

OUTLAWS

ADVENTURES IN THE OLD WEST

SCENARIO BOOK
3RD EDITION



**FIRE
FOR
EFFECT
GAMES**

A GAME OF GUNFIGHTS
AND ADVENTURE
SET IN THE
OLD WEST OF AMERICA
CIRCA, 1865-1890

OUTLAWS: SHOOTOUTS AND ADVENTURES

When setting up a *Shootout* or *Adventure* the side listed first places their characters on the board 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.

All guns are fully loaded at start, any additional ammunition listed is for reloading purposes. Although ammunition is carried, the number of bullets are placed on the ammunition track.

- SHOOTOUT ONE - THE GRUDGE

This is an introductory *Shootout* using only two characters and is a great way to learn the game - although the fight may be short and bloody!

Two days ago, during an argument over a poker game, Will Young shot Billy O'Rourke's brother. As soon as Billy heard the news he made his way to Deadrock to settle the score.

Billy is in the saloon and after buying a drink he has asked the bar tender if he had seen Will around town. Will is in the barbers having a haircut. Both men become aware of each other's presence at the same time and grab their six-shooters...

Game Boards – Saloon and Bank & Barber.

Game Length –until one character is defeated.

Special Rules: None

Options: Substitute Will and Billy for any other characters with the same handgun skill.

Use *groups of townsfolk* rule and place as shown in the diagram.

Billy

Starting Location: In the saloon in any square adjacent to the bar.

Items Held: Colt .41, 6x bullets.

Items Carried: none

Objective: Defeat Will

Will

Starting Location: In the barbers.

Items Held: Colt .41, 6x bullets.

Items Carried: none

Objective: Defeat Billy



- SHOOTOUT TWO - MIDDAY DEADROCK

This scenario introduces *Showdowns*. Once the opening *Showdown* has concluded the *Shootout* continues until one side's objectives is fulfilled.

For weeks, the tension between the Young and Morton Gang has been building. Last night it reached breaking point. There was an argument outside the store over Sarah, Luke's girlfriend,

Today, Luke & Jim Young have ridden into town to sort the matter out once and for all. Waiting for them in the main street are Samuel Morton and Jesse Carson.

As the men face each other across the street the good folk of Deadrock scurry away to take shelter. In the full heat of the day the men face each other neither wishing to flinch first, hands hovering over their holsters...

Game Boards - Saloon, Bank & Barber, General Store, Sheriff, and Undertaker.

Game Length – 20 rounds or until one side is defeated. If neither side defeats the other by the end of turn 20, total the number of available actions each character has. The side with the most actions is the winner.

Special Rules: The *Shootout* begins in a *Showdown*.

Options: Allow players to choose any two characters that have a total handgun skill of 2 or less.

Use *groups of townsfolk* optional rule and place as shown in the diagram.

Members of the Young Gang

Luke and Jim

Starting Location: In the main street, between the saloon and the General Store and at least one square away from each. Both characters must be within 2 squares of each other.

Items Held: None

Items Carried:

Jim has a Colt .41 and 12x handgun bullets.

Luke has a Colt .45 and 12x handgun bullets.

Objective: defeat Jesse and Samuel

Members of the Carson Gang

Jesse and Samuel

Starting Location: In the main street, at least one square away from any building or water trough, and 4-6 squares away from Luke and Jim. Jesse and Samuel must be within 2 squares of each other.

Items Held: None

Items Carried:

Jesses has a Colt .41 and 12x handgun bullets.

Samuel has a Colt .45 and 12x handgun bullets.

Objective: defeat Luke and Jim



— OBJECT COUNTER

— CIVILIAN COUNTER

- SHOOTOUT THREE - BRAWL AT THE DEADROCK SALOON

This scenario introduces players to the brawling rules.

Too much time out on the range, coupled with too much bourbon, leads inevitably to drunken brawls. This scenario is one such brawl where the last group standing are the winners.

Game Boards – Saloon.

Game Length – 20 rounds or until all characters on one side are temporarily unconscious. If neither side has won by the end of turn 20, total the number of actions each character has available. The group with the most actions is the winner.

Special Rules: If a character is killed, the opposing team immediately wins the *shootout*.

Options: Players choose three characters with a combined Brawl skill of 3.

This *Shootout* can be played as a free for all brawl between all characters. If played as such there are no teams and all the action counters are placed in a single cup.

Ranchers

Rick, Jim, and Dale

Starting Location: Characters begin in the saloon in the three squares adjacent to the bar (but not behind the bar).

Items Held: None

Items Carried: None

Objective: To make unconscious everyone on the other team.

