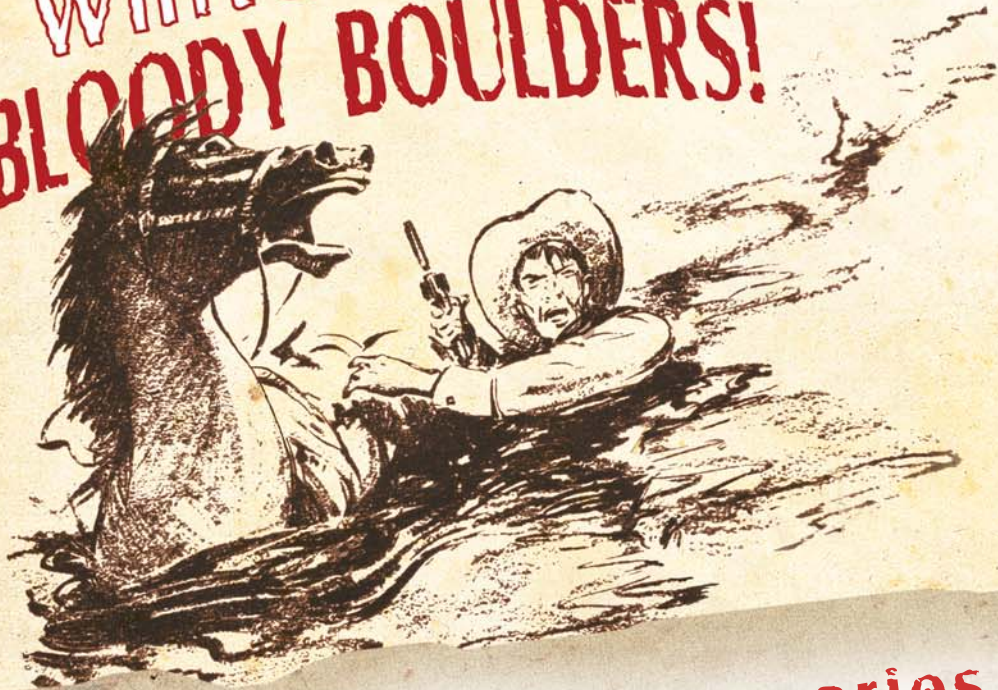




White Water BLOODY BOULDERS!



River Tiles & Accessories

This document includes a set of map tiles, a raft template, and a few other bits of info created specifically for use with Tom Reed's adventure, "White Water, Bloody Boulders!" We designed this material to be printed 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, this material has been included for your convenience. If yuh 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.

As noted in the adventure, the river's layout will vary from game to game, as determined by the draw of the cards. One problem you may encounter with these particular river tiles is that, in order to fit them on standard letter-sized paper, we had to make the river a bit small (which is why we made the raft small enough to fit in it). Additionally, you may find that the raft moves fast enough so that it moves off the tile (or even skips one entirely) in a single Action. You'll just have to wing it by laying down extra tiles as needed.

We're aware that this tight scale makes for a slightly unrealistic table design, but we hope you and your players can ignore that and just "go with the flow," so to speak. By the way, we want to mention one very important thing. Even though the rules say that a Character should be able to make a running jump that would easily cover the distance from the shore to the raft (see 6.7), don't allow it. That's just an illusion created by the tight scale of the map and the river tiles.

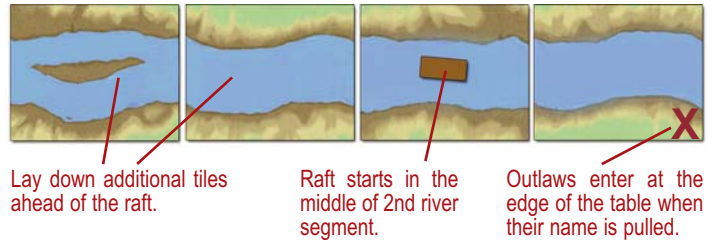
Remember: The raft gets 4 Actions per Turn!

SHOWDOWNS
&
Shootouts

WILD WEST
ADVENTURE WRITING CONTEST

Starting Positions & Game Duration

To start the game, lay down at least four river tiles. The first two (those farthest to the right) should just be standard river segments (raft moves 2d6 inches). After that, draw cards as usual to determine the river type. Place the raft (complete with lawmen, captive and NPCs) in the middle of the second segment, as shown in the illustration. Players should declare the weapon (if any) that his Character has ready in his hand. Now commence drawing Action Slips.



Lay down additional tiles ahead of the raft.

Raft starts in the middle of 2nd river segment.

Outlaws enter at the edge of the table when their name is pulled.

