



# GUTSHOT™

## A Gutshot™ Adventure for Riders on the Outlaw Trail

Adventure: OUT001  
Difficulty: Beginner  
No. of Characters: 4-8  
No. of NPCs: 5 major  
many minor  
Game Type: One team  
Game Marshall: Recommended  
Duration: 1-3 hours  
Note: Normal Prices  
in Effect

by

**Mike Mitchell**

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### 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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## SHOOTOUT AT COYOTE GULCH!

or

*“Take the money and run...”*

**O**ut in the West Texas town of Coyote Gulch... well, frankly, there ain't much to talk about. This dot on a map would almost have to borrow a horse to be called a “one-horse town.” Even if you robbed everyone in it, you probably couldn't scrape together more than \$50 cash.

Until now, that is. You and your gang just got word that the Silverado Mining Company has stashed its payroll in the Bank. It will only be there for three days, but that's long enough for you to mosey in and take it.

So saddle up and get ready to ride. It's time to get rich... as long as that lazy Sheriff and his nosey Deputy don't spot you first!

## **The lay of the land:**

Coyote Gulch is a small town with about a dozen buildings in it. It's got a bank, a general store, a livery stable, one saloon, and a Sheriff's Office. The Sheriff is a lazy feller who got the job because his brother is the mayor. Sheriff Pettigrew Jackson spends his weekends tossing rowdy cowboys into the jail. He fines 'em and sets 'em loose the next morning after they've sobered up. He probably won't be much trouble... but then again, ya never know. He's got political ambitions of his own and just might try to make a name for himself by shooting up a bunch of "notorious" bank robbers. The Deputy is a feisty old timer with a wooden leg and a sawed-off double barrel shotgun he calls "Bessie." He's surprisingly spry and ornery, and that shotgun is always loaded and ready. He don't like nobody messing with "his" town.

The locals include Mr. Upton, the banker, and his clerk, Mr. Leesom. They are honored to have been entrusted with this payroll (and very excited about the handling fees). They both realize that if the Silverado Mining Company starts using them as their regular bank, this could put the town on the map.

There's also a gambler in town by the name of Clayton. He hangs out at the saloon sipping his whiskey and playing cards with the locals. He wins just enough to stay ahead of the game, but not so much that the locals dislike him. Plus, when he wins a big hand he's prone to celebrate by buying a round for the house, which makes him very popular with Leo the bartender.

## **The mood in town:**

As you can imagine, with all that cash on hand, the whole town is kinda jumpy right now. If you ride your horses right up to the front of the bank, they'll instantly suspect something is going on and everyone in town will grab their guns and be ready for ya. Yer best bet is to hide your your horses outside of town and approach the bank on foot. The same is true if they hear a single gunshot... they ain't stupid and they'll come running right to the bank

## **Victory Objectives**

Get the money and get out of town alive. You must exit off the east (right) side of the table. If you get away with the bank loot, everyone who survives (and escapes off the right side of the table) will earn 50 VP, plus VP for kills, loot, and other feats of daring-do! If you don't get the money, you only earn VP for kills and loot. You will also earn an additional 10 VP per Character if you manage to complete the adventure without killing anyone (good luck on that one!).

## **Overview:**

This is a simple, introductory game designed to familiarize you with the basics of initiative, combat, and movement on foot. That's why the horses are stashed off the table. If you make it off the edge of the table, you have managed to "lose yourself in the badlands," found your horse and eluded pursuit.



**Note to GM:**

The first two pages are a handout for the Players. Give it to 'em and let 'em study it.

The rest of this stuff is for your eyes only.

**Outlaws****Starting Positions**

Once the town is set up, there are two ways to start the game.

**One:** Draw Initiative slips and make the players enter the town from the east side of the board (the right side).

**Two:** Allow the players to place their figures in the street wherever they want. Do not let them place figures inside a building, especially not the bank.

The second method is probably the fastest way to get into the action, but the first method does give them more time to get a handle on movement and initiative.

