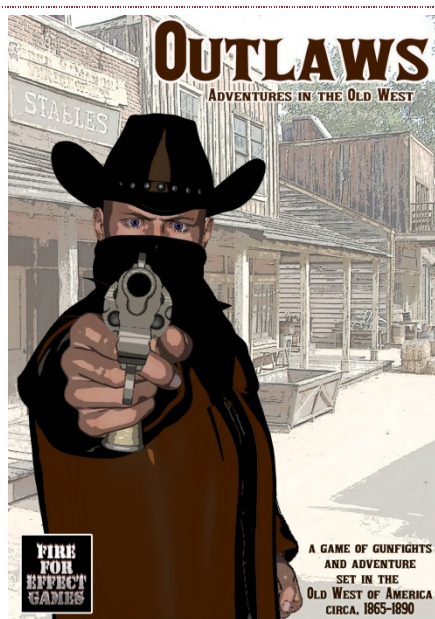


## OUTLAWS: ADVENTURES IN THE OLD WEST

### PIONEER IN PERIL



Howdy and welcome to *Pioneer in Peril*.

*Pioneer in Peril* is an introductory module to *Outlaws: Adventures in the Old West*.

*Outlaws* is a game of gunfights and adventure set in the Old West of America circa. 1865-1890.

Included in *Pioneer* is everything you need to play several scenarios of *Outlaws* with only minimal printing. The only compromise is a limited set of wound counters – which does affect the damage system a little, but not too much...

*Pioneer* includes four new characters and a new board and three new scenarios. If you want to move on to the main game after playing there will be no duplication of files and this set will add to the core game.

Please enjoy...

## INTRODUCTORY SHOOTOUTS

The following shootouts use only the components from the introductory module, 'Pioneer in Peril.'

When setting up a *Shootout* the side listed first places their characters on the map first.

Many *Shootouts* list the objective as defeating an opponent. An opponent is defeated when they are permanently unconscious or dead, or if at the end of the shootout or adventure are temporarily unconscious.

### DEFORMATION

This is *Shootout* only uses two characters and can be over very quickly!

*Tom Edwards is the proprietor and sole journalist for the Deadrock Pioneer. Scott has been causing something of a storm over his continued criticism of Jack Harrington, a local 'businessman.'* Jack does not like the public spotlight on his 'legitimate' business dealings and has hired a local outlaw, Lee Morrison to take care of Scott for once and for all...

**Game Boards** – Pioneer and Telegraph board

**Game Length** –until one character is defeated.

**Special Rules:** None

**Options:** Substitute Robert & Scott for Tom & Lee.

#### Scott

**Starting Location:** In the large room of the Pioneer building adjacent and facing towards the printing press.

**Items Held:** None

**Items Carried:** Colt .45, 1x handgun reload

**Objective:** Defeat Lee

#### Lee

**Starting Location:** In the Telegraph Office.

**Items Held:** Colt .41

**Items Carried:** 1x handgun reload, 1xKnife

**Objective:** Defeat Scott

### SHOOTOUT AT THE TELEGRAPH OFFICE

*Trouble in Deadrock had been brewing for weeks between the Clancy family and the Muldoons. It finally reached a head when Robert and Tom Clancy rode into town to settle the matter for good. Members of both gangs met outside the Telegraph office.*

**Game Boards** – Pioneer and Telegraph board

**Game Length** – **Game Length** – 20 rounds or until all the characters in one gang are defeated.

If neither side defeats the other by the end of turn 20, the side with the most actions still available wins.

**Special Rules:** None

**Options:** None

**Clancy Gang:** Robert & Tom

**Starting Location:** Robert and Tom start in the two squares between the telegraph office and the board edge.

**Items Held:** Both characters may start holding a weapon.

**Items Carried:** Colt .41, Spencer Carbine, 1x handgun reload

**Objective:** Defeat Scott and Lee

**Muldoon Gang:** Lee & Scott

**Starting Location:** Scott and Lee start, adjacent to each other, between the newspaper office and the board edge.

**Items Held:** Both characters may start holding a weapon

**Items Carried:** Colt .45, Whitney shotgun. 1xhandgun reload, 4xshotgun reload.

**Objective:** Defeat Robert and Tom

## BRAWL AT THE PIONEER

In this Shootout, no characters are armed and will need to rely on their brawling skill...