The raft moves only when its slip is pulled; at this point you may need to pull additional river cards (see below). Lawmen act when their names are pulled from the hat. Keep in mind, they may declare their first Action as being an Aimed Shot, and it is perfectly legal to say, "I'll take aim on the first outlaw to appear on the table." As long as that outlaw stays reasonably easy to track, the lawman may continue to aim at him (see 10.8.4).

When a Black Hat's name is pulled from the hat, he appears mounted on his horse at the far right side of the table. The horse is standing still and may be made to move (or not - the outlaw may just choose to take a shot, if he's in range). Remember, most horses must Trot one Action before they may gallop (Mustangs and Tennessee Walking Horses are the exceptions, see 7.1.2).

There's a lot of details to juggle in this game. You need to track ammo, make gallop checks, horse reaction checks, monitor the river status, and try to keep things from dragging on. This game definitely has a potential to run as long or as short as you would like it to. With sufficient time and space, you could run the river for miles and play for hours as the outlaws duke it out with the lawmen.

Therefore, we suggest the following ways to put a reasonable cap on the game duration:

- Play for 5 Turns; if the outlaws haven't caught the raft by then, it's assumed to have drifted past cliffs that prevent them from following.
- Play for 1d6+6 Turns. Again, if the outlaws haven't caught 'em by then...
- Pull two aces in a row.



It's in the cards!

Our ole saddle pal Tom Reed came up with a fun way to determine the river's ebb and flow using a standard deck of poker cards that lets you create a river that's different every time you play this game. Start by drawing 6-8 cards, which should be enough to cover most standard game tables, although you may need to pull up the old tiles and reuse them (just shuffle stuff around, pardner, it'll work out in the end).

The river runs roughly in a straight line and is bordered by steep cliffs, thus limiting action to narrow beaches on either side. The water is moving too fast for Characters or horses to swim in, unless at a shallows (as determined by the cards).

The raft is a vehicle, and as such it has three movement rates (see Section 8); its movement rate is determined by the draw of the cards (**remember to put 4 Action slips in the hat for the raft**), but it is not required to make a "Gallop Check" at the end of each Action. When the raft's Action slip is pulled, roll dice to determine the number of inches it moves that Action, and be prepared to draw cards to reveal additional segments of the river, as needed. *You should expose at least two sections ahead of the raft.* If you've got more table room, you might want to consider exposing 3-5 sections in advance of the raft, so the outlaws can plan ahead for things like bridges, shallows or other obstacles.

Use the following results to determine raft movement and river conditions.

- | | | |
|---|--|---|
| 2 | Rope bridge across river, 10 feet above water. Outlaws may attempt to use it to jump onto the raft (requires successful Action Check; Outlaw waits on bridge and jumps when raft is below him but does not get an attack until his next Action slip is pulled). Success equals a safe landing, failure equals a miss & 1d6 pain (see notes on drowning). <i>Vehicle is at a Walk (1d6 inches).</i> | |
| 3 | Shallows: Outlaws may attempt to wade out to the raft and climb on. This requires a successful Action Check, and may be opposed by people on the raft (see 4.3.1). Success means outlaws are on the raft, failure leaves them in the water (see notes on | drowning & ammo). <i>Vehicle is at a Walk (1d6 inches).</i> |
| | 4 | Boulders in river; everyone on the raft must focus on steering it between the rocks, so no one on the raft may fire for any reason (including Retaliation Shots). <i>Vehicle is at a Walk (1d6 inches).</i> |
| | 5 - Jack | Standard river; raft moves 6+1d6 inches. <i>Vehicle is considered to be Trotting.</i> |
| | Queen | High cliffs and narrow beach; outlaws must ride single file and may not pass. <i>Vehicle is Trotting (6+1d6 inches).</i> |
| | King | Rocky ridge prevents anyone from getting a clear shot; no one may shoot at anyone. <i>Vehicle is Trotting (6+1d6 inches).</i> |
| | Ace | Rapids! Raft moves 12+1d6 inches. <i>Vehicle is Galloping.</i> |