Note about weapons: before the game, make sure you note what weapons are being carried, and which are Ready Weapons (see

# Game Marshal's Section

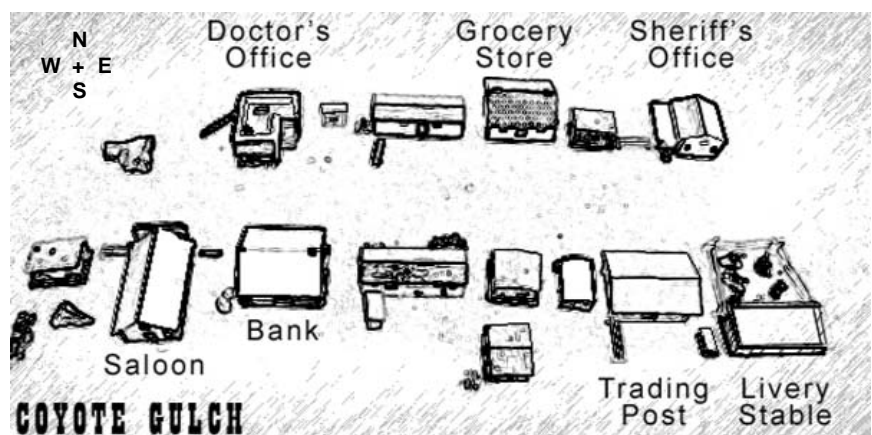
*Players should not read any farther*

## Coyote Gulch

As noted in the player's introduction, Coyote Gulch is a small town somewhere in West Texas. Our upcoming campaign guide will provide details on its location and a precise summary of each building and its occupants. For now, however, all you really need to know is that it's a small town with about a dozen buildings. Even if you have more buildings, don't use them; later games will take place in larger towns (which won't seem very large if they have the same number of buildings as this Podunk place). Coyote Gulch should be small, with a single main street running west to east (left to right).

The only buildings of importance are the: bank, sheriff's office, and saloon. Their actual placement isn't really that important (see map below for a suggested layout), but we strongly recommend the following placement:

- The Sheriff's office is at the east side of the table (the right side).
- The bank and saloon should be next to each other on the other side of town (the west end).
- The town should be fairly long with about 48 inches between the bank and the sheriff's office (this is to keep the outlaws from running out in less than one Turn).
- There should probably be more than 12 inches between the edge of the sheriff's office and the edge of the table.
- Scatter some shacks and outhouses around town.
- Toss a few small props around town to give the outlaws something to duck behind (crates, small boulders, water troughs, bushes, fences, etc.).
- The bank safe has \$300 - \$1,800 in it. Roll 3d6 when it's opened.



## The Honorable Citizens of Coyote Gulch:

There are a few things about the townsfolk that the GM should know, but the players shouldn't! Additional gear, loot, and Specialties are recorded on the NPC Record Sheets at the end of the adventure. By the way, we know there's more NPCs here than yer likely to need. That's okay. They're here to give you some idea of who's in the mob (if one actually forms to chase the outlaws). They're also here to give you ideas for other adventures. Maybe Louise finally cooks up a scheme to buy her way out of this life. Maybe Young Bill finally runs off to find adventure. Or maybe you want to use this place as a base for future adventures. The choice is yours.

### Sheriff Pettigrew Jackson

Fat and lazy, he got the job because his brother is the mayor. The mayor plans on being Governor some day, so Pettigrew has his sights on being mayor. To do that, he must make a name for himself. So, when the action starts, he will come out, guns blazing at the first sign of trouble. He will shoot first and ask questions later (if ever).

**Starting Position:** At desk inside Sheriff's Office.

**Weapons:** 2 pistols, 1 rifle.

**Morale:** Unless he takes more than five Damage, he does not make a morale check. After he takes his sixth Damage point, however (and his health is Moderate or worse), each Action he makes a morale checks at -2. He will definitely run away and hide when the going gets tough.

### Deputy "Stumpy" McGrew

This ornery old cuss took a bullet at Shilo and lost one of his legs. Since then, he's learned to get around on a crutch (and possibly a peg leg, if you have an old pirate miniature lying around). He always has a loaded double barrel shotgun on a sling, ready to go. He still cannot draw and fire in the same Action, but at the very first sign of trouble he will ready the weapon and hobble over to the trouble as fast as he can. Like the sheriff, he will shoot first and ask questions later (especially with all this money in town). He calls his beloved gun "Bessy," after his first love (who left him for a Baptist preacher while he was off at the war).

