

GUTSHOT™

This document includes a set of map tiles and gold nugget tokens for use with Dion Duran's adventure, "I Hit a Vein!" We designed them to be printed out on your color inkjet or color laser printer, or you can print them in black and white (and even hand color them, if you wish). Most of all, these here map tiles have been included for your convenience. If you don't find 'em convenient, don't use 'em. If you've got other terrain or a dry erase game mat, those will work just as well (and it's cheaper!). As noted in the adventure, the actual layout of the map isn't really all that important. It should be deep enough so that it should take a healthy Character three actions to make it all the way in or out. We also suggest you have some curves and corners, as well as some barrels and other equipment to provide some decent cover from flying lead.



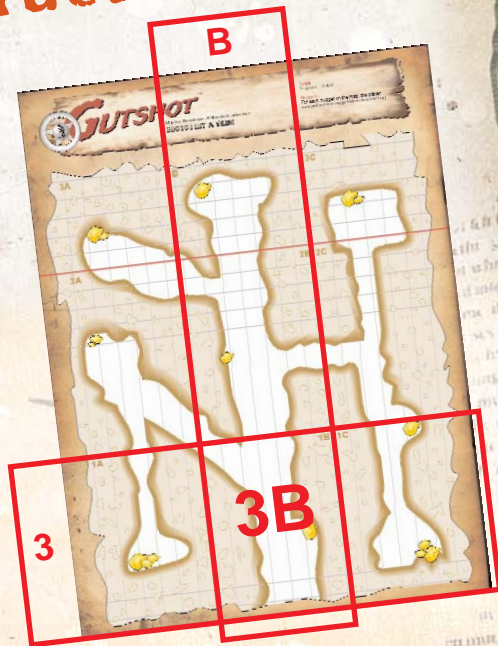
I HIT A VEIN!

by DION DURAN & the Gutshot Posse

Map Tile Instructions

The map tiles are designed to print out a full-sized, underground mine complex for 28mm miniatures. For your convenience, it is marked with a grid that should print at a scale of 1 square = 1 inch. This is approximate and will vary based on your printer settings. When placing your figures on the map, we strongly suggest that you not obsess over whether the bases stick out of the mine shafts into the walls. If you do, things are going to get very crowded and you will sacrifice playability.

Each tile is marked with a row and column indicator. Rows are assigned numbers and columns are assigned letters. Thus, as you can see in the example, map tile 3B is located at the bottom of the map in the center (coincidentally, that's where the entrance is located). Note that each tile is printed with an overlap to help you line them up. We recommend trimming off all the extra white paper in the margins and then taping or gluing them from behind. If you don't like the overlap, you can just trim it off.