Cowboys

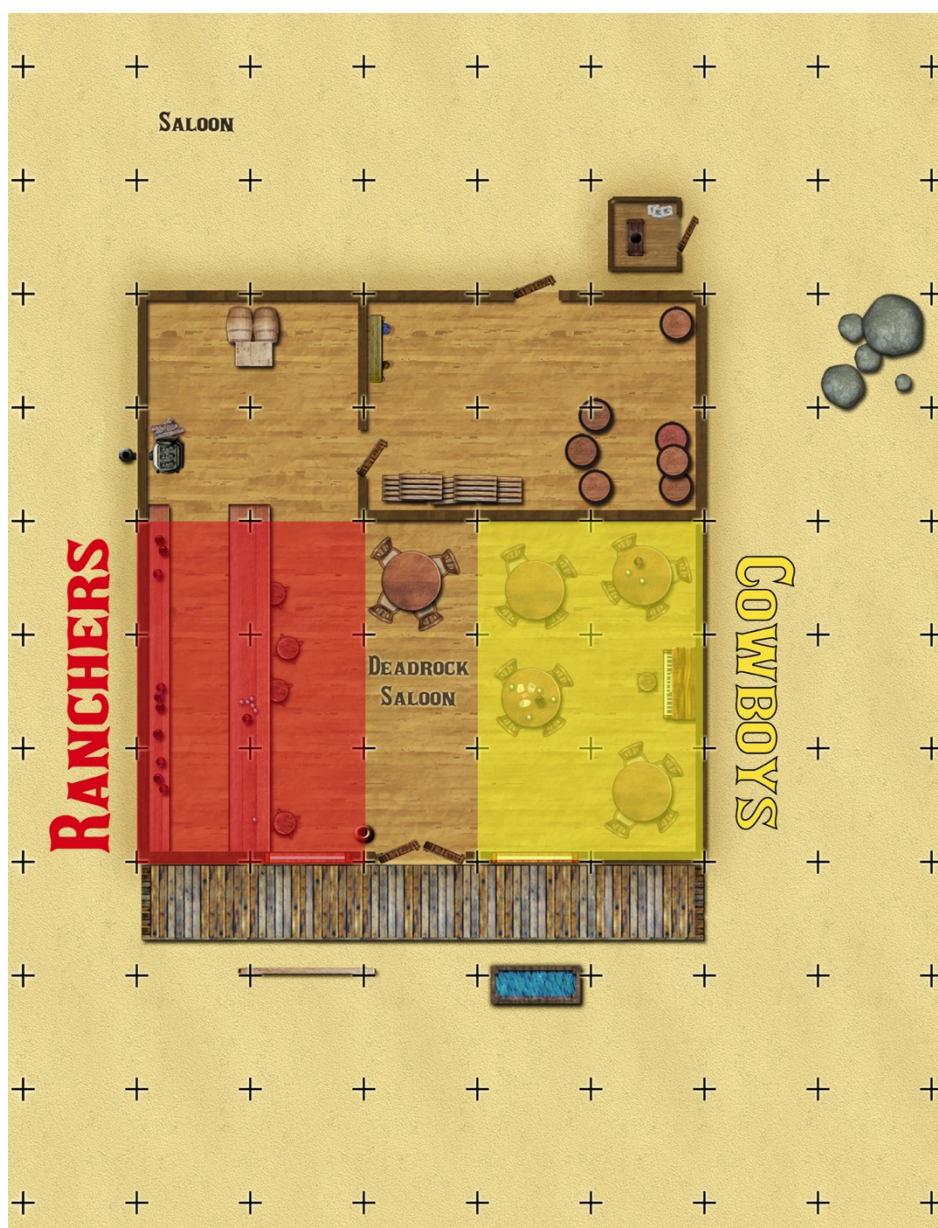
Will, Slicker, and Matt

Starting Location: Characters begin in the saloon in any square that contains a round table.

Items Held: None

Items Carried: None

Objective: To make unconscious everyone on the other team.



- SHOOTOUT FOUR -

STORE TAKINGS

The local cattle drive has just left town and Edward's Store's takings has never been better. The Carson Gang have heard of the Edward's good fortune and have decided to ride into town and relieve him of it!

Whilst Jonas, the storeowner's son, is counting the takings in the back room of his store the gang has already gathered outside. However, the townsfolk have spotted the gang arriving and are prepared to defend Jonas and their town...

Game Boards - Saloon, Bank & Barber, General Store, Sheriff, and Undertaker.

Game Length – 20 rounds or until all the outlaws are defeated.

If the *Outlaws* have not achieved their victory condition by turn 20 the *Townsfolk* win the scenario.

Special Rules: Place a moneybag counter in the same square as Jonas, this represents the store takings.

Options: The *Outlaw* player may build their gang from any of the characters available in the game.

Increase the difficulty for the Outlaws by having them have to exit on horseback.

Use *groups of townsfolk* and place as shown in the diagram.

The Townsfolk

Jonas, Samuel, Dale, Matt, Bob, Luke and Adam.

Starting Location: The *Townsfolk* begin in the locations marked on the map. Thomas and Adam (Deputies) enter from the east edge of the map in round three.

Items Held: Jonas, Samuel, Dale, Matt, Bob: none.

Deputies, Luke and Adam may enter with guns drawn.

Items Carried:

Divide the following items amongst the *Townsfolk*:

- 1x Colt .45, 6 bullets
- 1x Colt .41, 6 bullets
- 1x S&W No.2, 6 bullets
- 1x Spencer Carbine, 7 bullets

2x Winchester Carbine, 8 bullets each

1x Whitney Shotgun, 6 shells

Objective: To prevent the Outlaws from achieving their victory conditions.

The Carson Gang

Clay, Jesse, Daniel, and Alex.

Starting Location: The *Shootout* begins as the gang dismount from their horses. Place three of the gang members and their horses around the horse rail outside Edward's General Store. Place the other character dismounted with their horse in a square adjacent to, and the west of, of the General Store

Items Held: None

Items Carried: Divide the following items amongst the gang members:

3x Colt .45, 12 bullets each

1x Navy Colt, 6 bullets

2x Winchester rifle, 8 bullets each

1x Winchester Carbine, 8 bullets

1x Remington Shotgun, 6 shells

1x Knife

Objective: For at least two of the gang members, and the money bag, to exit off the east edge of the board.