**Starting Position:** Outside front of Sheriff's Office.

**Weapons:** 1 sawed-off double barrle shotgun named "Bessie," 1 pistol

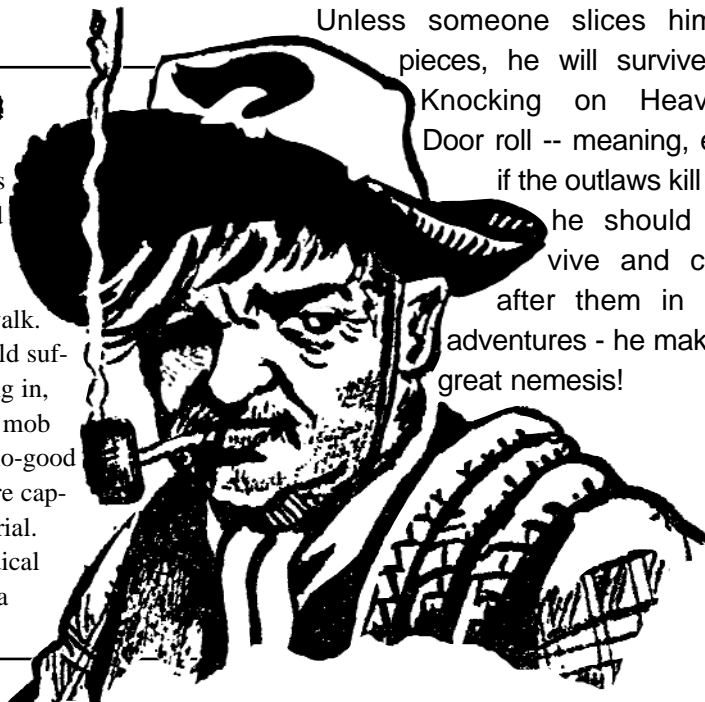
**Morale:** Stumpy never makes morale checks.

**Special:** Stumpy has the constitution of an ox.

Unless someone slices him to pieces, he will survive his Knocking on Heaven's Door roll -- meaning, even if the outlaws kill him, he should survive and come after them in later adventures - he makes a great nemesis!

### This ain't a tough town

We ain't gonna mislead yuh. Coyote Gulch is supposed to be pretty danged easy-going, and this adventure shouldn't be too danged hard to rob the bank. After all, it's an introductory adventure. But, this doesn't mean it's a cakewalk. If the Players do something stupid, they should suffer the consequences. If they insist on barging in, guns blazing, you should muster up an angry mob of NPCs and show everyone how they treat no-good outlaws. By the way, if any of the outlaws are captured, they will be taken to jail and held for trial. They'll even patch 'em up and give them medical attention. After all, it ain't Christian to hang a wounded man...



## Summary of NPC

### Starting Positions:

**Sheriff Jackson:** Inside Sheriff's Office at desk.

**Stumpy:** Outside front of Sheriff's Office

**Mr. Upton:** Inside bank behind the counter.

**Mr. Leesom:** Inside bank behind the counter.

**Clayton:** At card table near door in saloon.

**Sam:** Saloon

**Tina:** Saloon

**Louise:** Saloon

**Benny:** Saloon

**Johnny Garrity, Jr.:** Saloon

**Joshua Deets:** Corral at the Livery Stable

**Mick O'Brien:** Corral at the Livery Stable

**Mike O'Brien:** Corral at the Livery Stable

**Josiah Garrity:** Grocery Store

**Mrs. Garrity:** Grocery Store

**Old Kingsly:** Inside the trading post

**Young Bill:** Inside the trading post

## Clayton, the Gambler

The gambler is a bit of a dandy - sharp-dressed and sharp witted. As noted before, he always wins enough to stay ahead of the game, but knows when to buy a round of drinks and make friends before he wears out his welcome. He also has a secret: he's a guard working for the Silverado Mining Company. He's undercover and is keeping a low profile. At the first sign of trouble he will head out of the saloon and probably stay outside the bank and spy through a window. He's smart, so he will not barge in with guns blazing, but secure a good position (preferably between the outlaws and their horses).