SHOWDOWNS
&
Shootouts

WILD WEST
ADVENTURE WRITING CONTEST

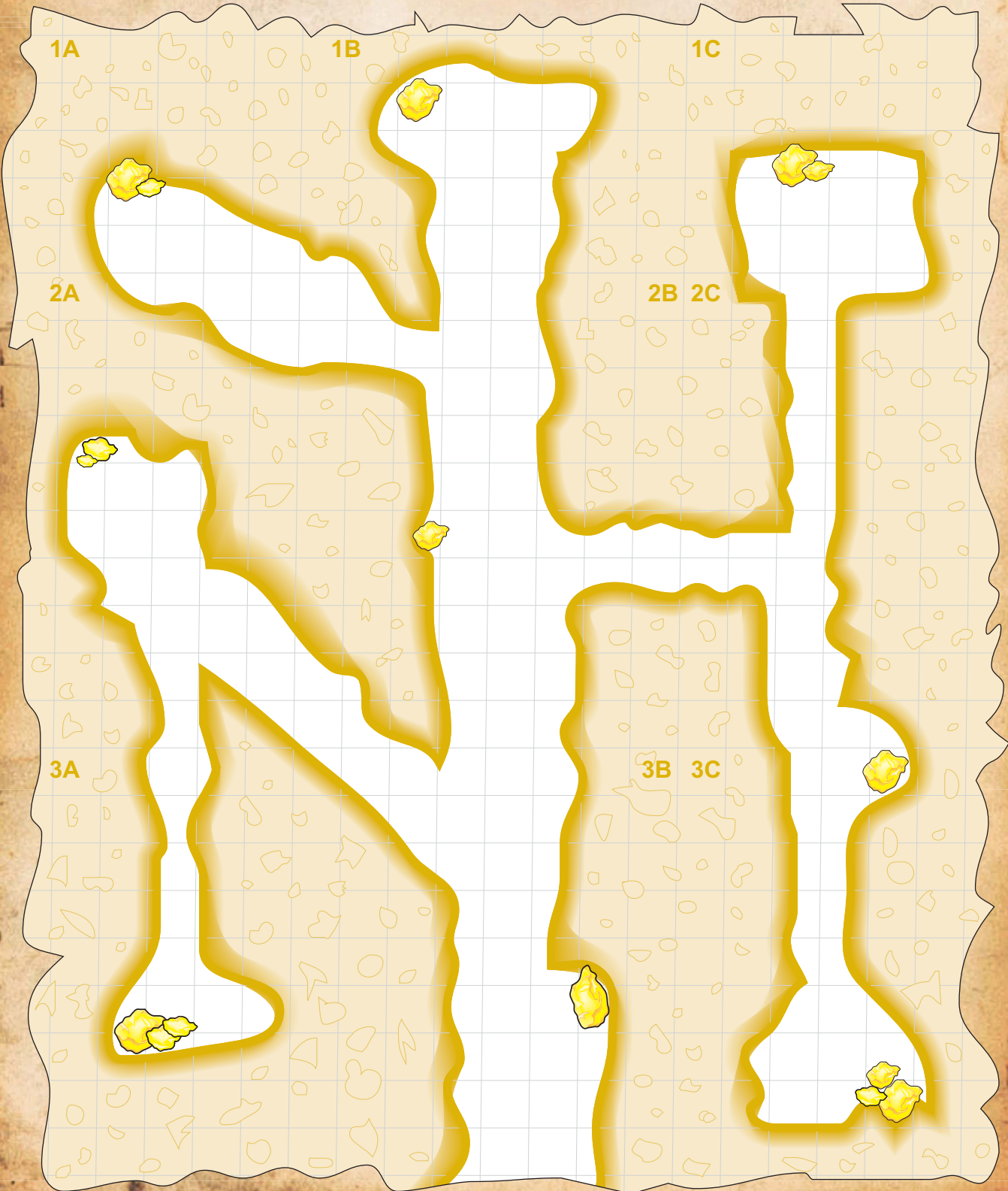


GUTSHOT™

Map for Showdowns & Shootouts adventure:
SS010 I HIT A VEIN!