- SHOOTOUT FIVE -

BANK HEIST

The Carson Gang has been watching Deadrock Bank for some time. Jesse Carson, the gang leader, has noted that every Tuesday morning the Sheriff rides out of town to check on the outlying homesteads. This leaves only two deputies in the Sheriff's office. Armed with this knowledge the gang ride into town determined to take whatever they find in the bank's safe.

Game Boards – All six town boards.

Game Length – 20 rounds or until all the outlaws are defeated.

If the *Outlaws* have not achieved their victory condition by turn 20 the *Townsfolk* win the scenario.

Special Rules: The *Outlaws* have a bundle of dynamite represented by the dynamite counter. The dynamite can be used to blow the bank's safe. To use the dynamite a character carrying it must place it in the safe square at a cost of 1 action. At the end of any round, *Outlaws* discretion, it will explode; opening the safe and causing two *wounds* to any character in the same room as the safe. In the safe are two money bags representing the bank's deposits.

The window in the bank office is barred and cannot be climbed through, but can still be fired through.

Options: Use *groups of townsfolk* and place as shown in the diagram.

The Townsfolk

Thomas, Sarah, Rick, Billy, Adam, Bob, Ray, Mark, & Samuel.

Starting Location: The *Townsfolk* begin in the following locations:

- **The Bank.** Place Thomas behind the counter in the large room. Adam in the office between the large room

and the room with the safe.

- **Sheriff's Office.** Place Ricky and Billy (deputies) in any square not adjacent to a window.
- **On the turn after the first shot** is fired place Sarah in either the Hotel or Saloon not adjacent to a door or window.
- **On the turn after Sarah enters** place Bob in either the Stable or General Store.
- **On turn six** Ray, Mark, & Samuel enter from the southern map edge.

Items Held: Only Ray, Mark, & Samuel begin with guns drawn.

Items Carried:

Divide the following items amongst the townsfolk:

- 1x Colt .45, 6 bullets
- 2x Colt .41, 6 bullets each
- 1x S&W No.2, 6 bullets
- 2x Winchester Carbine, 8 bullets each
- 1x Spencer carbine, 7 bullets
- 1x Whitney Shotgun, 6 shells
- 1x Remington Shotgun, 6 shells

Objective: To prevent the Outlaws from achieving their victory conditions.

The Carson Gang

Clay, Jesse, Daniel, Alex & Slicker

Starting Location: The Shootout begins as the gang dismount from their horses. Place characters and their horses adjacent to any of the horse rails in the town.

Items Held: None

Items Carried: Divide the following items amongst the gang members:

- 4x Colt .45, 6 bullets each
- 1x Navy Colt, 6 bullets
- 2x Winchester rifle, 8 bullets each
- 1x Spencer Carbine, 7 bullets
- 1x Remington Shotgun, 6 shells
- 1x Knife

Objective: To exit two characters and both money bags off the east map edge before turn 20.

- SHOOTOUT SIX -

THIEVES FALL OUT

This scenario is for four players. Each player controls two characters.



No one was surprised when Sam double-crossed the gang. The caper had been flawless, the heist went without a hitch, and the gang had got away with no trouble. The gang hid low for a few weeks up in the hills. One morning the gang awoke to find Sam gone – and along with all the gang’s ill-gotten gains!

Recriminations within the gang erupted and soon Scott Douglas was dead, killed by a slug from a .45. After the shooting the gang disbanded and went their separate ways.

It didn’t take long before the former gang members heard of Sam freely spending his illicit gains in the lawless town of Deadrock, within a few days they had descended on the town to ‘relieve’ Sam of the cash.

Meanwhile, Sam after a particularly hard night’s drinking had staggered into the middle of the main street and passed out just as his former gang members converged from all directions to grab the money from the now unconscious Sam.

Game Boards - Saloon, Bank & Barber, Hotel, General store, Sheriff & Undertaker, and Stable.

Game Length – The game lasts until a character exits the board with the money bag.

Special Rules: Use only a single cup for action counters.

Place Sam’s character counter in a prone position and a money bag in the square marked on the map opposite.

Setup: Each player receives two random town clutter counters and two *groups of townsfolk* counters. Randomly determine an order and then each player in turn places one of their clutter or *Townsfolk* counters on the board. Each counter placed must be on a different board section than the previously placed counter.

Once all the clutter and *Townsfolk* counters have been placed, randomly determine a corner of the board from which each pair of

characters will enter. Each character can enter into any square within three squares of their entry corner.

Options: Allow players to choose any two characters, or players may choose characters from their *Rivals* game to use.

For a shorter game, each player could take a single character.

Alex & Luke

Starting Location: See special setup rule.

Items Held: None

Items Carried: Colt .45, 12 bullets. Winchester Carbine, 10 bullets.

Will & Samuel

Starting Location: See special setup rule.

Items Held: None

Items Carried: Colt .45, 12 bullets. Winchester Carbine, 10 bullets.

Billy & Bob

Starting Location: See special setup rule.

Items Held: None

Items Carried: Colt .45, 12 bullets. Winchester Carbine, 10 bullets.

Clay & Slicker

Starting Location: See special setup rule.

Items Held: None

Items Carried: Colt .45, 12 bullets. Winchester Carbine, 10 bullets.

Objective: Exit any board edge with the money bag.



- SHOOTOUT SEVEN -

JAIL BREAK

It had not been a good day for the Carson Gang. Not only had Alex been gunned down but Jesse Carson, the gang leader, had been left behind in the bank whilst the rest of the gang fled.

The gang regrouped out of town and decided they must break Jesse out of jail before Hangin' Judge Jones arrived in the morning.

In the middle of the night the remaining outlaws gathered in Deadrock for a jail break.

