon to fight in, and no place to provide cover and adventure. Although you can sketch out floor plans on paper or on a standard dry-erase gaming mat, the thrill of miniatures gaming comes from the 3D "real" environment provided by small buildings and props. We personally prefer the type with removable roofs so the figures can move inside and outside - this also helps settle disputes about line of sight and cover.

Like miniatures, most good game stores carry small model buildings that are appropriate for use with Gutshot. You can also get them from other sources, including some that may surprise you! In general, though, these are the major sources and types of buildings:

- **Resin Buildings:** Made of a yellowish plastic-like substance, these often need to be assembled and painted. Warning: Resin particles are dangerous when inhaled, so these should not be built by small children. Once finished though, they handle well and pose no health risks.
- **Cardstock Buildings:** This is one of the hottest trends in gaming right now because it's so versatile and inexpensive. You buy a file online, print it in color on cardstock with your inkjet printer, then cut, fold, and glue it together to make a small building. There are several companies out there doing it (and there are even some available for free), but we actually *do* endorse one product line because we think it's the best on the market: **Whitewash City**. These buildings are based on actual historic structures of the West, and designer Eric Hotz (who also does the art on the Larry Leadhead comic strips in this book) has done an outstanding job on this ever-growing product line. These buildings don't have removable roofs, but you can lift the whole building up to reveal the floor plan underneath. Check out the ad at the end of the book, or at: www.erichotz.com/whitewash.html.
- **Model Train Buildings:** Most model trains are HO-scale and, unfortunately, that is too small. Fortunately, there's the less-popular

S-Scale, which is about 1:64 and is just right for Gutshot. S-scale model train buildings range from cheap, snap-together plastic toys (like those made by Plasticville and average about \$12 - \$20), or expensive, scale models that are exquisite works of art costing hundreds of dollars! Search around and see what you can find.

- **Scratch-Built Buildings:** Take your X-acto knife in hand, get some foamcore, balsa, bass, or thin plywood and get at it and make your own buildings. These can be as detailed as you want, or as simple. We've seen some scratch-built towns out there that would simply amaze you with their attention to detail and historical accuracy.
- **Toy Buildings:** You might be surprised, but we've found several Wild West toys that are close enough in scale to work with this game. If you go shopping without a miniature in your pocket (we can't imagine why), just remember that 25mm miniatures are about 1-inch tall, or just a little taller than a quarter. Hold the quarter up to the doors and windows of a building you're considering and if they are a little taller than your coin, they should do.

As you can see, there are *lots* of options when it comes to building your own Wild West towns. Our main suggestions to you are to be flexible, be inventive, and take your time. The longer you play, the more buildings you'll collect and the more fun you'll have.

2.1.3 Terrain

Sippin' whiskey in a saloon is a great way to pass the time, but sometimes a cowboy gets a hankering for wide-open spaces. That's when a good supply of hills, cliffs, and rocks can really spice up the playing. As with buildings, there are plenty of options. You can buy ready-made terrain, or scratch-build it from Styrofoam, plaster, or paper. Also, there is a lot of stuff out there for model trains (some HO-scale trees will work just fine) that can be easily adapted. Heck, ya can even pick up rocks and twigs and use 'em (but make sure to wash 'em off and be on the lookout for bugs and other critters that might be hanging around). The real key here is to just keep yer eyes open and be creative.

Section 3

Role of the GM

*"While we were ambushing the banditos,
the Texas Rangers were ambushing us!"*

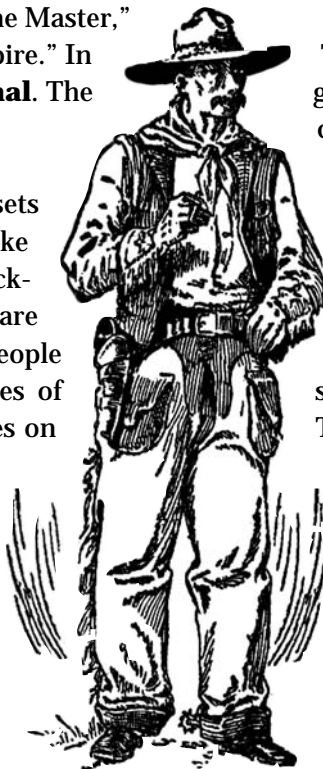
*- Bob, summarizing the Redleg Gang's situation in
"Revenge at La Paloma Blanca"*

In many game systems, there is a person in charge who runs the show: he adjudicates rules, provides description, sets up the board, and handles all the paperwork and background chores that can make a game come to life. In those games, this person is called the "Dungeon Master," "Game Master," "Storyteller," "Referee," "Judge," or "Umpire." In Gutshot, this person is the **Game Marshal**. The Game Marshal is abbreviated **GM**.

In a way, he's like a movie director who sets up the scene and runs all the "extras" like the townsfolk milling around in the background. These "extras" are people who are not played by one of the players. These people populate the towns, saloons, and ranches of the game. They are represented by figures on the table and move and have Actions (not usually on slips of paper in the hat) and are called **Non-Player Characters**, or **NPCs**, and they're covered extensively in Section 13.

The GM decides where the cattle go when they stampede. He makes

secret rolls for how long it takes for the dynamite fuse to go off. He decides that the old homesteader has the gumption to take a shot at you when your back is turned. In short, the GM runs the details while the players enjoy the game.



The GM is the person behind the game, interpreting rules and solving conflicting situations in those fine gray areas that the rules just don't seem to cover. A GM should be impartial and fair to his players. However, there are times when even the GM may not know what to do. When this happens, the GM should simply assign an arbitrary Target Number and have the player roll the dice, or use the "Odds" and "Evens" method (this is the time-honored gamers variation of flipping a coin). Or he may not. The GM is the referee, and when he finally makes the tough call, it's the player's duty to accept it and keep the game moving.