**Starting Position:** In saloon at a table near the door.

**Weapons:** 2 Derringers, 1 pistol

**Morale:** Does not make morale checks. But he won't fight to the death, either. Use common sense.

## Mr. Clarence Upton, the Banker

Noted for his stiff upper lip, this displaced Englishman is out West to make his fortune. This mining deal could be it, and he's not about to let a band of ruffians ruin it for him. He will act very meek and cooperate with the outlaws during the robbery. But once the safe is open, he will grab the loaded pistol hidden in there and turn and instantly shoot the nearest outlaw (treat this as a Wildshot, -1 to hit).

**Starting Position:** In bank, behind the counter.

**Weapons:** 1 pistol hidden in the safe.

**Morale:** Standard morale checks after he takes his first shot.

## Mr. Niles Leesom, Bank Clerk

This young man is neither a coward nor a hero. If there are only two or three robbers, he will attempt to fight them when Upton fires the shot. He will attempt a Slam on the nearest robber (Attack: 8, Defense: 6: if successful, it does 1 point of Pain. Roll 1d6; if you get a 6 the target is Stunned: see 10.1).

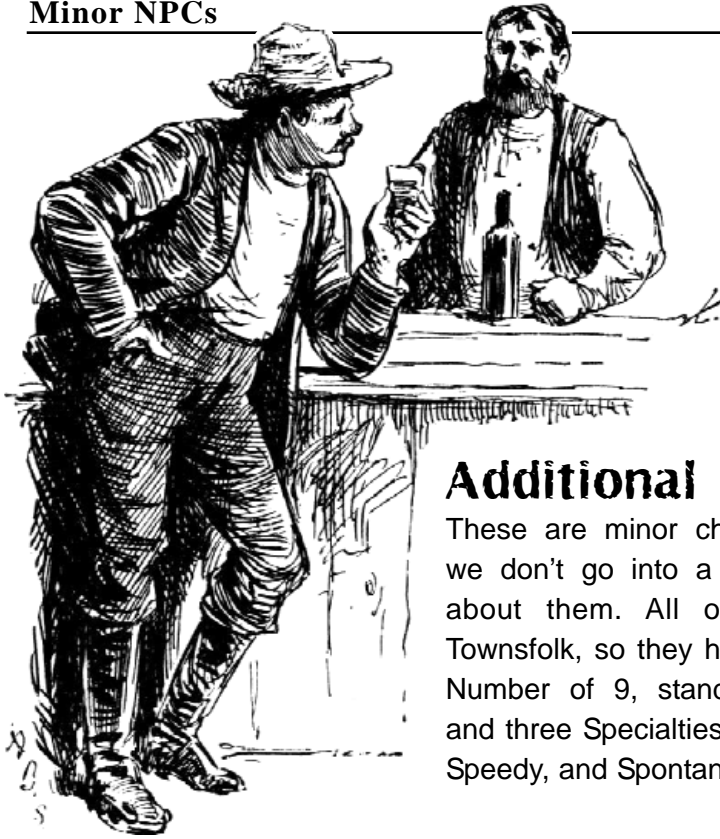
**Starting Position:** In bank, behind the counter.

**Weapons:** na

**Morale:** Standard morale.

## Opening the Safe

During the bank robbery, one of the outlaws will order Upton or Leesom to move and open the safe. In order to keep things moving, you'll probably just want to have them move right then, during that outlaw's movement phase. If you wait to draw Initiative slips for the NPCs in the bank, you're gonna be waiting a long time and it will complicate matters. By the way, it will take one full Action to open the safe (no other movement or combat allowed). The safe will be open at the start of the next Action, and that's when the banker should grab the pistol and make a Wild Shot at the nearest outlaw.



### Additional NPCs:

These are minor characters, so we don't go into a lot of detail about them. All of them are Townsfolk, so they have a Target Number of 9, standard morale, and three Specialties: Hard-to-hit, Speedy, and Spontaneous.

## Saloon

### Sam the bartender

Sturdy and reliable, he doesn't like trouble and is quick to put it down when it starts. Of course he has a double-barrel shotgun under the bar, along with two pistols and a strong-box with \$150 in it. There's also a secret panel behind the shelves where he hides \$40 - \$240 (4d6 x 10).