Game Boards - Saloon, Bank & Barber, General store, Sheriff & Undertaker.

Game Length – The game ends after 20 turns or if Jesse leaves the board.

Special Rules:

Night - The *Shootout* takes place at night. The distance characters can see varies each turn depending on cloud cover. At the start of each turn roll a regular die and consult the table below:

Roll	Visibility
1	6 squares
2-5	4 squares
6	2 squares

Characters may only shoot at other characters within the visibility distance.

Key – Jim, the sheriff, has a key to the cell doors. If Jim is killed or unconscious the key may be taken from him. Any character with the key may open a cell door by using a regular open door action.

Dynamite - One *Outlaw* may carry a bundle of dynamite represented by the dynamite counter. This can be used to breach the outer stone wall of the cells. To use the dynamite, placed it in a square adjacent to a stone wall at a cost of 1 action. At the end of any round the dynamite will explode, causing two *wounds* to characters in the same or

adjacent squares (Jesse will take cover and be unaffected by the blast), and creates a breach in the stone wall on a roll of 3+. The breach may be moved through using a *clamber over object* action.

Jesse – No character may shoot at Jesse if he is unarmed, i.e. not carrying a gun or knife in his hands.

Townfolk entry:

Before a shot has been fired, or an explosion roll a regular six sided die, on a 6 a townsfolk character appears on the board.

After a shot has been fired, or an explosion, Townsfolk characters will automatically appear on the board. At the start of each turn, roll a die to determine how many townsfolk appear.

1-3 : one character

4-6 : two characters

When townsfolk are due to appear: randomly choose characters from those listed. The characters are equipped from the items available.

Roll the die again and place each character in the building that corresponds to the roll of the die (green numbers on the map).

Setup: The *Townsfolk* player places two town clutter counters first then the *Outlaw* player places two. Clutter may be placed on any of the

boards; no two counters may be placed adjacent to each other.

No *Groups of Townsfolk* are used in this scenario.

The Carson Gang

Jesse, Clay, Daniel, Alex & Slicker

Starting Location: The *Townsfolk* player places Jesse in any of the three cells in the sheriff's office.

The remaining *Outlaws* enter on round one from the *Outlaw* entry area; all *Outlaws* must enter the board on round one.

Items Held: *Outlaws* may hold any items they are allocated.

Items Carried: Jesse may not be given any items, but he may recover them from dead or unconscious *Townsfolk*.

1x Colt .45, 6 bullets

1x Colt .41, 6 bullets

1x S&W, 6 bullets

1x Navy Colt, 6 bullets

1x Remington shotgun, 6 shells

2x knife,

1x Dynamite.

Objective: Exit Jesse off the *Outlaw* exit board edge before the end of turn 20.

Townsfolk

Jim. Thomas, Rhett, Dale, Rick, Bob, Ray, Mark, & Samuel.

Starting Location: Jim begins prone on the bed in the sheriff's office.

Items Held: No character may begin with an held item.

Items Carried: Jim – 2xColt .41 and one handgun reload.

Other characters may be equipped from:

1x Colt .45, 6 bullets

2x Colt .41, 6 bullets each

1x S&W, 6 bullets

2x Winchester Carbine, 8 bullets each

1x Spencer carbine, 7 bullets

1x Whitney Shotgun, , 6 shells

1x Remington Shotgun, 6 shells

Objective: Prevent the *Outlaws* achieving their object



- SHOOTOUT EIGHT -

KIDNAPPING

The Carson Gang has been active in and around Deadrock for over a year. No one in the town has dared stand up to them.

Old Man Robinson who owns a small ranch a few miles out of Deadrock has had enough! Robinson and his four sons recently stumbled across some of the Carson gang just as they had waylaid a family wagon train. The Robinson's intervened and drove the gang members off. Since then tension between the Robinsons and the Carson Gang has been brewing.

Clay Carson sees no point in risking his gang to take out the Robinsons, rather he devised another plan that will do the job with a minimum of bloodshed.

Old Man Robinson has a daughter, Sarah, who he adores. The Carson gang intends to kidnap her whilst the Robinson men are out tending their stock and only return her once the Robinsons agree to keep out of the gang's business.

So, early one cold spring morning when the gang think that the rest of the Robinson family will be out tending their steer they ride into the Robinson homestead intent on taking Sarah. However, as luck would have it, the Robinson men return home early just as the gang arrive...

Game Boards – Prairie and

Homestead.

Game Length – The game ends after 20 turns or if Sarah leaves the board.

Special Rules:

Sarah – Sarah is only twelve years old and is terrified by the arrival of the Carson Gang. No character may target Sarah with a weapon or *Brawl* her. Sarah may not carry any items.

Sarah's actions are covered by the following rules:

Any character, with both hands free, entering her square will *control* her.

Whilst controlled:

- she will stand, if not already:
- ignore her *action counter* when drawn:
- she will move with the controlling character, including mounting any horse with them.
- no character can shoot at the controlling character, in case they hit Sarah:
- opposing characters may enter the controlling character's square and start a *Brawl*. This is an exception to the rule of only two characters in a single square:
- when a controlling character gains a *Blow* counter, Sarah escapes. Move her to a random adjacent empty square.

When **not** controlled:

- when Sarah's action counter is drawn, she will take two actions and move as directly as possible to the room in the house containing the beds, moving on to a bed and

dropping prone to indicate she is sheltering underneath it:

- she will not move adjacent to an *Outlaw* character, nor move through windows.

The Carson Gang

Clay, Jesse, Rick, & Luke

Starting Location: Enter on turn one from the left board edge. Any or all characters may be mounted.