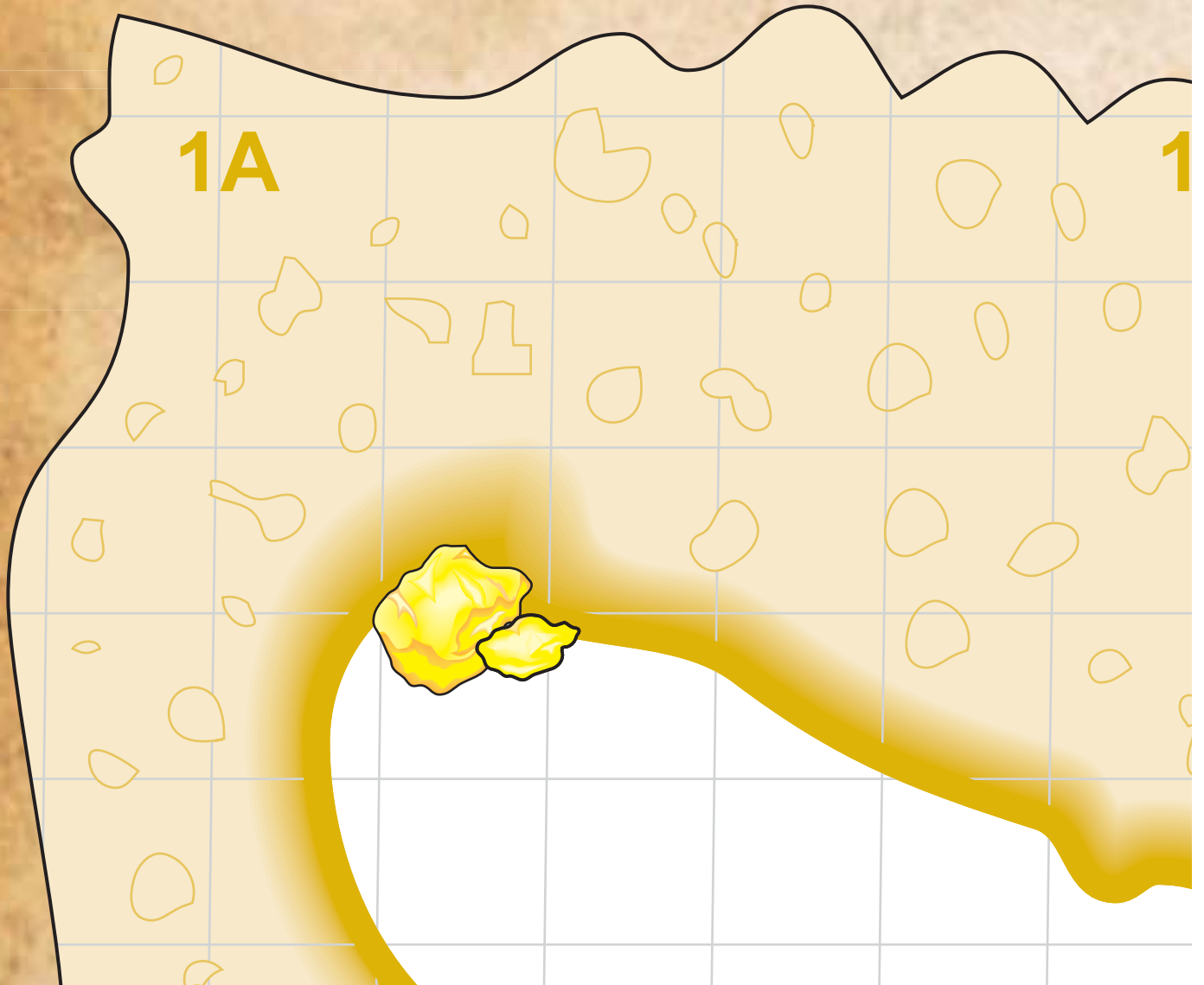
Scale
1 square = 5 feet

Nuggets
For each nugget on the map, the player
may pull out one nugget token from the bag.