### Tina

Tawdry tart with a heart of gold... and a derringer hidden right next to it. Never carries cash, but there's \$50 hidden in her room down the street.

### Louise

Old, tired, and wishing she had a way out of this life. She hides her derringer in her

garage, and when the mob forms she'll take one of Sam's pistols and shoot to kill.

### Benny

Menial worker who earns his drinking money doing odd jobs in the town. From gravedigger, church gardener, to occasional teamster and stagecoach guard, he does it all. He has a rifle with him and will happily join the mob when it forms.

### Johnny Garrity, Jr.

The grocer's teenaged son is apt to be in here downing a few during the day. He's a disappointment to his folks and can't wait to sign on with a cattle drive someday. He's got a pistol on him and will eagerly join the mob.

### Mob Rule:

The townsfolk will not participate in the action until it is obvious that something is going on. Once the lead starts flying, toss three slips into the hat that say **Mob**.

If there are only two or three Actions left in the Turn, then don't add the slips until the next Turn starts. If you're at the beginning or middle of a Turn, though, toss 'em in! Once mobilized, the mob should be both frightening and deadly!

Once mobilized, treat the mob as a single until. Each person moves (and attacks!) at the same time. **See 13.2** for more about Mobs and Mob Movement.



## Summary of NPC

### Starting Positions:

**Sheriff Jackson:** Inside Sheriff's Office at desk.

**Stumpy:** Outside front of Sheriff's Office

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**Josiah Garrity:** Grocery Store

**Mrs. Garrity:** Grocery Store

**Old Kingsly:** Inside the trading post

**Young Bill:** Inside the trading post

## The Livery Stable

### Joshua Deets

A hard-working man of color, he is not about to let these owlhoots raid his town and disturb the peace of the town that welcomed him, and his livery stable. At the first sign of trouble, he will grab a rifle and set out after the outlaws.

### The O'Brien Brothers

These two strapping lads, Mick and Mike, are on hand, unloading a wagon of grain. They will quickly grab rifles from Joshua's shed and start firing on the outlaws.

## The Grocery Store

### Mr. and Mrs. Josiah Garrity

They work hard and think of how much business the Silverado Mining Company could bring to town. Josiah will grab a rifle and position himself inside the store, crouched below a window or behind the door, and take careful, aimed shots at the fleeing outlaws.

## The Trading Post

### Old Kingsly

A former trapper, he's taken to city life, such as it is. He wears a ratty old bowler hat that he found on the trail, and smells of the bear fat he uses to meticulously flatten down his jet black hair. He wears a fine suit of clothes... or at least it was when he bought it seven years ago (and most people speculate that it's never been washed since then). He will grab his rifle and shotgun and give chase, eagerly blasting any polecats in sight.

### Young Bill

Only 14 years old, he's a hard-working orphan who wants to grow up fast and see the world. He's grown up hunting, so he'll only be too happy to grab his rifle and hunt the outlaws.

# NPC Record Sheets

The NPC Record Sheets are designed to help you keep track of lots of NPCs at once, so we are only providing you with the bare minimum info you need to run the game. You will still want at least one standard Character sheet to provide you with info about weapon ranges, Damage, and movement rates.

Remember, all Townsfolk have the Speedy Specialty, so they use this movement rate (other Characters use the standard movement rate listed on their sheet):

- Crawl:** 3 inches
- Walk:** 5 inches
- Trot:** 8 inches
- Run:** 14 inches

## Pettigrew Jackson, Lazy Sheriff

<b>TN:</b> 7 base 5 with pistol	<b>Pistol: Right-hand</b> ○ ○ ○ ○ ○ ○	<b>Loot:</b> \$10 in greenbacks, silver watch & chain	<b>Damage:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
<b>Specialties:</b> <i>(pick one)</i> Brawler, Quickdraw, True Grit	<b>Pistol: Left-hand</b> ○ ○ ○ ○ ○ ○	<b>Gear:</b> 2 full reloads per weapon, standard clothes, sheriff's badge, etc.	<b>Pain:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
<b>Quote:</b> "Hey, what's going on here?"	<b>Rifle (on strap)</b> ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	<b>Notes:</b> No morale check unless he's Moderately wounded, or worse.	
	<b>Bowie Knife (boot)</b> TN 5, DEF 8, Dam 1d6+2		