Items Held: *Outlaws* may hold any items they are allocated.

Items Carried:

1xColt .45, 6 bullets
2xColt .41, 6 bullets each
1xS&W, 6 bullets
1xNavy Colt, 6 bullets
1xRemington shotgun, 6 shells
2x Spencer Carbine, 7 bullets each
2x knife.

Objective: Move Sarah off the board along their entry edge.

Robinson Family

Old Mark, Rhett, Jim, Jonas, Thomas, & Sarah.

Starting Location: Place Sarah in the square indicated in the diagram.

Divide the remaining characters into two groups, each group must have at least one character. Equip each character. Designate one group *even* and one group *odd*.

At the start of round two, roll a regular die, the result, odd or even, will indicate which group has arrived. The player chooses the which entry point the group arrives.

At the start of round three the remaining group will enter from the area not chosen last turn.

Items Held: Any available items may be held.

Items Carried:

1xColt .45, 6 bullets
2xColt .41, 6 bullets each
2x S&W No2, 6 bullets each
2x Winchester Carbine, 8 bullets each
1x Spencer carbine, 7 bullets
Whitney Shotgun, 6 shells

Objective: Prevent the *Outlaws* achieving their objective.



- SHOOTOUT NINE - A BLOODY MORNING

Notorious Clay Dalton is locked up, captured by Deputy Jim Robbins. Clay is to be taken to River City for trial. The remnants of the Dalton gang descend on Deadrock on the morning of the planned transfer to set Clay free. Outside the Sheriff's office, as Jim and the other lawmen escort Clay to the waiting horses they are jumped by Clay's men.

Game Boards – All six town boards.

Game Length – 20 rounds, until Clay moves off the board, or until all the outlaws are defeated.

If the *Outlaws* have not achieved their victory condition by turn 20 the *Lawmen* win the scenario.

Special Rules:

Ambush – The *Shootout* begins with each *Outlaw* character taking any type of shot action. The actions used by the shot are turned into action loss markers and placed on the character cards. No *Snapshot* results are permitted during the initial ambush shots. When all shots have been resolved begin round 1.

Locked doors - The *Shootout* is set very early in the morning before the businesses of Deadrock have opened. All doors, except that of the Sheriff's Office may be locked. When a character expends an *open door* action roll a six sided die. On a roll of 3+ the door is locked. Mark all unlocked doors with blank counter (e.g. the reverse of a *Blow* counter).

Character's may spend actions to try and break down a door. They need to roll equal or less than the number of actions they wish to use.

Clay Dalton – If Clay is killed, whilst handcuffed, neither side wins the game. Clay is in a pretty bad way, having been shot during his capture. He begins the *Shootout* unarmed and marked with a 2 injury counter to his chest.

Clay is handcuffed. His *action counter* is not added to the *action cup*. He begins in the same square as a *Lawman* without starting a *Brawl*. As long as a *Lawman* is standing, has a hand free, and is not in a *Brawl*, Clay will move with them. As long as the above conditions are met Clay may not take actions.

At any time either condition is not met, add Clay's *action counter* to the *action cup*, he is then free to act.

If still handcuffed and the conditions are later met then the restrictions on Clay are reinstated and his *action counter* is removed from the *action cup*.

Resolve any fire into Clay and a *Lawman*'s square using the *Brawling* rule, *Firing into a square with two characters*.

Whilst handcuffed, Clay may not carry anything or mount a horse. Clay can only be released by use of keys. A character adjacent to Clay with a free hand and a key can release him for a single action. There are two keys available for the cuffs; one is on the table in the Sheriff's Office, the other is with Jim.

Townsfolk – Starting on round 6, draw a random character from those not being used, add their *action counter* to the *action cup*. They will

begin to be start taking pot-shots at the *Outlaws*.

Roll to randomly determine their building location, place in any interior square. No more than two characters

DR	Location	Armed with
1	Saloon	Spencer Car.
2	Barber	S&W No.2
3	Hotel	Winch. Car.
4	Store	Colt .45
5	Undertaker	S&W No.2
6	Stable	Win. '73

may be in a single building, if more are rolled then ignore result.

Townsfolk cannot leave their building but may lean out of windows and doors. The doors are unlocked for them. Characters in the stables may move anywhere within both buildings and fenced area.

Townsfolk do use character cards, do not track ammunition and all skills are consider +0. Remove any *Townsfolk* that receive any applicable wound. They automatically *Hit the dirt* after being shot at. Place a gun counter in each building to remind players what characters their shoot.

No more than 8 *Townsfolk* character may be on the board at any one time.

Lawmen: Jim, Rhett, Rick & Will

Starting Location: Place four horses in the squares indicated next to the horse rails. The *Lawmen* and Clay



begin in the squares marked on the map graphic. Clay must start in the same square as a *Lawman*.

Items Held: None

Items Carried: Divide the following items amongst the Jim (has a key):

- 2x Colt .45, 6 bullets each
- 2x Colt .41, 6 bullets each
- 1x S&W No.2, 6 bullets each

Place the following weapons on squares containing horses. These may be picked up using a *2 handed object: draw, hold, pickup, stow or pass* action.

- 1x Winchester Carbine, 8 bullets
- 1x Spencer carbine, 7 bullets
- 1x Whitney Shotgun, 6 shells
- 1x Remington Shotgun, 6 shells

Reloads are picked up automatically with the guns.

Objective: Ensure that Clay does not escape the game board.

Outlaws: Alex, Billy, Daniel & Sarah

Starting Location: *Outlaws* begin the game outside any buildings and no close than 4 squares to any *Lawman* or Clay.