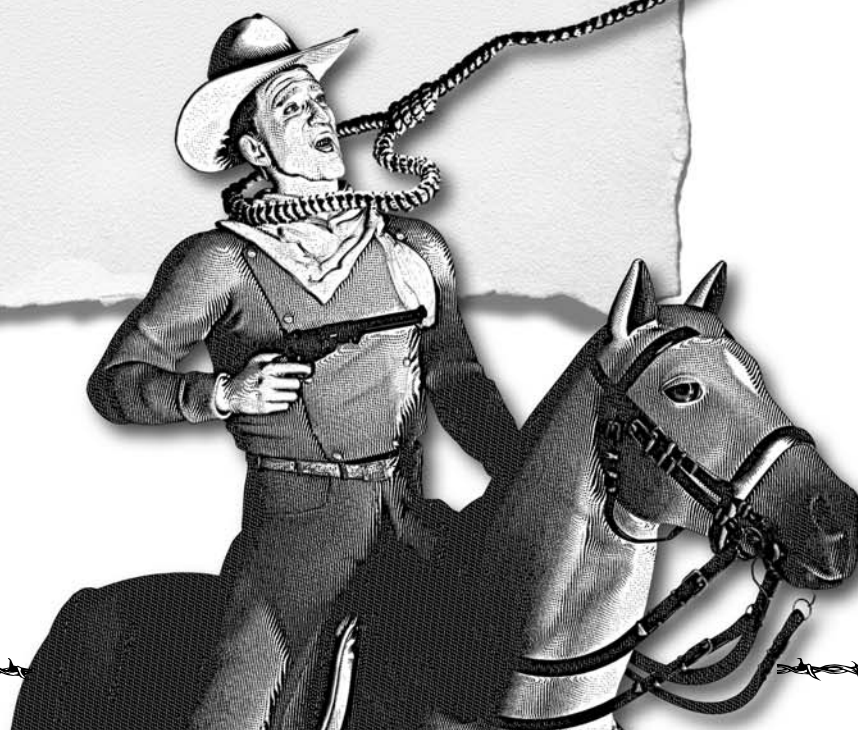
PART TWO AT A GLANCE

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Section 4

Time for Action!

*"Stand and fight,
ya no-good polecat!"*

*- North Carolina Neddie of the OwlCon Owlhoots
in "Bushwhacked at Beaver Creek"*

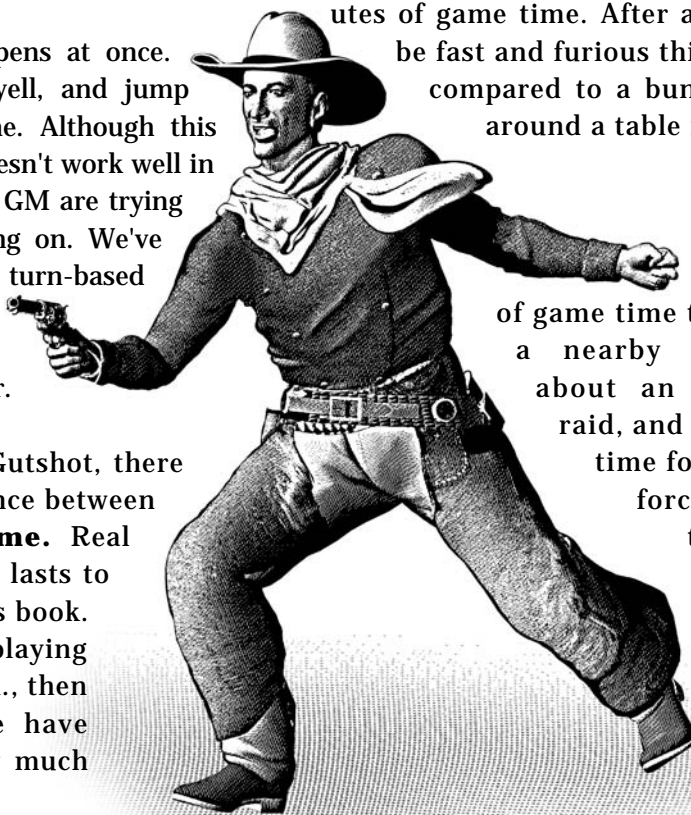
Gutshot is not a leisurely game where you dilly-dally with minute details and poke along like molasses in January. In Gutshot, Characters leap into action and things move faster than a cat dancing on a hot griddle.

In real life, everything happens at once. People run, shoot, dodge, yell, and jump around all at the same time. Although this works in the real world, it doesn't work well in games when players and the GM are trying to keep track of what's going on. We've worked very hard to create a turn-based system that captures the chaos of a gunfight, yet still imposes some degree of order.

When measuring time in Gutshot, there is a very important difference between **real time** and **game time**. Real time is how long the game lasts to you, the player holding this book. If you and your pals start playing at noon and finish by 3 p.m., then three hours of real time have passed. Game time is how much

time has passed in the "world" of the game. Even though it took you and your buddies three hours to play a bank robbery and subsequent shootout between the Sheriff's Posse and the Redleg Gang, it might have only taken five minutes of game time. After all, gunfights tend to be fast and furious things, especially when compared to a bunch of guys standing around a table rolling dice.

In a different situation, however, it may take one day of game time to send a warning to a nearby Cavalry Regiment about an impending Indian raid, and another day of game time for them to send reinforcements. In this case three-hours of real time could have covered two or three days of game time.



Section 5

Scale & Measurement



*"Aw, c'mon...
You can't just leave me here!"*

*- Billy "the kid" implores his fellow Midnight Riders
not to leave his body behind in "Escape from Rattlesnake Bend, Part One"*

In a miniatures game, distance is very important because it has a serious impact on who lives and who dies. This is the Wild West, folks! Bullets travel in straight lines - mortars and rockets haven't modernized combat yet, so a few inches to the left or right can make all the difference in the world as to whether or not that bullet hits you or the corner of the building. That's why it's very important that everybody adopt the same standards for measuring scale, and distance.

Gutshot may be played using either the metric system or the scale of measurement used in the United States of America (inches, feet, and yards). Since Americans have written this book, the primary units of measurement will be inches and yards.

USA: 1 inch = 2 yards
Metric: 1 centimeter = 1 meter

This scale means that the average man is about 6 feet tall (yeah, we know that's a bit larger than was historically accurate, but everything's bigger in Texas). This scale is true for horizontal distance as well as vertical distance.

5.1 Scale, Accuracy & Reality

Scale and measurement in this game is approximate at best. Many of the weapon ranges have been tweaked to promote ease of play and game balance. Likewise, movement rates have been modified for simplicity and consistency (this is especially true of the distance that horses move). Live with it; remember that it's just a game and ya shouldn't need a degree in advanced calculus to play it.

If you or your players are sticklers for accurate and detailed historical weapons data to give your games a "more realistic flavor," then we heartily encourage you to research to your hearts' content.

There are a wide variety of sources out there. Good Luck, and please share your data with other gamers on our Website.