## Stumpy McGrew, Orny Deputy (Custom 3)

<b>TN:</b> 9 base	<b>Sawed-off Dbl. Shotgun (on strap)</b> ○ ○	<b>Loot:</b> \$5 in greenbacks	<b>Damage:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
<b>Specialties:</b> <i>(he has all three)</i> Hard-to-hit, Lucky, Spontaneous	<b>R Pistol:</b> ○ ○ ○ ○ ○ ○	<b>Gear:</b> 3 full reloads per weapon, saddle, etc.	<b>Pain:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
<b>Quote:</b> "Hee hee hee.. you varmints is all gonna die! I'll tech yuh to rob MY town!"	<b>Bowie Knife (boot)</b> TN 5, DEF 8, Dam 1d6+2	<b>Movement -33%</b> Walk 2" Trot 4" Run 8"	
	<b>Notes:</b> No Morale Check, and he only has one leg, which decreases his movement.		

## Clayton, Dandy Gambler

<b>TN:</b> 8 base	<b>R Pistol:</b> ○ ○ ○ ○ ○ ○	<b>Loot:</b> \$90 in gold,	<b>Damage:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit, move - 33% -2 to hit, move - 50%
<b>Specialties:</b> <i>(pick two)</i> Lucky, Spontaneous, Sure-Shot:	<b>Derringer (in hidden pocket)</b> ○ ○	<b>Gear:</b> 3 full reloads per weapon, fancy clothes, deck of marked cards	<b>Pain:</b> Light: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mod: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 to hit -2 to hit
<b>Quote:</b> "Looks like Lady Luck brought a friend... and her name is Trouble."	<b>Bowie Knife (boot)</b> TN 5, DEF 8, Dam 1d6+2	<b>Notes:</b> No Morale Check	





## Mr. Clarence Upton, English Banker

**TN:** 9 base  
(Townfolk)

**Specialties:**  
(has both)  
Hard-to-hit,  
Speedy

**Quote:**  
"I say there, chap, would you mind pointing that gun somewhere else?"

**Pistol**  
(hidden in safe)  
○○○○○○

If forced to open the safe, he will immediately fire at the nearest Outlaw.

**Safe Contents:**  
\$300 - \$1,800  
(roll 3d6)

**Loot:**  
\$50 in gold,  
fancy gold watch and  
chain, gold snuff box

**Gear:**  
Fancy clothes and a superior British attitude

**Morale:**  
Standard

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

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

## Mr. Niles Leesom, Reliable young bank clerk

**TN:** 9 base  
(Townfolk)

**Specialties:**  
(has both)  
Hard-to-hit,  
Speedy

**Quote:**  
"I'm sorry, sir. Anything you say, sir."

**Pistol**  
(hidden in safe)  
○○○○○○

If forced to open the safe, he will immediately take a Wild Shot at the nearest Outlaw.

**Safe Contents:**  
\$300 - \$1,800  
(roll 3d6)

**Loot:**  
\$2 in greenbacks

**Gear:**  
Standard clerk clothes

**Morale:**  
Standard

**Note:** Will attempt to Slam nearest robber if Upton shoots at someone. See 10.1 for details.

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

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

## Sam, Bartender

**TN:** 8 base (Custom-2)

**Specialties:** (has both)  
Hard-to-hit, Tough-as-Nails

**Quote:**  
"Lock n' load, boys, looks like trouble down at the bank!"

**Dbl. Shotgun**  
(under bar) ○○

**Loot/Gear:**  
\$10 in greenbacks, 3 full reloads

**Morale:** Standard

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

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

## Tina, Tawdry Tart

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"Hi, cowboy, buy a lady a drink?"

**Derringer**  
(in bra) ○○

**Loot/Gear:**  
bright smile and hot lead!

**Morale:** Standard

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

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

## Louise, Soiled Dove

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"Sigh. Sure, c'mon upstairs, and don't bother to take off yer boots."