Items Held: All weapons may be held.

Items Carried: Divide the following amongst the *Outlaws*:

- 1x Colt .45, 6 bullets
- 2x Colt .41, 6 bullets each
- 1x S&W No.2, 6 bullets
- 1x Winchester '73, 8 bullets
- 1x Spencer carbine, 7 bullets

Objective: Release Clay from the handcuffs and exit him from the main street, see diagram.

- SHOOTOUT TEN - DEADROCK SALOON

Will was always a hothead, so when he heard that his younger brother, Elias, had been roughed up by the Jones brothers he saddled up and headed into town. On the way, he met up with Luke and they both headed straight for the saloon ready to put an end to the Jones once and for all.

Game Boards – Saloon.

Game Length – 20 rounds or until all characters on one side are defeated. If neither side has won by the end of turn 20, total the number of actions each character has available. The side with the most actions is the winner.

Special Rules: Jim and Rick may not take any actions until Will or Luke is adjacent to a window or opens a door into the main saloon room.

Neither side is an *Outlaw* and so no character may shoot at or through a *group of townsfolk*.

The groups of townsfolk in the saloon will not fire at the characters, any *Shoot!*, results in no action being taken.

Options: None.

Ranchers: Will and Luke

Starting Location: place two horses adjacent to the horse rail at the front of the saloon. Bill and Will start in the same square as their

horse.

Items Held: None

Items Carried: Divide the following items amongst Bill and Will

- 1x Colt .41, 6 bullets
- 2x S&W No.2, 6 bullets each

Objective: To defeat both opponents.

Jones

Jim and Rick

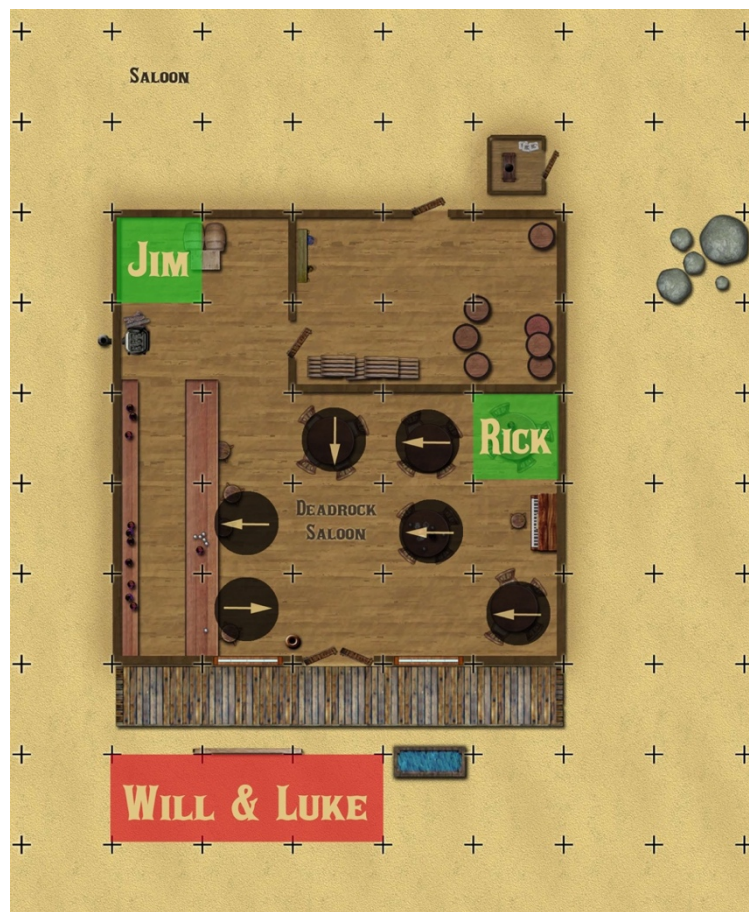
Starting Location: start in the squares indicated below.

Items Held: None

Items Carried: Divide the following items amongst the Jones brothers:

- 1x Colt .41, 6 bullets
- 2x S&W No.2, 6 bullets each

Objective: To defeat both opponents.



ADVENTURES OVERVIEW

Adventures are a set of linked *Shootouts*, called *chapters*, set in an overarching storyline. A player or group of players controls the *Outlaws* and a player or group of players control the *Townsfolk*.

During an *adventure* each side can earn *respect*. Each *chapter* will state how *respect* can be earned. After the last *chapter*, *respect* is totaled and the side with the greatest number wins.

Outlaws may acquire new weapons and equipment during an *adventure* and may start the next *chapter* with the newly acquired equipment.

WOUND RECOVERY

Between chapters *Outlaw* characters recover from *wounds* and *wound* effects might lessen. Each *chapter* of an *adventure* will state the time between chapters.

Recovery Table

Time	Wound actions recovered	Wound conditions removed
Overnight	1	Can't stand
A few days	3	All
Several weeks	All	

Apply recovery beginning of the next *chapter*.

- ADVENTURE ONE - THE STAKE

This is a short introductory *adventure* for 2-5 players.

The *adventure* has three chapters:

- Chapter 1
The taking of the Stake
- Chapter 2
Unwelcome Visitors
- Chapter 3
The Stake

The Outlaws

Jesse, Daniel, Alex & Billy

Items Owned: The *Outlaws* begin the *adventure* with the following items. These items are distributed between the *Outlaws*:

4x Colt .45, 6 bullets each
2x Winchester rifle, 10 bullets each
1x Winchester Carbine, 8 bullets
1x Remington Shotgun, 6 shells
2x Knives
4x Horses

All *Outlaws* begin each *chapter* with the following reloads depending on weapon equipped with:

handgun – 12 bullets.
Winchester rifle – 10 bullets
shotgun – 6 shells

Above is regardless of ammunition expenditure in the previous *chapter*.