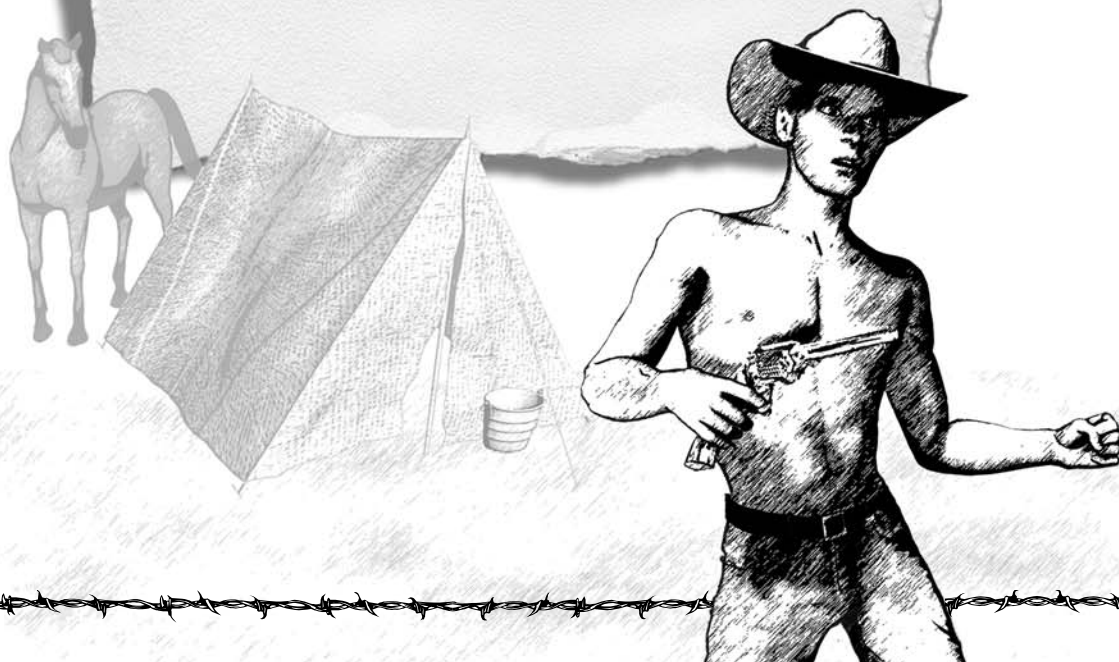
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Section 6

Movement: Characters

"Would you consider betraying your companions and joining our gang?"

- Hank the German to Isabella, while bribing her to join the Midnight Riders, in "Buzzard Bait at Buzzard Point"

Characters can only move a fixed number of inches per Action. This distance is determined by the speed at which your Character moves. Speed also affects how well you aim your gun when shooting at someone, and how difficult it is to hit you when someone is shooting at you. To put it simply, the faster you move, the harder it is for you to shoot others and for them to shoot you. See the Combat Modifiers Table 10.9 for specific bonuses and negatives.

As noted in Section 5, movement is measured from the front or torso of the miniature (ignore bases while measuring movement).

6.1 Movement on Foot (Unmounted Movement)

There are four **Movement Rates** for a Character who is on foot (not riding a horse, buggy, or anything). They are: Crawl, Walk, Trot, and Run. We know it's obvious, but we'll say it anyway: the faster you move, the farther you move.

6.1.1 Movement Rates

The base Movement Rates described here are for figures moving on foot through relatively open, flat areas (like streets, rooms, and well worn paths). There are modifiers, described below, for moving on stairs,

TABLE 6.1.1 UNMOUNTED MOVEMENT

| The distance a figure may move during a single Action is based on its movement Rate | | | |
|---|-----------|--------------------------------------|---|
| Rate | Distance | Combat Modifier if you are moving | Combat Modifier if your target is moving |
| Crawl | 1 inch | +1 | -1 |
| Walk | 3 inches | na | na |
| Trot | 6 inches | -1 | -1 |
| Run | 12 inches | -3 | -2 |

Section 7

Movement: Animals

*“C’mon, burro!
We gotta vamoose!”*

*- El Gallo Negro (alias The Black Rooster) beats a hasty retreat
as the Redleg Gang is outgunned in “Ambush at Crazy Horse Canyon”*

It can almost go without saying that domesticated animals were a very important part of frontier life. After all, many a cowboy kissed his horse good night instead of kissing the rancher's daughter. Now, we never said these fellas were in their right minds! We'd much rather kiss the daughter... especially since one of the authors is actually married to a rancher's daughter! But that's neither here nor there.

Use the Mounted Movement rules when a Character is riding a horse, donkey, mule (or is in a buggy, stagecoach, or wagon). Mounted Movement does not include trains (we'll cover that in a later edition). In most ways, Mounted Movement is conducted and played the same way as regular Movement with the following exceptions: Mounted Movement makes it harder to shoot at a target or to be shot at by someone else. **In general, all Characters are at -1 when firing from any mounted position.** Bear in mind that

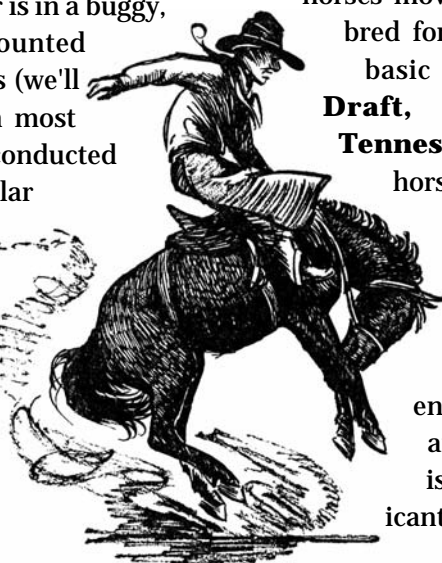
Specialties (Horsemanship and Riding Shotgun) may negate this base modifier (see 9.3).

Likewise if you and the target are mounted and riding like wildfire, then the chances of you actually hitting someone are pretty danged slim.

7.1 Horses

As with men, not all horses are created equal. Some horses move faster than others, while others are bred for strength and stamina. There are six basic types of horses: **Cavalry Horse, Draft, Horse, Mustang, Nag, and Tennessee Walking Horse.** As you'll see, a horse is not a horse, of course (of course).

For the sake of simplicity, in this game, everyone can ride a horse. They may not be experts, but all Characters can ride at least well enough to get around. The observant among you will have noticed that there is a very important Specialty that significantly improves a Character's effectiveness



Section 8

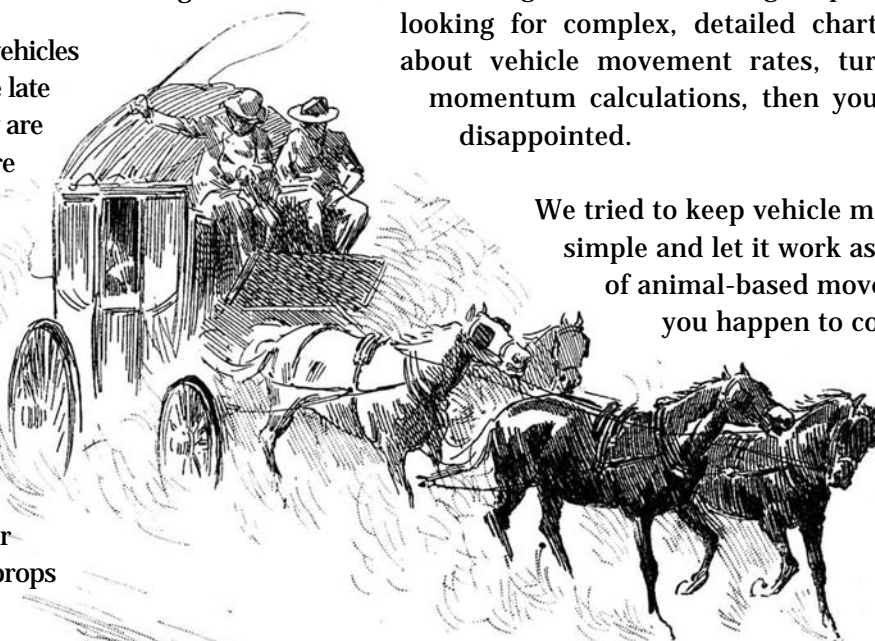
Movement: Vehicles

"Slow down so we can rob yuh!"