**Pistol (borrowed from Sam)**  
○○○○○○

**Loot/Gear:**  
\$8 in greenbacks, sour attitude

**Morale:** Standard

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

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

**Johnny Garrity, Lazy Kid**

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"I'll get back to work later, pa...  
I'm playing cards now."

**Pistol**  
○ ○ ○ ○ ○ ○

**Loot/Gear:**  
\$25 in greenbacks, 2 full reloads

**Morale:** Standard

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

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

**Deets, Stable Owner**

**TN:** 8 base (Custom-2)

**Specialties:** (both)  
Hard-to-hit, Spontaneous

**Quote:**  
"Howdy stranger, welcome to town."

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○

**Pistol** ○ ○ ○ ○ ○ ○

**Loot/Gear:**  
\$3 on him, \$200 buried in one of  
the horse stalls.

**Morale:** Standard

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

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

**Mick O'Brien, worker**

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"I'll meet ye at the pub after work."

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○

**Bowie Knife (boot)**  
TN 5, DEF 8, Dam 1d6+2

**Loot/Gear:**  
\$2 in greenbacks

**Morale:** Standard

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

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



**Mike O'Brien, worker**

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"Ye look thirsty, mate. Why don't ye  
join me and my brother for a drink?"

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○

**Bowie Knife (boot)**  
TN 5, DEF 8, Dam 1d6+2

**Loot/Gear:**  
\$1 in greenbacks

**Morale:** Standard

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

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

**Josiah Garrity, Grocer**

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"Where is that danged boy?"

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○

**Loot/Gear:**  
\$17 in the til, \$685 hidden in a  
strongbox in the back room

**Morale:** Standard

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

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

**Lucy Garrity, Grocer**

**TN:** 9 base (Townfolk)

**Specialties:** (has both)  
Hard-to-hit, Speedy

**Quote:**  
"Don't fuss at him, Johnny will  
grow up some day."

**Pistol (behind counter)**  
○ ○ ○ ○ ○ ○ ○ ○

**Loot/Gear:**  
Apron strings that are hard to cut.

**Morale:** Standard

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

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



### Credits

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### Old Kingsly, Trapper

**TN:** 9 base (Custom-3)

**Specialties:** (has all three)  
Hard-to-hit, Speedy, Spontaneous.

**Quote:**  
"Good day, sir. May I interest you in some fresh kilt pelts?"

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Bowie Knife (boot)**  
TN 5, DEF 8, Dam 1d6+2

**Loot/Gear:**  
\$7 in greenbacks, \$60 in gold hidden in a cigar box buried in the corner.

**Morale:** Standard

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

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

### Young Bill, Eager kid

**TN:** 10 base (Greenhorn)

**Specialties:** (has both)  
Hard-to-hit, True Grit

**Quote:**  
"Some day Ah'm gonna shake off the dust from this one-horse town."

**Rifle** ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Bowie Knife (boot)**  
TN 5, DEF 8, Dam 1d6+2

**Loot/Gear:**  
\$9 in greenbacks, in an old coffee tin hidden in the pelt drying loft.

**Morale:** +2 (he's overeager to please and prove himself)

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

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

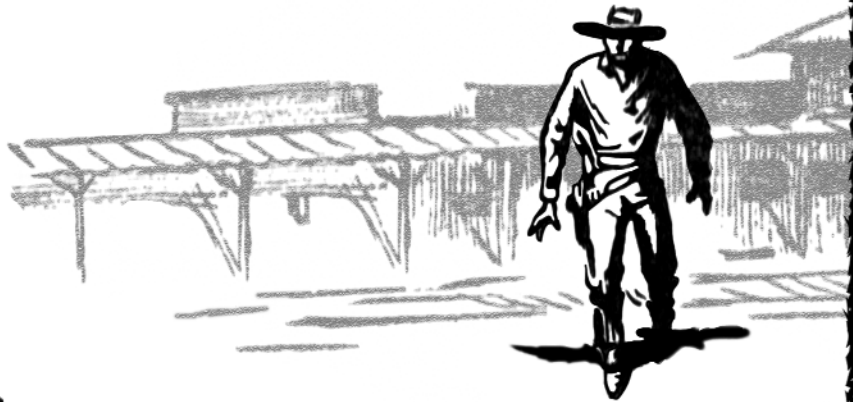




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