*Rivalry between Deadrock Pioneer and the Deadrock Star newspapers reach a head when the journalists begin a brawl...*

**Game Boards** – Pioneer and Telegraph board

**Game Length** – 20 rounds or until all characters on one side are defeated.

If neither side defeats the other by the end of turn 20, the side with the most actions still available wins.

**Special Rules:** If a character is killed the other team immediately wins the scenario.

**Options:** This shootout can be played as a free for all Brawl between four players. If played as such there are no teams and all the action counters are placed in a single cup.

**Pioneer:** Lee & Scott

**Starting Location:** Begin in the newspaper building adjacent to printing press.

**Items Held:** None

**Items Carried:** none

**Objective:** To defeat the other team.

**Star:** Robert & Tom

**Starting Location:** Begin anywhere outside the Newspaper office.

**Items Held:** None

**Items Carried:** None

**Objective:** To defeat the other team.

*Note: if insufficient Brawl objects, use the unloaded side of the rifle and shotgun counter.*

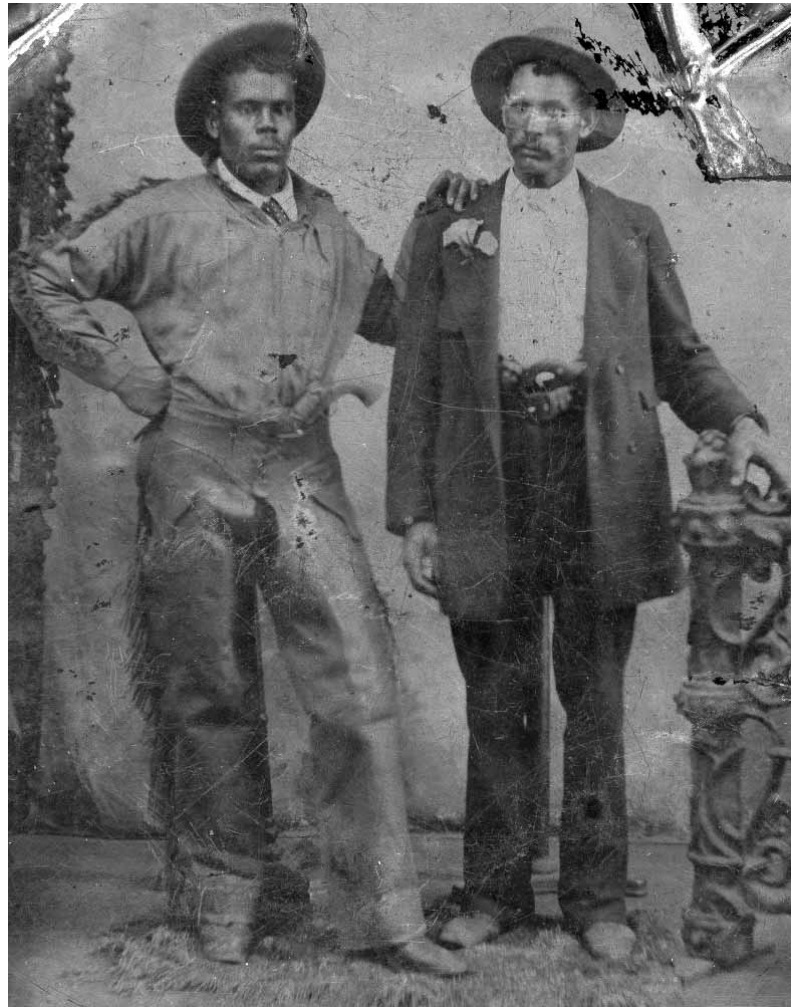


Image: Kansas Historical society