At the end of each *chapter* dead *Outlaws* and the equipment they carry are replaced with new characters, randomly select from available characters which have 4 actions. The new *Outlaw* is equipped with a single Colt '41 handgun and horse.

ADVENTURE BACKGROUND

Jack Harrington is the 'big man' in the small town of Deadrock. He owns many of the town's businesses, including the Deadrock Saloon. However, Jack has one major weakness, his love of bourbon. Two nights ago, in the saloon Jack had been drinking heavily all night and then he had 'invited' himself into a local poker game. No one would dare tell Jack he had had too much to drink. Unsurprisingly the game went badly for Jack and after several hours of playing and further heavy drinking he had lost all the cash he had on him. As a final drunken gesture, he threw in the ownership of the saloon as a stake. Jack scrawled a note and signed it and threw it on the table. Jack lost the game and then passed out.

The next morning when he had sobered up he remembered what he had done; he had been so drunk he could not even remember who had won the game. He quickly

discovered it had been Billy Collins, one of the local Collins who ranched not far from Deadrock.

Jack sent one of his men to 'reason' with Billy and bring the note back. However, Billy was having none of that and he and his brothers ran Jack's man off their land.

Jack had to come up with another plan to retrieve the note before Billy wanted it to be made good. The poker game had been very public so Jack could not be seen to just take the note by force. However, if Billy could not produce the original signed note then Jack would feel no obligation to hand over the saloon.

Jack couldn't risk any of his own men being involved in taking the note so he decided to approach a local gang of outlaws to do the job for him. To make sure Jack and his men were above any suspicion they would very publically leave town for a few days, so they wouldn't be around when the deed took place.

Jack will pay the outlaws \$200 each if they can retrieve the note and deliver it to him on his return, he doesn't trust it 'being destroyed' without him present. The outlaws will have to find where the note is being kept, steal it, and hide out for a couple of days until Jack returned to Deadrock. Only when Jack has the note in his hands will he make good on the payment.

CHAPTER 1 - THE TAKING OF THE STAKE

The *Outlaws* ride up to the Collins' Ranch to find and retrieve the note. The *Outlaws* have heard that Billy and a couple of his brothers are up river with their cattle so there should not be too many folks around...

Game boards: Prairie and Homestead.

Game Length – 20 rounds or until the *Outlaws* have exited the note off the eastern board edge.

Special Rules: Before the *chapter* begins the *Townsfolk* player secretly records down which square of the house, on the homestead board, the note is hidden in. The *Townsfolk* player must choose a square that has an object, or part of an object printed in it.

An *Outlaw* must expend 1 action in a square to search for the note. When an *Outlaw* searches the square containing the note the *Townsfolk* player must state they have found it and place the document counter into the held box of the successful *Outlaw*.

At the start of the game each *Outlaw* gets one free turn to move, either on foot or mounted onto the map (no other action is allowed). No *Townsfolk* character may take a *Snapshot* in response to this initial movement.

Townsfolk: The Collins Family: Mark, Dale, Bob, Samuel & Jonas

Starting Location: Mark, Dale & Bob begin on the game board - two of these characters start in the house and the other outside the house, anywhere on the homestead board, at least two squares from the house.

Samuel & Jonas enters the board from the east edge on the round two turns after the first shot is fired.

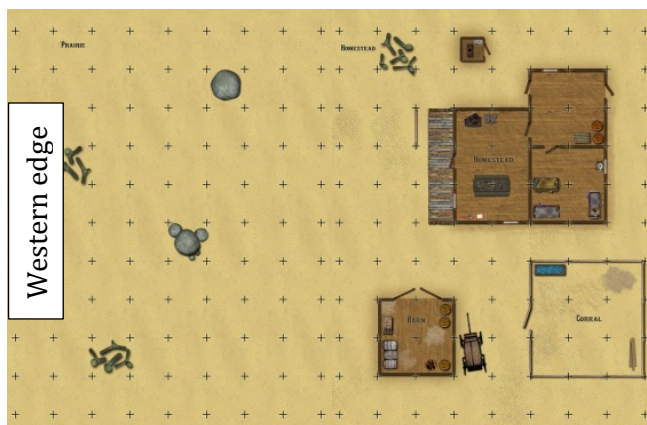
Items Held: Only Samuel & Jonas may start/enter with their weapons drawn.

Items Carried: Divide the following items amongst the men:

3x Colt '41, 6 bullets each
1x Winchester Carbine, 8 bullets
1x Remington Shotgun, 6 shells

Respect: For every *Outlaw* killed earn one *respect*.

Objective: Prevent the stake leaving the board.



Outlaws

Starting Location: Enter from the west edge of the board either on foot or mounted on the first turn.

Items Held: Each *Outlaw* may have weapons drawn.

Respect: One *respect* for exiting the document counter off the western edge of the board.

One *respect* if two or fewer of the *Townsfolk*'s characters are killed (Jack doesn't want too much killing up at the homestead – it is bad for business).

Objective: exit stake off western board edge.

Chapter Ending

The chapter ends when all the characters on one side are defeated or the *Outlaws* exit the note off the western board edge.

If the *Outlaws* are unsuccessful in exiting the stake (document) they must try again - repeat the chapter the following day. Any dead or permanently unconscious character's may not participate in the additional attempts. The note may be hidden in a different location.