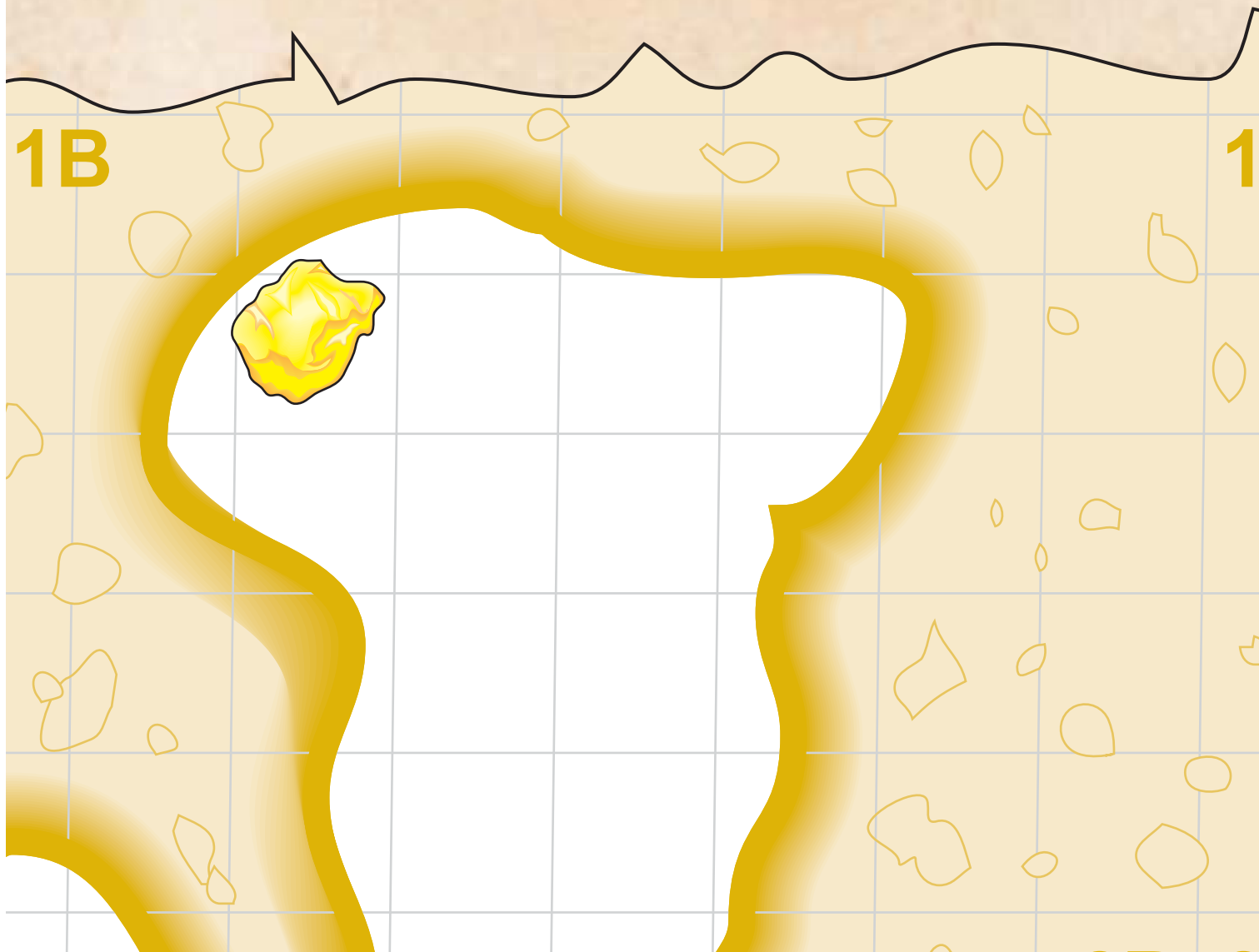
GUTSKI



HOTTM

Map for Showdowns & Shootouts adventure:

SS010 I HIT A VEIN!