*- Bogart, as the Midnight Riders chased down
a fleeing stagecoach in "Last Stage to Pinto Flats"*

When it comes to traveling a long distance, yer horse is yer best friend. Of course, it ain't yer only option. There are other conveyances out there, including stagecoaches, covered wagons, and buckboards. These vehicles are designed for hauling freight and people and, although they are slower than horses, they have the advantage of carrying far more gear and supplies than a man can stuff into his saddle bags.

Although these kinds of vehicles were very common in the late Nineteenth Century, they are actually pretty darned rare in 25mm tabletop miniatures games. They are difficult to find in this scale and, when available, tend to be expensive and of varying quality. Nevertheless, the intrepid gamer will find them and, like the authors, add them to their prized horde of Gutshot props and accessories.



Their scarcity is one reason we didn't spend a lot of time delving into the complexities of vehicular movement. Another reason was that, in general, we preferred action-oriented games that required the Characters be fast of foot and fleet of steed. When we did encounter a stagecoach or wagon, it was usually just to rob it!

So, we're gonna admit this right up front - if you're looking for complex, detailed charts and tables about vehicle movement rates, turn angles, or momentum calculations, then you're gonna be disappointed.

We tried to keep vehicle movement very simple and let it work as an extension of animal-based movement. But, if you happen to come up with a better way, please send it in and we'll try to work it into future editions.



PART FOUR AT A GLANCE

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Section 9

Characters

*"This time I dye my hair red
and wear a false moustache."*

*- The mysterious Cord, who changed appearance
between every robbery committed by the Midnight Riders*

The American West of the Nineteenth Century was a wild and wooly place full of colorful Characters. Dashing heroes, dastardly villains, brutal outlaws, rugged homesteaders, noble Indians, and naive Eastern Tenderfoots all found their niches in the West and either thrived or found themselves six-feet under in a lonely grave on Boot Hill. (Hmmm. Catchy name, someone ought to make a game called that.)

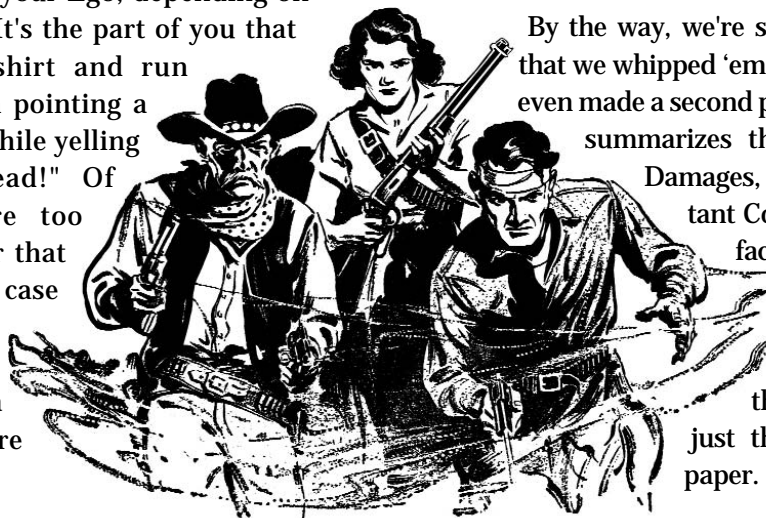
In game terms, a **Character** is the little metal man you move around on the table. It's a fictional construct. It's your Id (or your Ego, depending on how you play the game). It's the part of you that wants to rip off your shirt and run around like a wild Indian pointing a cap gun at your buddies while yelling "Bang, bang, you're dead!" Of course, most of us are too mature and restrained for that (or old and lazy, as the case may be). Fortunately, Gutshot will let you assume the role of a Cowboy or Indian in a more dignified manner.

9.1 Character Sheet

Like most RPG and miniature games, Gutshot requires that each player keep accurate track of many things: ammo, wounds, special bonuses, and the all-important Target Number (TN).

Every Character needs to have his own **Character Sheet**. If a player is playing two Characters (or more), then he should have two or more Character Sheets. These are meant to be disposable, so photocopy or print out a lot of them.

By the way, we're so gosh-darned nice that we whipped 'em up for ya. Heck, we even made a second part to the sheet that summarizes the weapon ranges, Damages, and all the important Combat Modifiers. In fact, once ya get a handle on the basics of gameplay, you can mostly run the whole game with just these two sheets of paper.



Section 10

Combat: Firearms

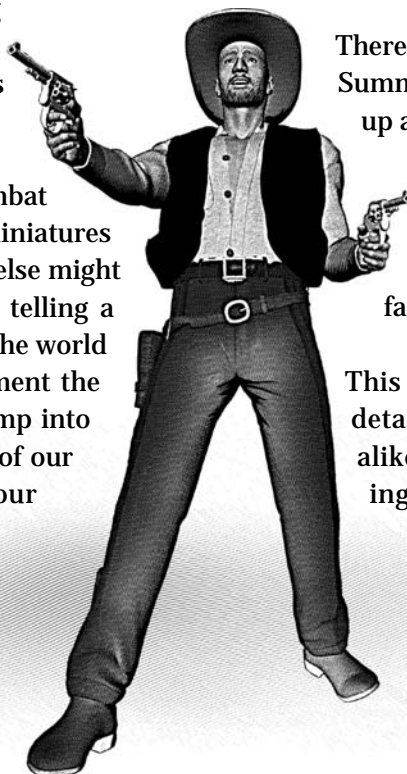
"Aw heck, I shoot Sally the saloon gal, too..."

*- Big Jack, while the Midnight Riders
robbed the Longhorn Saloon in "Bad Day at Beaver Creek"*

The Wild West would not be very "Wild" without six shooters blasting and hot lead flying through the air. In Gutshot, as in life, Firearms Combat is simple and lethal. A single bullet can kill you faster than a cougar guts a prairie dog. Combat with firearms in Gutshot is only slightly more complicated than pointing your finger at the opposing player and saying "BANG!" Fortunately, it's also a lot more dignified.