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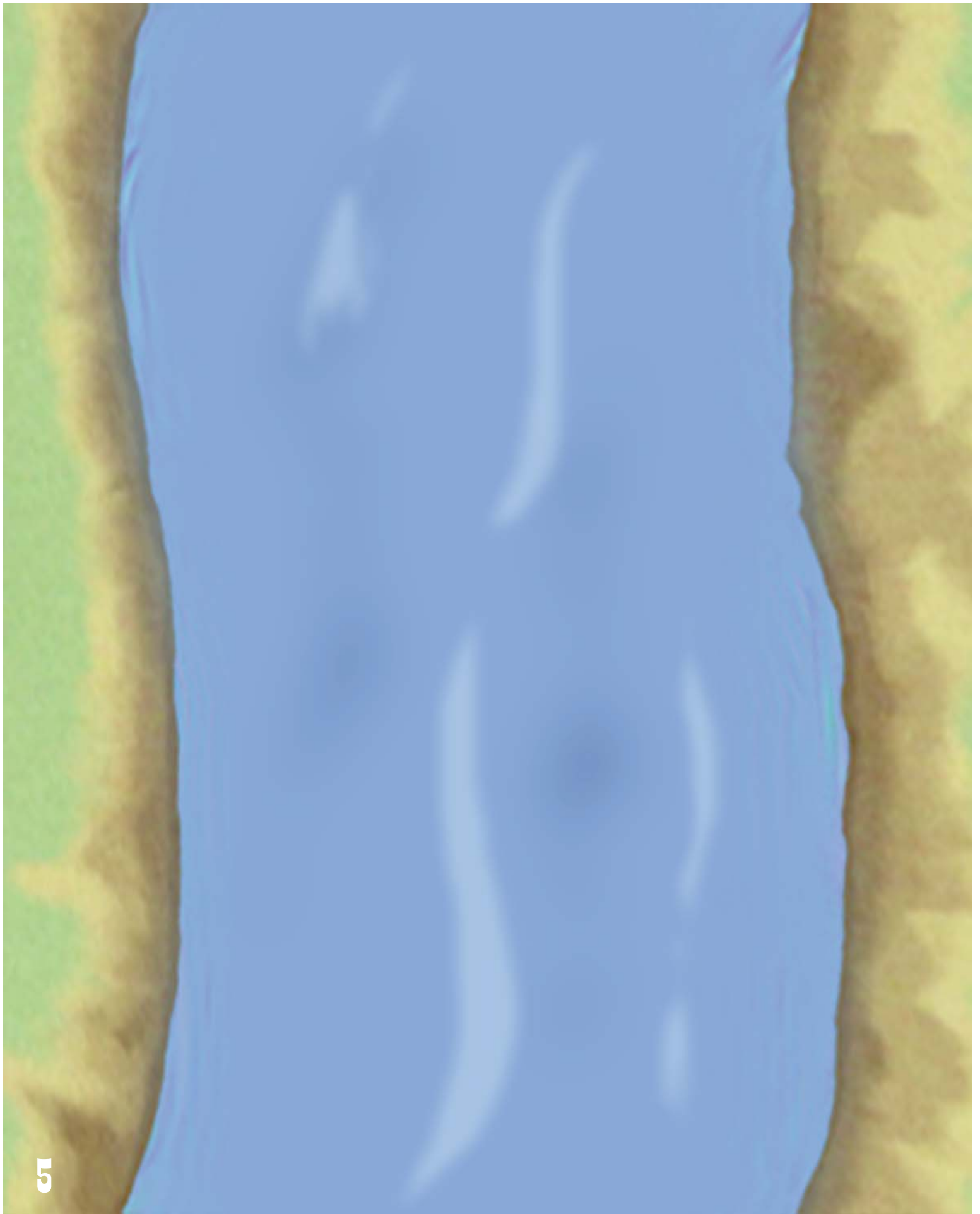


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4 - Boulders: Boulders in river; everyone on the raft must focus on steering it between the rocks, so no one on the raft may fire for any reason (including Retaliation Shots). *Vehicle is at a Walk (1d6 inches).*