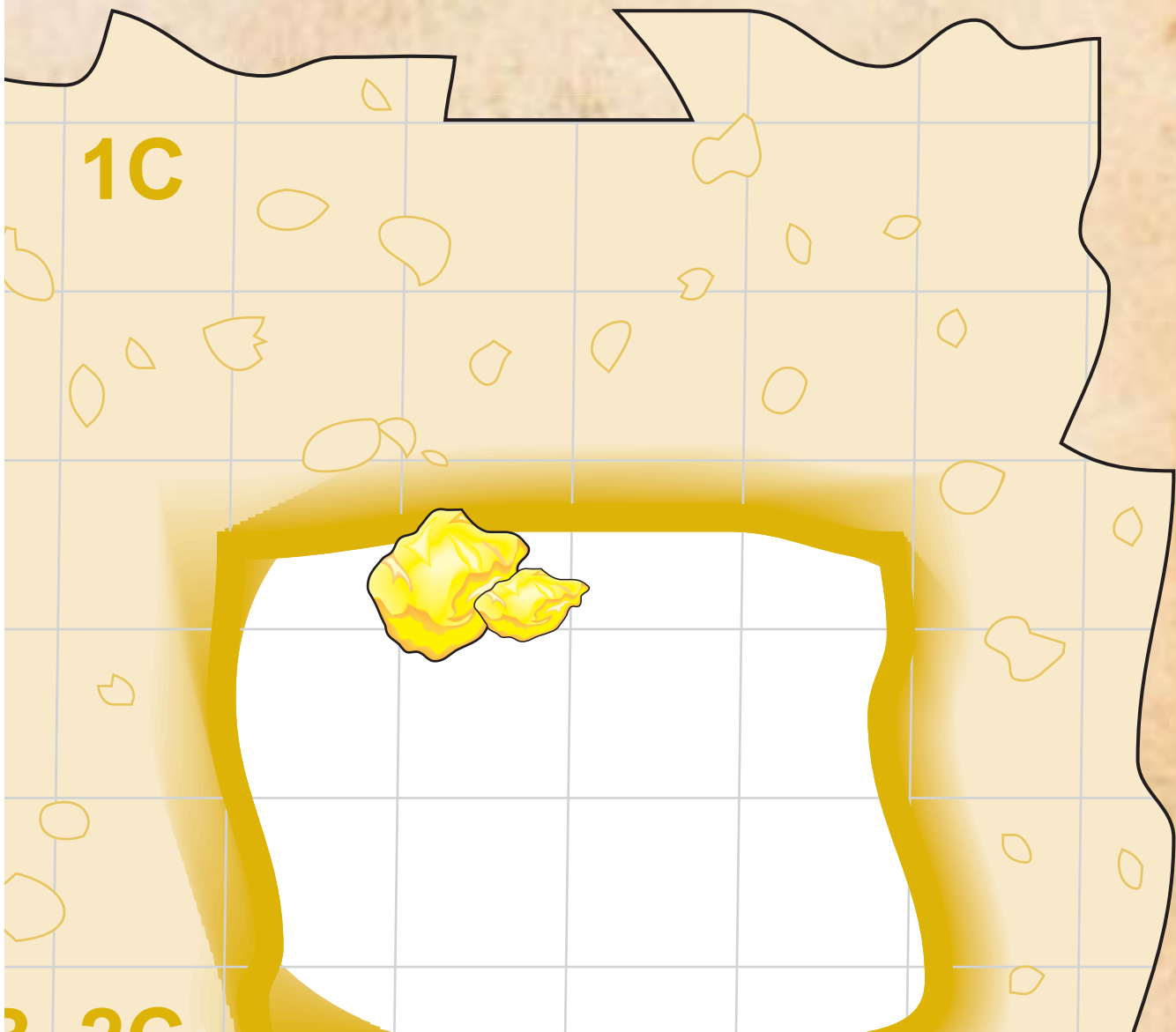


Scale

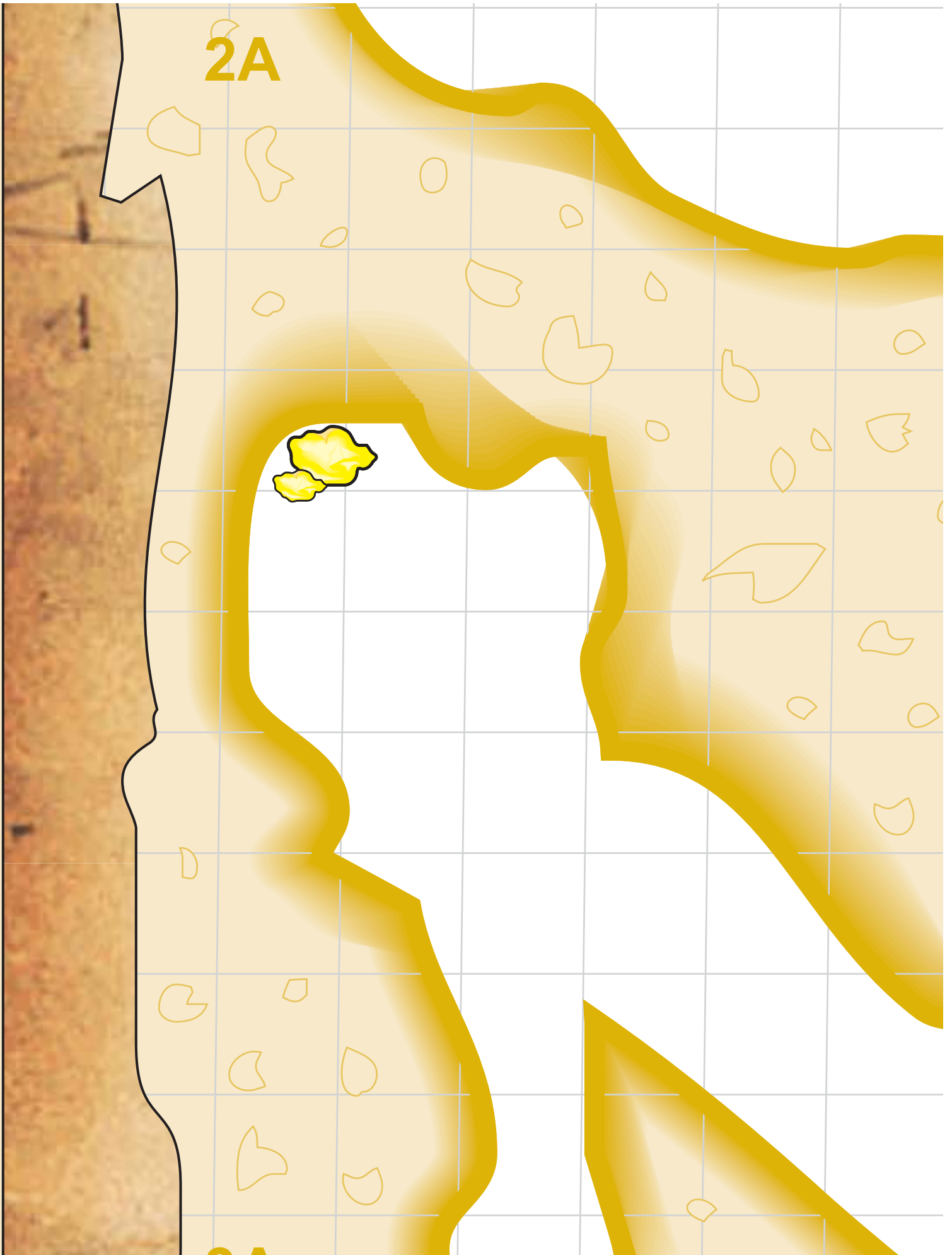
1 square = 5 feet

Nuggets