It is our firm conviction that the combat system is the heart and soul of all miniatures and Role Playing Games. Everything else might provide you with a great system for telling a story, but all the talents and skills in the world of darkness are just there to supplement the time before and after Gunslingers jump into Action! That's why we've spent most of our development time streamlining our combat system. Nothing's perfect, but we think we've got something that's fast and easy to play which strikes a balance between simplicity and reality.

When discussing firearms combat, the Character pointing the gun and pulling the trigger is called the shooter. The person being shot at is called the target. There are also bystanders: these are poor saps who might accidentally get caught in the line of fire even though no one is shooting at them.



There is a detailed, step-by-step Combat Summary in Section 2.2.4. It's all the way up at the front of this book so that experienced gamers can read it and dive right into play. It uses terms that should be readily familiar to experienced dice jockeys. That's just the fast and dirty version of combat.

This here chapter gets down into the details. Greenhorns and Sharpshooters alike will benefit from a thorough reading of this section because it provides detailed definitions, examples, exceptions, and complicated topics like Fanning the Gun, Cover Fire, and how to miss yer target and hit innocent bystanders.

Section 11

Combat:

Fists, Kicks & Headbutts

"Oooh, that's gotta hurt..."

*- Isabella, while busting her fellow Midnight Riders out of prison
in "Escape from Rattlesnake Bend, Part Two"*

Although Gutshot focuses on gunfights and deadly situations, sometimes ya don't wanna kill somebody, yeh just wanna rough 'em up a bit. That's when it's good to be a bar-room brawlin' sodbustin' son of a gun! As noted in Section 12, Gutshot tracks two types of injuries: Damage and Pain. Most injuries in this game result in Damage: gunshots, stampedes, explosions, knives, falling off buildings, and almost everything else. Damage ends in Character death. Pain is caused by fists, kicks, headbutts, chairs, clubs, and other small or improvised weapons. Pain ends in a Character falling unconscious for 2d6 Turns. All wrasslin' and roughhousing is this non-lethal, but it affects the way you shoot and perform, and can definitely affect the outcome of yer next gunfight.

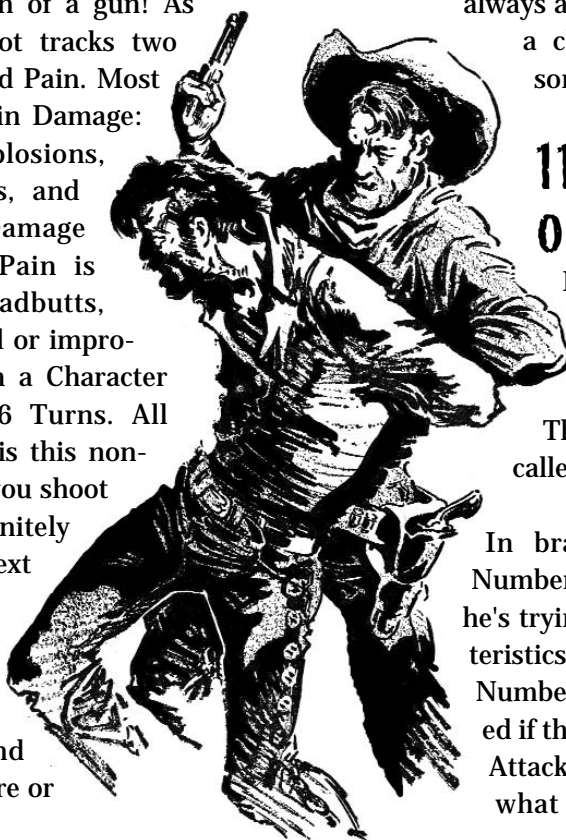
Although a Character can combine both Armed Combat and Hand-to-hand Combat in the same Adventure or

Turn, these systems were designed to be played separately. After all, as in the Wild West, the man with the gun has a big advantage. Of course, if you're out of ammo and know you can't outrun a bullet, there's always a chance you can use your rifle as a club and knock the gun out of someone's hand before he plugs ya.

11.1 A Facefull of Fist

Brawling is a little different than gunfighting. In a brawl, we refer to the Character throwing the punch as the Attacker. The guy on the receiving end is called the Defender.

In brawling, the Attacker's Target Number is based on the type of Attack he's trying. Each move has three characteristics: a Target Number, a Defensive Number, and the amount of Pain inflicted if the attack succeeds. Every time the Attacker throws a punch, he declares what move he's attempting and rolls



Section 12

Damage, Pain & Healing

"Well, did I survive the point-blank shotgun blast, or not?"

- Shady Jay asks the Redleg Gang a posthumous question at the completion of "Shootout at Coyote Gulch"

The folks who actually survived in the Wild West tended to be a hearty, healthy lot. Heck, they had to be! What with all the barfights, gunfights, and stampedes going on. Not to mention disease, starvation, and severe weather conditions, which will be ignored in Gutshot. Hey, this is an action game; if you're interested in little historical details like that, go play *Oregon Trail* on yer computer.

Now, a barfight may hurt like heck the next morning, but in Gutshot it ain't likely to kill ya. A gunfight, on the other hand, will almost certainly leave at least one of ya dead in the street. To simulate the differences between these two extremes of danger, Gutshot uses two, side-by-side systems to track health and wounds: **Damage** and **Pain**.

These systems are separate and not equal. Damage leads to death. Pain leads to unconsciousness.

12.1 Damage

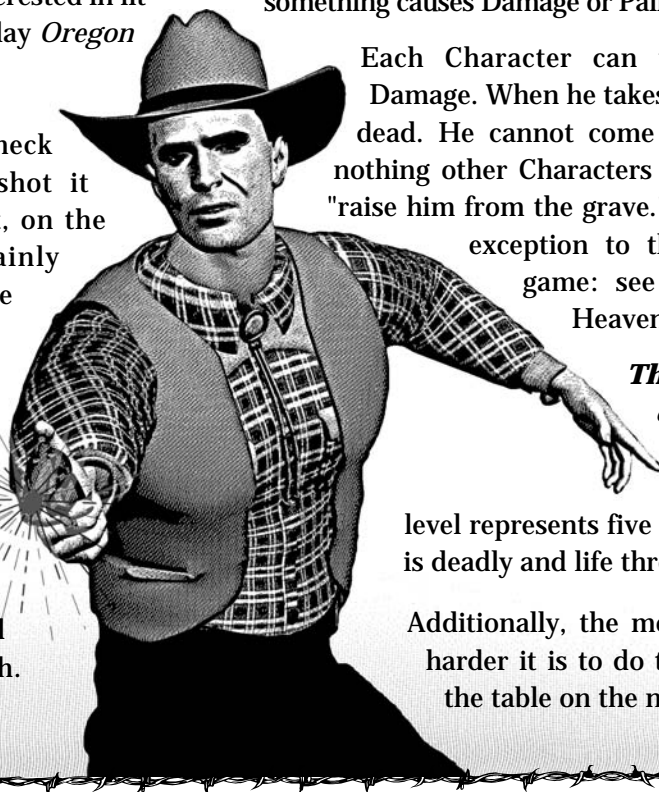
Almost every injury in Gutshot causes Damage, including gunshots, cannon, falls, explosions, stampedes, hanging, fire, and scalping. Damage is the norm, Pain is the exception. If you have any doubt as to whether something causes Damage or Pain, choose Damage.