5 - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



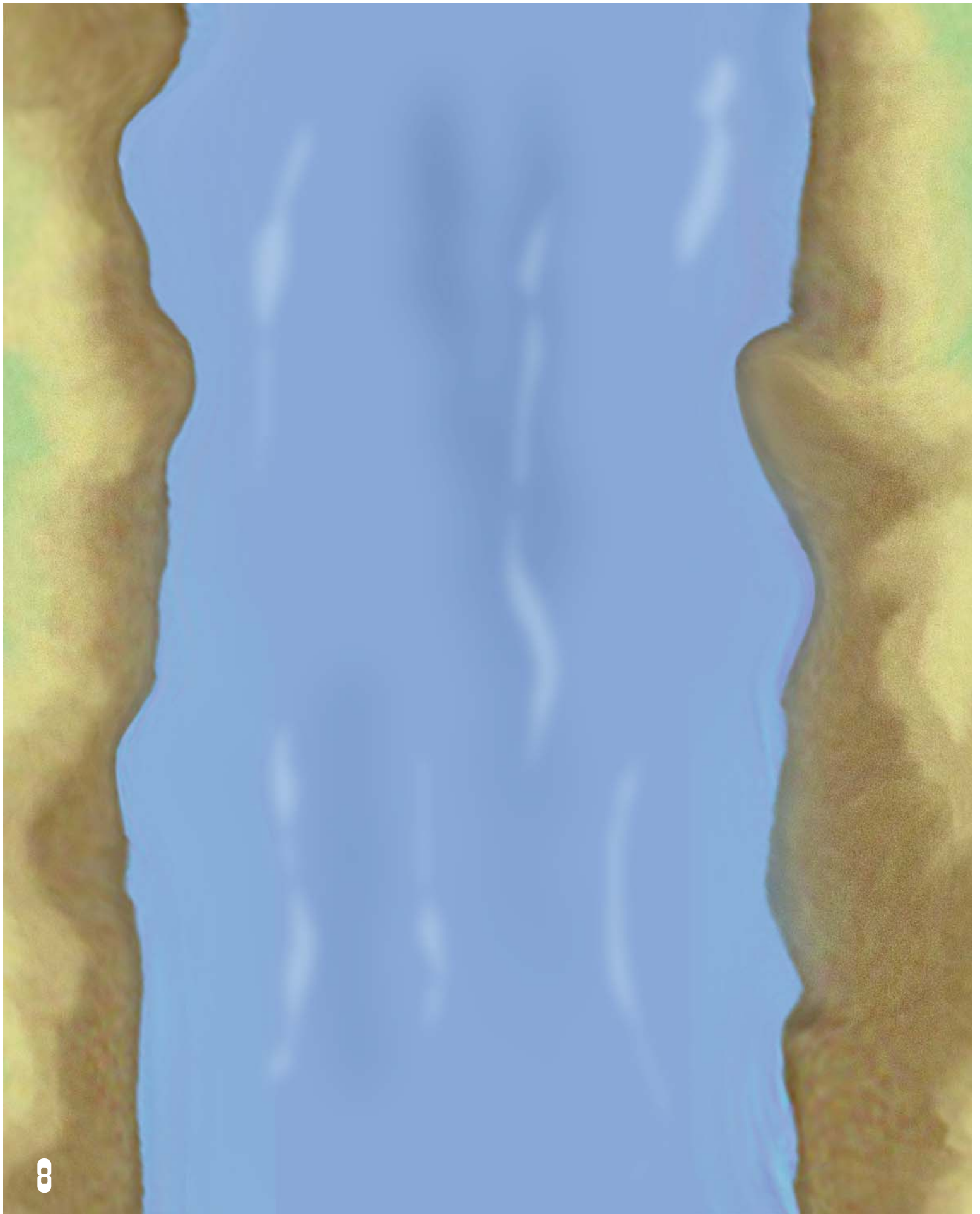
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6 - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



7

7 - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



8 - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



9

9 - Standard River: Raft moves 6+1d6 inches. *Vehicle is considered to be Trotting.*