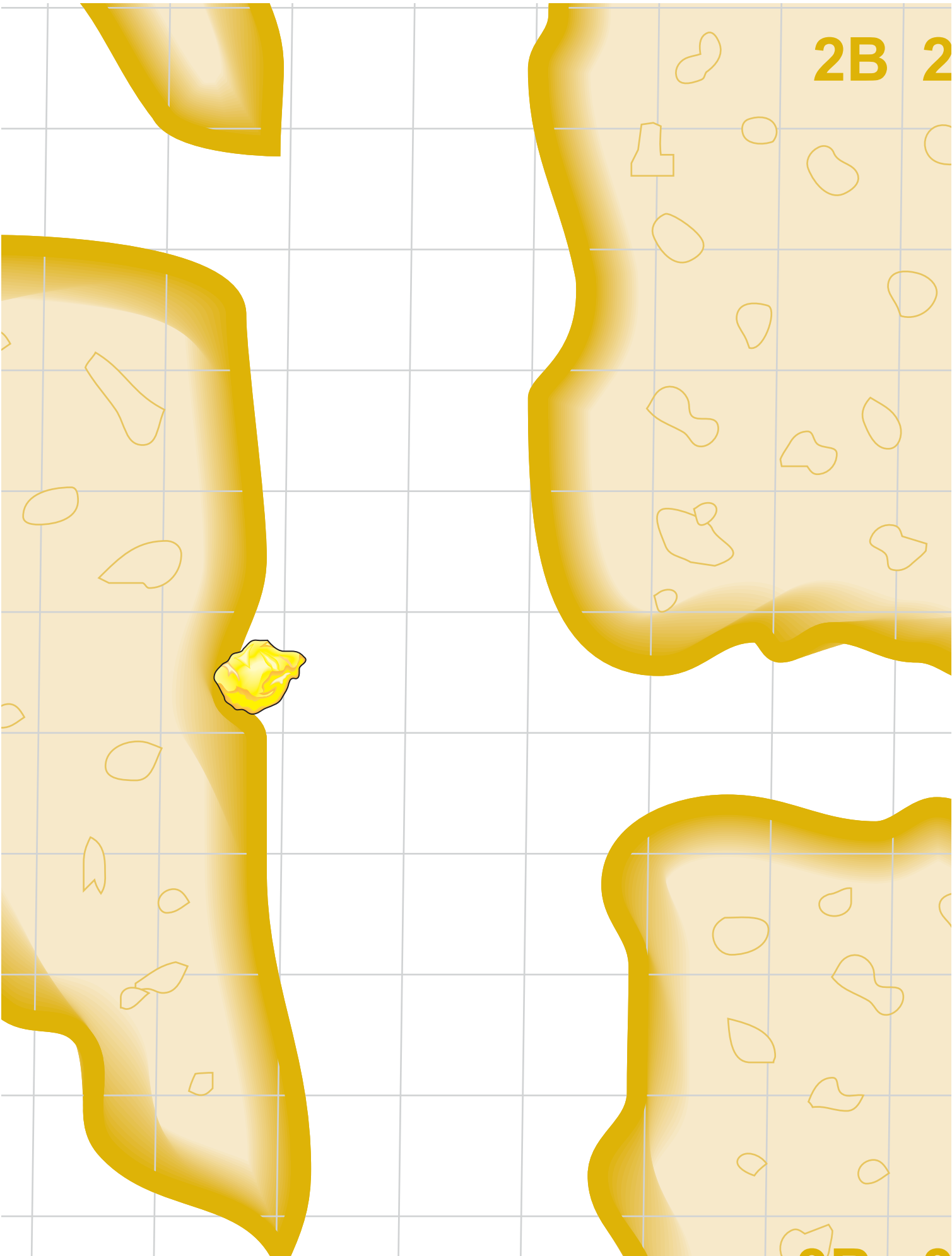
For each nugget on the map, the player may pull out one nugget token from the bag.