If after two attempts the *Outlaws* have not retrieved the stake then the *Outlaws* lose the adventure.

Recovery: A few days.

CHAPTER 2 - UNWELCOME VISITORS

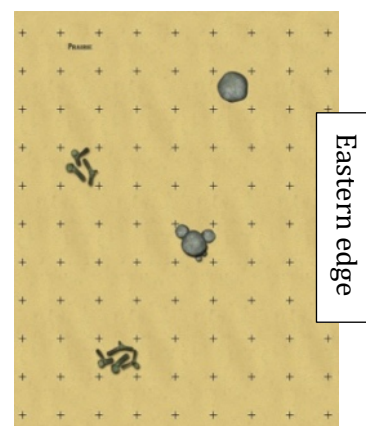
After retrieving the stake, the Outlaws camp out until Jack returns to Deadrock and they can deliver it and claim their reward. After a few

days the Outlaws spot a cloud of dust heading their way. That could only mean one thing – unwelcome visitors...

Special Rules: The *Outlaw* player should secretly note which *Outlaw* is carrying the note. If the character carrying the note becomes unconscious or is killed then place the 'document' counter in that character's square.

Only a *Townsfolk* character carrying the note can exit the map. *Outlaws* may not exit the game board

Game boards: Prairie.



Game Length: 20 rounds or until the *Townsfolk* have exited the stake off the eastern board edge.

Townsfolk: The Collins Family: Mark, Dale, Bob, Sarah & Jonas.

Starting Location: Mark, Bob, Sarah & Jonas enter the map from the northern edge on Round 1.

Dale enters from the east map edge in Round 3.

Items Held: All characters may have any weapons drawn.

Items Carried: Divide the following items amongst the Collins' men:

2x Colt '41, 6 bullets each
2x Winchester Carbine, 8 bullets each
1x Spencer Carbine, 7 bullets

Respect: For every *Outlaw* killed earn one *respect*.

Objective: If the note is recovered and exited off the east edge of the board the *Townsfolk* win the adventure.

Outlaws

Starting Location: Start anywhere within two squares of the southern board edge. Two characters may be prone.

Items Held: Each *Outlaw* may have weapons drawn.

Respect: one *respect* for permanently unconscious/killing 3 or more of the Collins family group. Two *respect* if the entire group is killed/incapacitated.

Objective: prevent *townsfolk* objective.

Chapter Ending

The *chapter* ends when all the characters on one side are permanently incapacitated, dead or the *Townsfolk* exits the note off the eastern board edge. If the *Townsfolk* manages to retrieve the note and exit it off the east map edge then they win the adventure...

Recovery: A couple of days.

CHAPTER 3 - THE STAKE

The last couple of days have been uneventful and then finally the Outlaws receive a message that Jim is back in Deadrock. All that is left for them to do is to ride into town and deliver the stake to Jim at the hotel and claim their payment. Wary of what might await them in town the Outlaws split into two groups, the first group enters the town only to be met by Billy Collins.....

Game boards: Saloon, Bank & Barber, Hotel, General store, Sheriff & Undertaker, and Stable.

Game Length – Until the *outlaws* have delivered the note to the hotel room or the *Townsfolk* have exited the note of the west board edge.

Special Rules: The chapter begins with a *Showdown* between two of the *Outlaws* and two of the *townsfolk*.

The *Outlaw* player should secretly note which *Outlaw* character is carrying the note. If the character with the note becomes unconscious

or dies then place the 'document' counter in that character's square.

The *Townsfolk* can place five clutter counters outside a building anywhere east of the Barbers and Sheriff's Office. No clutter counter may be placed to block a door or window and none can be set up adjacent to another clutter counter.

Townsfolk: The Collins Family: Mark, Dale, Bob, Samuel, Sarah & Jonas

Starting Location: Two characters begin in the street in any square between the Sheriff's Office and the Barbers, facing west. They must be within two squares of each other and at least one square away from any object or building.

The remaining characters may setup in any or all of the following buildings: Bank, Undertaker, or a Stable building.

Items Held: The characters undertaking the *showdown* do not have guns drawn. All other characters may have weapons drawn.

Items Carried: Divide the following items amongst the Collins men:

2x Colt '45, 6 bullets each

2x Colt '41, 6 bullets each

1x Winchester Carbine, 8 bullets each

1x Remington Shotgun, 6 shells

Respect: For every *Outlaw* killed one *respect* is earned. If the stake is recovered and exited off the west edge of the board the *townsfolk* win the adventure.

Objective: see adventure ending.

Outlaws

Starting Location: Two characters begin in the street, to the west of the two *townsfolk*, 3-5 squares away from them. They must be within two squares of each other and at least one square away from any object or building.

The other characters may begin in any of the squares immediately west of the Saloon and/or General Store.

Items Held: The two characters in the street do not have guns drawn. The other characters may have weapons drawn.

Respect: 2 *respect* for delivering the stake to Room One of the Hotel, as soon as the room is entered this is achieved. 1 *respect* for every 3 *Townsfolk* characters killed.

Chapter Ending

The chapter ends when any of the following occur:

- all the characters on one side are defeated
- the note is exited off the map by the *Townsfolk*
- the *Outlaws* deliver it to Room One of the Hotel.

Adventure Ending

If the note is delivered to Room One of the Hotel total all the *tokens* collected throughout the *adventure* and the side with the greatest number wins the game. If the total is drawn the winner is the side who earned the most tokens in the final scenario. If still tied the adventure ends in a draw.

Recovery: N/A