Each Character can take 15 points of Damage. When he takes the 15th point, he's dead. He cannot come back, and there is nothing other Characters can do to revive or "raise him from the grave." There is one small exception to this in a Campaign game: see the "Knocking on Heaven's Door" (see 12.4).

There are three levels of Damage: Light, Moderate, and Severe. Each

level represents five points of injury that is deadly and life threatening.

Additionally, the more you're hurt, the harder it is to do things, as shown on the table on the next page.





PART FIVE AT A GLANCE

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Section 13

Townsfolk, Bystanders & NPCs

*"Dang it,
Where'd all them people come from?"*

*- The man known as "Shirly," when the lynch mob
began shooting at the Redleg Gang in "Bushwhacked at Beaver Creek"*

Western towns are fulla folks just trying to make a living. Bankers, bakers, bartenders... there's a whole slew of 'em. These salt of the earth folks were vital to the growth and taming of the Wild West. Even though these folks were vital, it don't mean they were exciting! It's much more fun to play a Sheriff, Texas Ranger, or Outlaw, and having fun is what this game is all about.

The GM is gonna fill the town full of people who are just trying to get by. They aren't professional gunfighters and they tend to run when lead starts flying around. They're also the people behind the counter at the bank that you might be robbing.

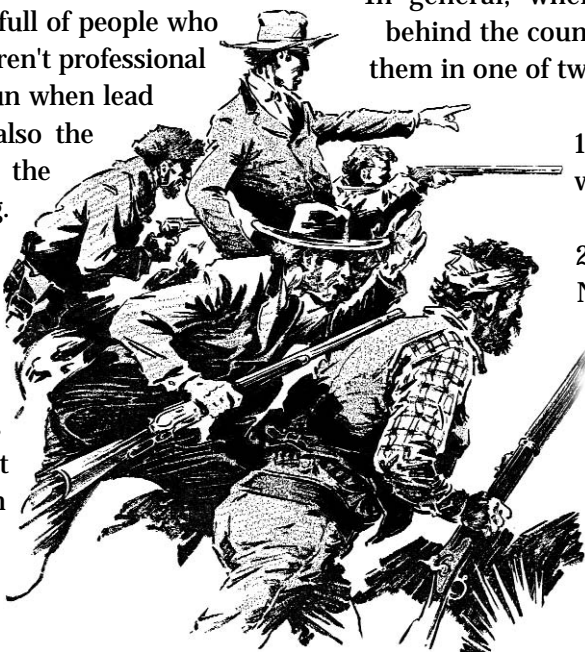
These Characters are not run by a single player (except the GM), so they are called "Non-Player Characters," or NPCs for short. Think of them as "extras" in movies. They might say a line or two, but their main purpose is to hand over the loot and get out of the way!

Townsfolk, rabble, cannon fodder. You know who they are: **Non-Player Characters**, or **NPCs**. These are the "extras" in the movie who scurry around when hot lead starts slicing through the air. In Gutshot, NPCs ain't much different from any other game you've played. If you need some, just grab a stack of Character Sheets for the Townsfolk Character Type and hand 'em a weapon a piece.

In general, when the NPCs are alone (like behind the counter at the bank), you can treat them in one of two ways:

1. Toss 2 Action Slips into the hat with the NPCs name on 'em.
2. Ignore Action Slips for the NPC and just have them do what they're told to do during the Player Character's Action.

Each method has its good and bad points and it's really just a matter of preference for the players and GM.



Campaign Guide

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Campaign Guide 1

Introduction



Gutshot was initially designed to run short, fast, stand-alone games. However, it don't have to be that way, pilgrim. The problem with throwaway games is that people tend to play throwaway Characters. After all, if yer never gonna play Hank the German again, then there is no reason why Hank shouldn't fight to the death. On the other hand... if you've played Hank the German every week for two months and would like to play him again next week, then there's no danged way he's gonna try to take on a posse of 30 men alone with just one pistol and a lame horse. Heck, he hasn't survived two months of game play by being stupid!

As fans of Role Playing Games know, a campaign can be a wonderful thing. It can be a series of random adventures strung together, or it can be a grand quest. In Gutshot, campaigns tend to run like old movie serials or TV shows. In the former, there is one grand adventure that is broken down into various smaller chapters. The heroes may be after a criminal mastermind and must spend time (separate Adventures) wading through his minions and thwarting his various fiendish plots. When it runs more like a TV show, the Adventures are more self-

contained. Each game has its own beginning, middle, and end which resolves itself before the next Adventure starts. Characters and situations may carry over from game to game, but in general, missing a single Adventure does not affect the general flow of the entire Campaign.

There are many stand-alone adventures online that can be tied together into a pleasing Campaign. Likewise, our next big project is a full-blown campaign setting: Gutshot Adventures: Riding the Outlaw Trail. This campaign setting will include lots of details about day-to-day life in the Wild West and is designed to let players run a gang of young guns making a name for themselves as bandits and robbers in the Wild West. This campaign book is based on our summer playtest campaigns that were run in Houston, Texas (check out their stories scattered throughout this book and online at our Website).

In the meantime, however, we want to provide GMs and players with the bare basics of our campaign system, including our Victory Point system that allows Characters to improve their abilities... if they survive long enough, that is!

Campaign Guide 2

Food & Water



Unless you're recreating that forced march scene from *The Good, The Bad, and The Ugly*, food and drink really shouldn't be a big factor in your games. After all, our games focus on the action and adventure, not long, drawn-out survival scenarios. Nevertheless, we know some of ya like this kinda of stuff, so here ya go.

Just don't get upset because we ain't gonna get into a lot of detail here - the name of the game is Gutshot, not *Survivor*. The GM should be prepared to improvise when it comes to playing out scenarios based on thirst and starvation.

2.1 Cool Water

When it comes to water, an active Character should have about 1 gallon a day. Unless the GM is going into a great amount of detail, all Characters should be considered as having enough to drink. If a Character goes an entire day without water, he will start feeling the adverse affects of thirst. On subsequent days without water, a Character starts to take 4 points of Damage per day. This means that the Average Character can survive for three additional days without anything to drink and will die on the following day. Note that the Tough-as-Nails Specialty subtracts one point per day (so he only takes 3 points of Damage per day, thus enabling him to survive for five days - he'll die on the sixth day).

This Damage is completely healed in one day after the Character finds sufficient water.

2.2 Chow Down

You need some vittles to stay alive. Whether it's an eight-course meal at a swank hotel or just a pot of Granny's Possum Belly Stew, you gotta eat.