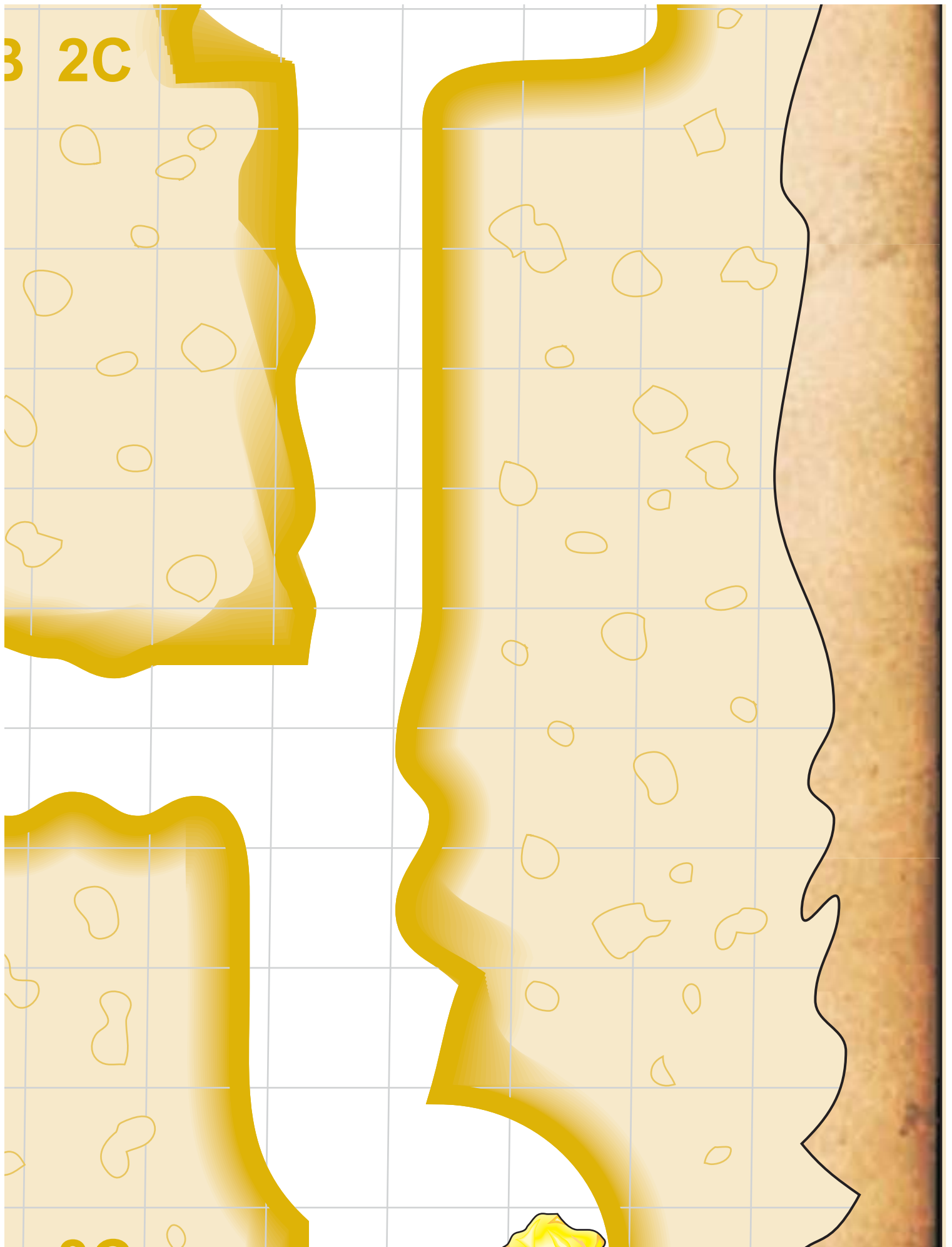
2A



2B 2

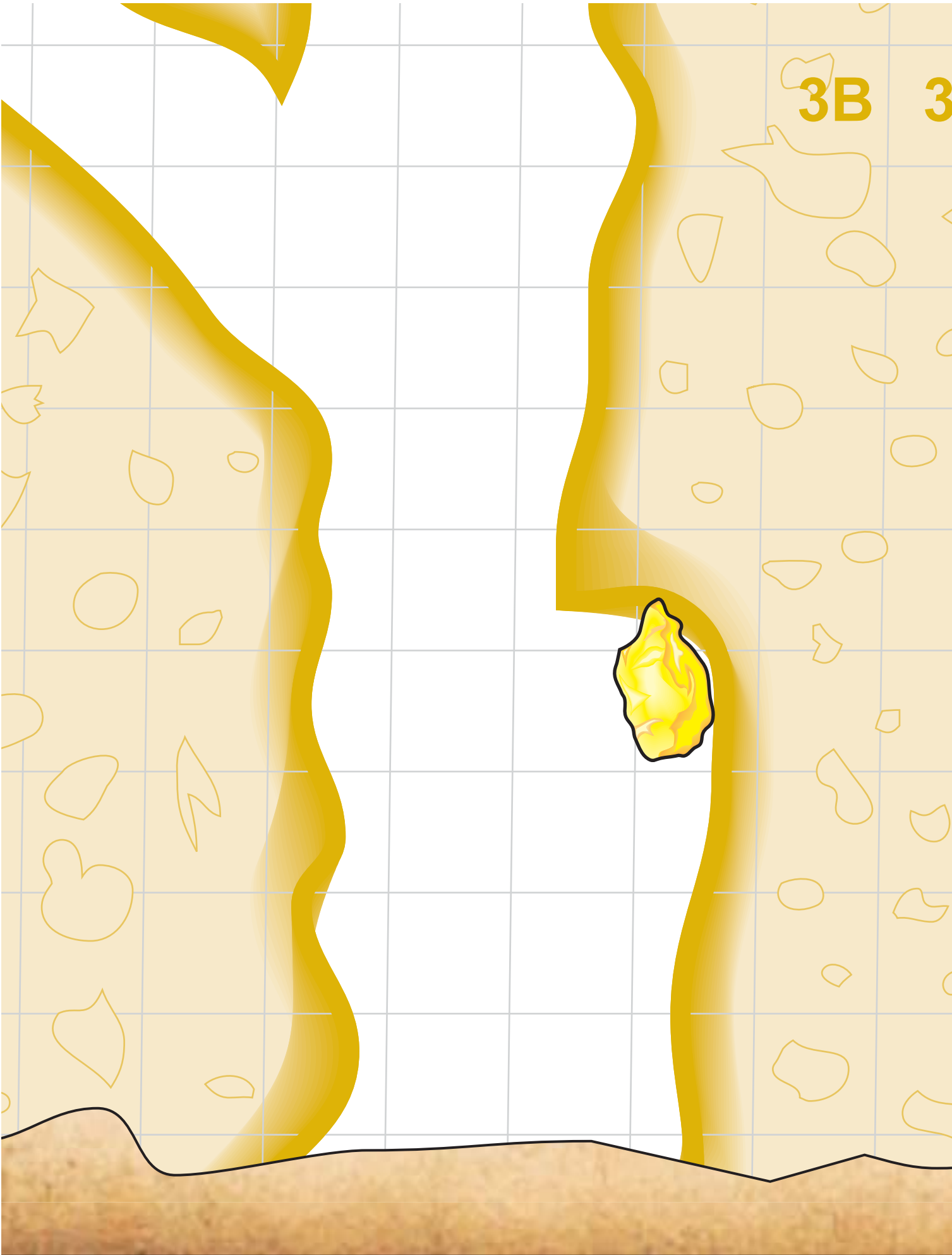


3 2C

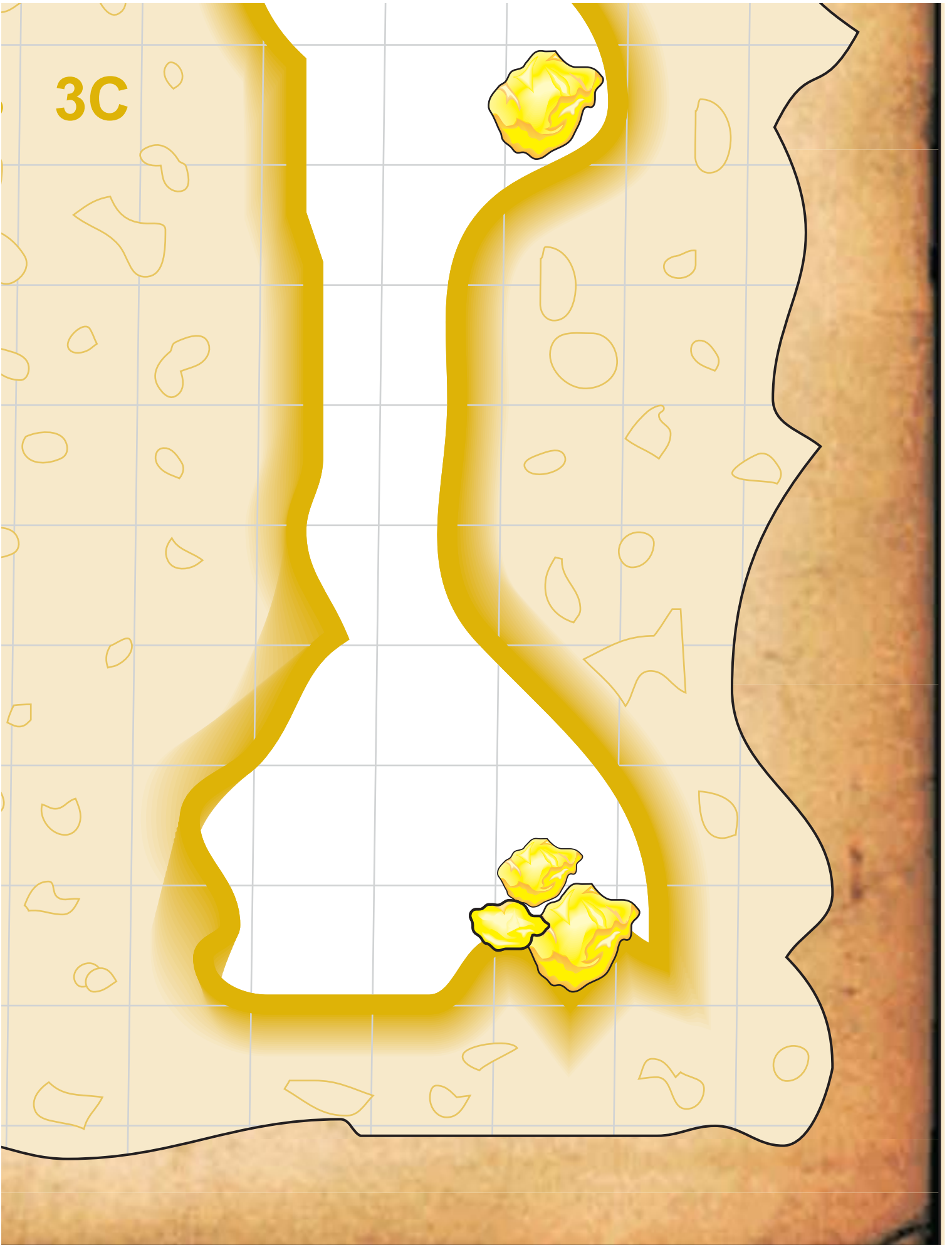


3A





3C





SHOWDOWNS & SHOOTOUTS ADVENTURE SS010 GOLD NUGGET TOKENS

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Nugget \$1



Nugget \$1



Nugget \$1



Nugget \$1



Nugget \$1



Nuggets \$2



Nuggets \$2



Nuggets \$2



Nuggets \$2



Nuggets \$2



Nuggets \$5



Nuggets \$5



Nuggets \$5



Nuggets \$10



Nuggets \$10



Nugget \$20



Nugget \$20



Nugget \$20



Nugget \$50



Nugget \$50



Nugget \$50



Nuggets \$100



Nuggets \$100



Nuggets \$500



Nuggets \$500



Torch (unlit)



Torch (unlit)



Torch (unlit)



Torchlight Templates

Under good conditions, a standard torch will create a 2-inch radius of illumination around a miniature mounted on a 1-inch base. In other words, it creates a 5-inch diameter region of light that is sufficient to move and attack without penalty. For the sake of simplicity, everyone inside the region is fully lit and everyone outside is considered to be in complete darkness. To use these templates, simply cut them out and place them under the miniature; move them with the figure as he greedily explores the mine pocketing his glittering treasure. Make sure you only use these templates for torches that are lit; otherwise use the **Torch (unlit)** tokens.