10

10 - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



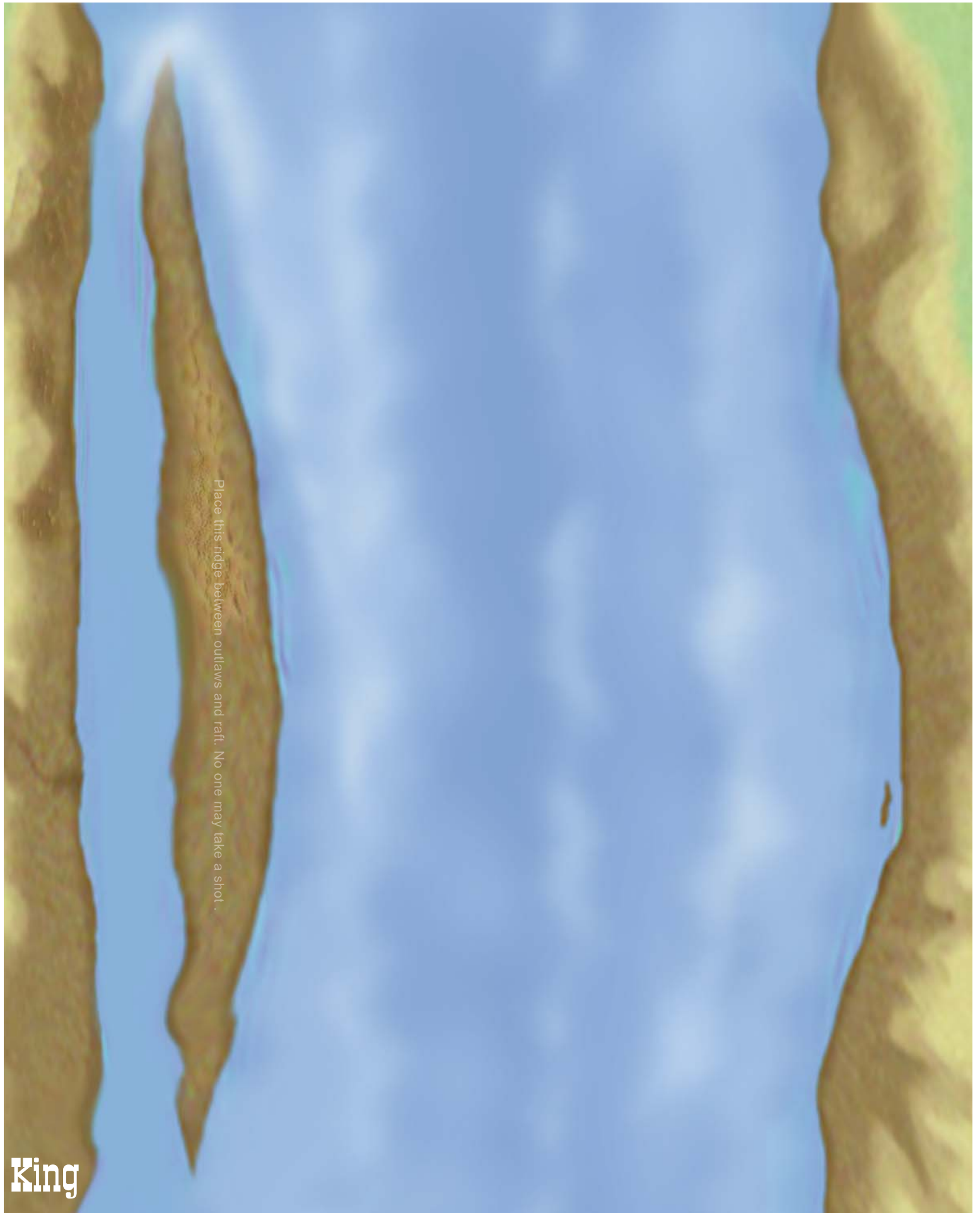
Jack

Jack - Standard River: Raft moves $6+1d6$ inches. *Vehicle is considered to be Trotting.*



Queen

Queen - High Cliffs: High cliffs and narrow beach; outlaws must ride single file and may not pass. *Vehicle is Trotting (6+1d6 inches).*



Place this ridge between outlaws and raft. No one may take a shot.

King

King - Rocky Ridge: Rocky ridge prevents anyone from getting a clear shot; no one may shoot at anyone. *Vehicle is Trotting (6+1d6 inches).*



Ace

Ace - Rapids: Rapids! Raft moves 12+1d6 inches. *Vehicle is Galloping.*



Ace
Extra

Ace - Rapids: Rapids! Raft moves 12+1d6 inches. *Vehicle is Galloping.*
Note: Here's an extra Ace tile in case you need it.



Print on card stock and cut out.

NOTE: When placing the miniatures on the raft, don't worry too much about whether their bases stick out over the edge. Basing always causes problems when you try to move figures into tight proximity to each other.



New Vehicle: Raft

Description: A simple, flat-bottomed platform designed to float on rivers, lakes or while escaping tropical islands. Rafts vary in size and construction from a bunch of logs tied together (like the kind used by ole Huck Finn) to complex mini-barges made of good lumber with corrals for livestock, railings to safeguard cargo, and possibly a small shed or lean-to to provide shelter. Most, however, are smaller than 15 x 15 feet (in game terms, about 3 x 3 inches). The Raft described in this adventure is a Ferry Raft, which uses tow lines, powered by pack animals, to move it across the river.

Crew: 1 pilot on board; 1 or 2 men on each shore.

Actions: The raft gets four Actions per Turn.

Passengers: As many as will fit. On a 3 x 3 inch raft, you can usually fit 4-5 Characters and a little cargo (which is probably a good idea, as it will provide them with a little cover during the firefight).

Gallop Limit: Not applicable

Movement: Variable. When the raft is attached to the tow lines, it moves 3 inches per Action (for combat purposes, treat it as though it is at a Walk). When it is moving with the river flow, use the following:

- Walk 1d6 inches
- Trot 6+1d6 inches
- Gallop 12+1d6 inches.

Note: We realize that describing the raft's movement in terms like "Walk, Trot and Run/Gallop" is a little weird. We did this to keep its movement consistent with the rules described in Section 8 of the Gutshot Core Rule Book. We apologize for this and if we think of anything better, we'll let yuh know, but for now, just go with it.