After three days without food, a Character takes 4 points of Pain for each additional day that he does not eat something. Even bugs can help stave off starvation (yuck!). At the end of four days, the Character will have taken 16 points of Pain, which means that the final point is counted as Damage. In this case he should be treated as being very weak, not unconscious. Of course, if he continues without food, the additional 4 points per day will be counted as Damage and will soon starve to death.

These numbers mean that the Average Character can survive for about 10 days without food of any sort until he dies on the eleventh day. Note that the Tough-as-Nails Specialty subtracts one point per day (so he only takes 3 points of Pain per day, thus enabling him to survive quite a bit longer than less-hearty fellows). ***Damage from starvation is healed at the normal rate.***



Campaign Guide 3

Surviving Death



In a game that lasts for only one night, it doesn't really matter if the Characters live or die. But, in an ongoing campaign, it matters a lot! Did that pesky deputy kill your Character with a lucky shot, or will Thomas Irons be back to play again next week? As you probably have already guessed, the answer is just a dice roll away.

3.1 Knocking on Heaven's Door

In the real world, when people die, they tend to stay that way. In movies, pulps, and comics, however, death is not necessarily a career-ending injury. After all, if Jonah Hex actually died every time he was shot fulla lead, then that would have been a very short comic book series. The same can also be true of Characters in a Gutshot Campaign. These rules are only applicable if you are playing an ongoing Campaign. They have no place in a one-night-stand game because the Characters in those games are disposable and you'll never see them again.

When a Character is killed during an adventure that is part of an ongoing Campaign, it is possible for him to recover and come back into play at a later time. In this instance, the Character did not actually die (even though all 15 Damage slots were filled out on the Character Sheet), he was just badly wounded and left for dead: the Character is said to be "Knocking on Heaven's Door."



At the end of the adventure, a player may check to see if his Character is actually dead, or if he is still clinging to life and will recover with proper medical attention. The player performs a standard Action Check based on the Character's unmodified TN (meaning that he ignores penalties for being wounded). The only modifiers to this roll are:

- +2 Tough as Nails Specialty
- +2 Doctor's care

If the Character passes the Action Check, then he is not dead, but very badly wounded (he has 14 Damage points on his sheet) and may not move or do anything until he recovers.

If he fails the roll, he's dead and nothing can bring him back. You may not use luck on this roll.

By the way, you can't make this check unless someone has recovered the body. If the body is lying at the bottom of the cliff, someone has to actually go down and check if it's alive and offer it some medical attention. If left on its own, the GM should rule that the

Character is dead and have the player create a new one. If, however, they go down and fetch it, the player can make the Action Check.

Many who fell didn't even get a grave marker as nice as this one!

Campaign Guide 4

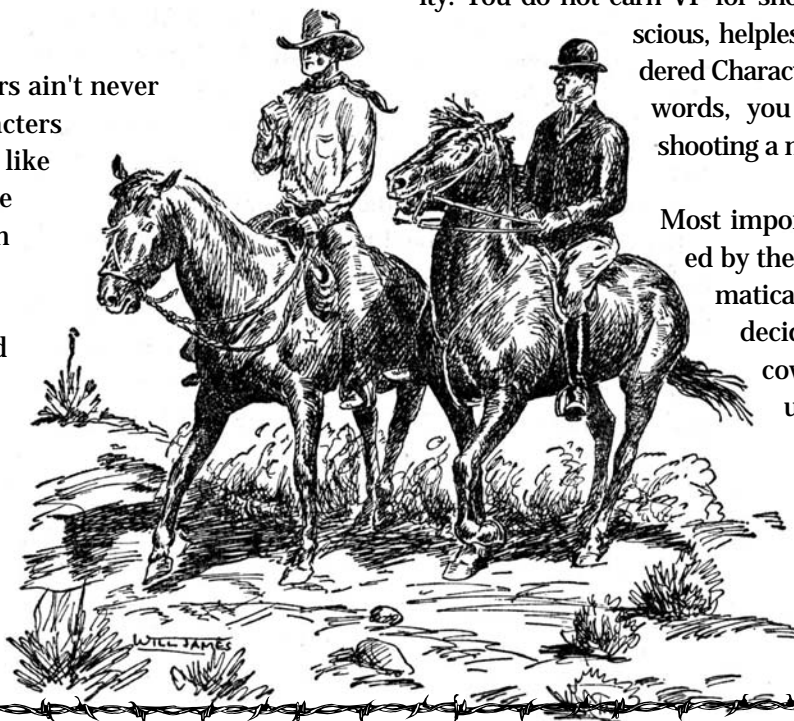
Victory Points



Victory Points are appropriate for Campaign Play and Tournaments. **Victory Points**, or **VP**, are designed to let Characters improve over time - The Eastern Tenderfoot manages to survive the hardships of the West to work his way up to become a Sodbuster, Deputy, Sheriff, Marshall, and finally a Gunfighter or even a Living Legend. In Tournament play, they help determine a clear winner for a single game.

It's very important to remember that VP are intended for Campaign Play and Tournaments. They are not intended to be used in stand-alone games. If your game is a one-night-stand, ignore the VP and just have fun. VP are intended to reward Characters who survive the game, and thus discourage Characters from throwing their lives away like danged fools.

Of course, if the Players ain't never gonna see these Characters again, then let 'em act like fools! It'll make a more exciting game to watch the Deputy jump into the saloon with a sawed-off shotgun and take on a whole room full of Owlhoots. The Deputy will wind up dead, but the Players will be talking about it for weeks to come.



4.1 Earning Points

VP are rewards for playing the game well, working well with your teammates, and living to tell the tale. You earn VP in the following ways:

- Accomplishing the Adventure's Victory Conditions (rescue the rancher's daughter, rob the bank and get away with the loot, protect the prisoner in the jail cell from the lynch mob until morning, etc.)
- Killing other Characters (on rival teams); see below
- Surviving Adventures and hardship
- Doing something brave and selfless

You do not get VP for random acts of cruelty and stupidity. You do not earn VP for shooting sleeping, unconscious, helpless, captured, or surrendered Characters and NPCs. In other words, you do not earn VP for shooting a man just for snoring.

Most importantly, VP are awarded by the GM. You do not automatically get them. If the GM decides you have acted in a cowardly manner, have unduly disrupted the game, or that you just don't deserve them, then you don't get any VP.

Campaign Guide 5

Equipment & Gear



The **Normal** cost is for an average town with more than one General Store. This town is probably on a major trade route (near a wagon trail, railroad, or river) where it is relatively easy to get new supplies. **Boomtown** prices have been inflated due to isolation, Indian attacks, winter, gold rush, or other factors that make the demand higher than the supply. Sometimes, Boomtown prices are what's asked of strangers or people hiding out from the law.

Firearms

| | Normal Cost | Boom Town |
|---|----------------|--------------|
| Derringer, Remington Double | \$ 5.00 | \$ 15.00 |
| Revolver, Colt Army 1873 | \$15.00 | \$ 40.00 |
| Rifle, Winchester Yellowboy | \$ 30.00 | \$ 90.00 |
| Shotgun, Single-Barreled Remington 1874 | \$ 20.00 | \$ 50.00 |
| to properly saw-off the barrel | \$ 1.00 | \$ 5.00 |
| Shotgun, Double-Barreled Remington 1874 | \$ 30.00 | \$ 90.00 |
| to properly saw-off the barrels | \$ 2.00 | \$ 10.00 |

Other Weapons

| | Normal Cost | Boom Town |
|----------------------------------|----------------|--------------|
| Brass knuckles | \$ 1.00 | \$ 2.50 |
| Dagger | \$ 1.50 | \$ 3.00 |
| Knife, Bowie | \$ 3.00 | \$ 10.00 |
| Knife, hunting or skinning | \$ 1.00 | \$ 2.50 |
| Knife, throwing (better balance) | \$ 2.00 | \$ 5.00 |
| Machete | \$ 2.00 | \$ 4.00 |
| Saber | \$ 10.00 | \$ 30.00 |
| Sap | \$ 0.50 | \$ 1.00 |
| Whip, bull | \$ 6.00 | \$ 15.00 |

Starting Gear

Most of our adventures include a list of pre-designed Characters who already have weapons and gear. If you're writing your own adventures, or starting an on-going campaign, we suggest that you choose one of the following methods to decide how much stuff ya got:

One: Two weapons, two reloads, and standard clothing.

Two: Each character gets one weapon and \$50 in cash to buy clothes, gear and a horse.

Ammo & Gear

| | Normal Cost | Boom Town |
|--|----------------|--------------|
| Ammo, Derringer (box of 10) | \$ 0.50 | \$ 2.00 |
| Ammo, Pistol (box of 50) | \$ 1.00 | \$ 4.00 |
| Ammo, Rifle (box of 100) | \$ 1.50 | \$ 6.00 |
| Ammo, Shotgun Shells (box of 25) | \$ 1.50 | \$ 6.00 |
| Ammo, percussion caps (tin of 50) | \$ 2.00 | \$ 3.00 |
| - make yer own silver bullets | | |
| Bayonet | \$ 0.75 | \$ 1.50 |
| Black powder (10 lbs, about 250 shots) | \$ 5.00 | \$ 20.00 |
| Cartridge belt and standard holster (holds 30 rounds) | \$ 10.00 | \$ 22.00 |
| Cartridge belt (40 rounds, no holster but you can add one) | \$ 6.00 | \$ 24.00 |
| Gunbelt, standard (no holster) | \$ 2.00 | \$ 5.00 |
| Gun grease (4 oz.) | \$ 0.25 | \$ 0.75 |
| Holster, garter (or other hidden) | \$ 5.00 | \$ 20.00 |
| Holster, standard | \$ 2.50 | \$ 10.00 |
| Powder flask (20 shots) | \$ 1.00 | \$ 3.00 |
| Sheath, knife (visible on boot or belt) | \$ 0.25 | \$ 0.75 |
| Sheath, knife (hidden up sleeve, back, boot) | \$ 1.00 | \$ 3.00 |
| Sheath, rifle | \$ 4.00 | \$ 8.00 |

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We also want to pay due tribute to the many great pulp authors of the 1930s - 1950s. The West was made truly wild by the pens of men like Walt Coburn, Luke Short, Harry F. Olmsted, William R. Cox, Tom Roan, Eli Colter, and others too numerous to mention. For the investment of a dime and your time, the weekly pulps transported many a wide-eyed youngster (and his pa, when momma wasn't lookin') into the thrilling adventures of a time gone by. Thanks to the wonder that is ebay, the authors - safe and snug in their modern times - have amassed quite a collection of these old magazines, and their spirit infuses every page of our book. Our cowboy hats are off to these men and their tales - Gutshot wouldn't be here without 'em!

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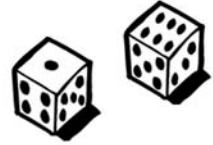
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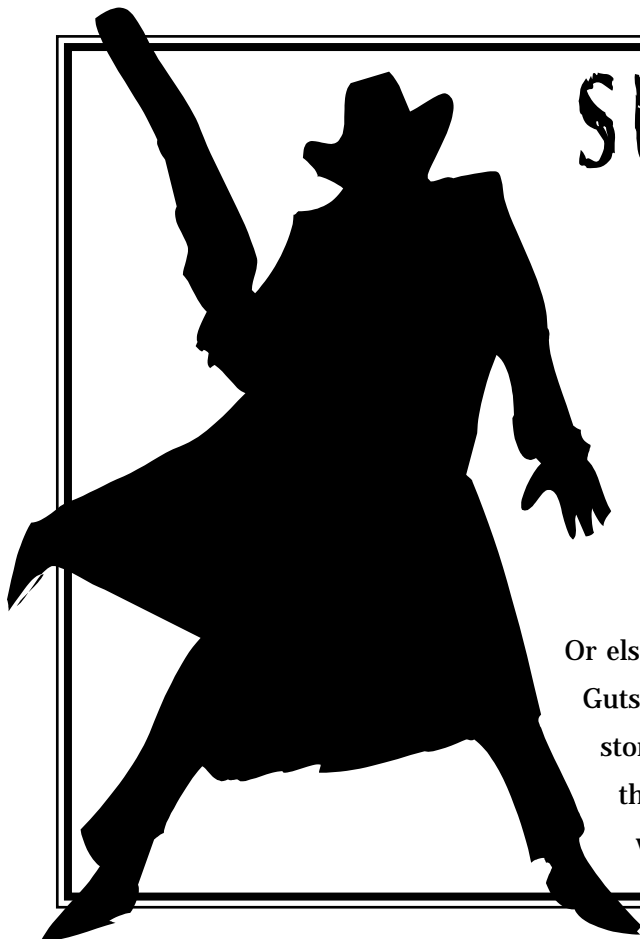
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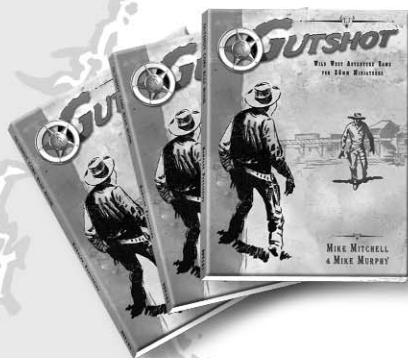
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"Hola, amigo... So you're not a yellow-bellied coward, after all."

The scratchy voice rasps behind you, punctuated by a sardonic chuckle. You spin to see him standing there with a contemptuous grin, smoking that stinking cigar. Sweat glistens on his brow... but is it nerves or the West Texas sun? You've no time to figure it out as he hisses a single word: "Draw!"



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