

# **HIGH NOON**

## **IN**

# **THREE FINGER CANYON**

**A SCENARIO CREATED BY NIELS CHR. 'ARGONOR' KRAGH**  
**FOR**

# **GUTSHOT**

**INSPIRED BY**  
***.45 ADVENTURE***  
by Rattrap Productions

## **PARTICIPANTS**

Rich 'The Rat' Johnson (Outlaw), Pistol + Rifle  
'Mad' Mike Mitchell (Owlhoot), Pistol + Rifle  
'Pistol' Pete Murray (Thug), Pistol + Rifle

## **INTRODUCTION**

Shady Slim's gang was mighty succesful, until that very day when Shady Slim himself was accused of cheatin' at poker down at the Soiled Dove Saloon in Dead Indian Creek.

Things went mighty fast – the trial lasted 15 minutes, and the sentence was 'Hanged by the neck 'til dead'. The carpenter had about 5 hours 'til nightfall to re-erect the gallows used just the day before.

Only visitor allowed into the jail that evening was Daisy from The Soiled Dove, to whom Slim told the whereabouts of the remainder of the loot from the Abilene Stage Coach.

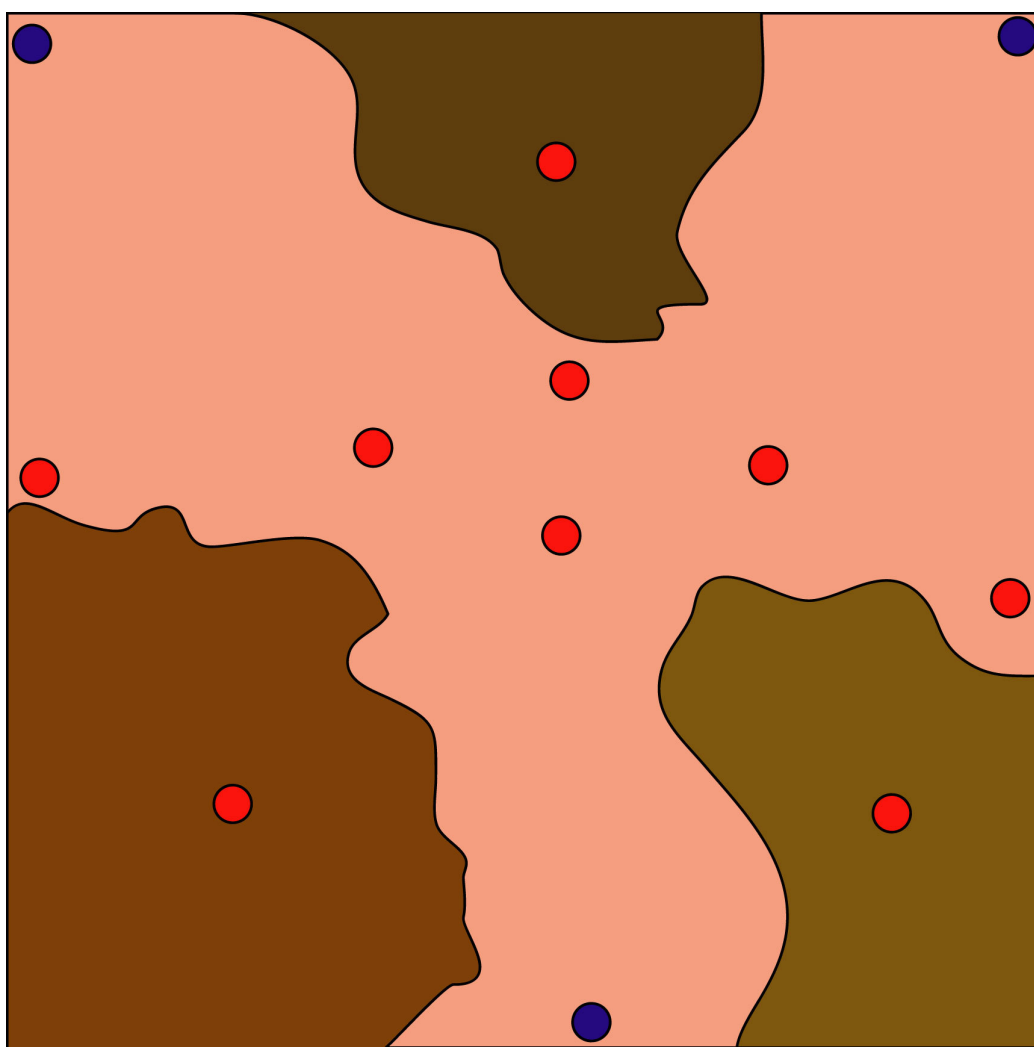
You had to rough the gal up a bit to make her reveal that Shady Slim had hidden 4 saddlebags in the Three Finger Canyon, about 10 miles west of Dead Indian Creek. But you can't make an omelet without crackin' some of them eggs, can you?

You agreed to leave town in different directions, and to meet two days later in Three Finger Canyon to search the place.

After seein' Shady Slim off to Boot Hill, you saddled up your trusty four-leg'id friend and rode out of town.

Of course, you entered Three Finger Canyon a day before agreed....

## GAME MAP



Character Starting Position



Encounter Marker

# **VICTORY CONDITIONS**

To get out of Three Finger Canyon alive with the most \$\$

# ENCOUNTER MARKERS

## WHAT'S IN THE CARDS

You need an extra set of cards to draw your Encounters from. Pick out the following cards and shuffle them well before palcing them in a pile face down near the playing area:

Ace of ♠

King of ♠

Queen of ♠

Ace of ♥

King of ♥

Queen of ♥

Ace of ♣

King of ♣

Queen of ♣

This is the Encounter Deck.

## THE ENCOUNTERS

When a miniature is base-to-base with an Encounter Marker, the conrolling player may start examining it.

Checking an Encounter Marker takes 2 (two) Actions.

Immediately after the 2<sup>nd</sup> action has been used, draw the top card from the Encounter Deck and consult the Encounter Table below:

ENCOUNTER TABLE	
♠ A	A saddlebag with \$100
♠ K	Nothing...
♠ Q	A Rattler! Pass a Skill Test or be bitten. Poisonous!
♥ A	A saddlebag with \$150
♥ K	A pile of rocks

♥ Q	A cave-in. Pass a Dodge Test or fall 1d6"
♣ A	A saddlebag with \$50
♣ K	Some old pottery, invaluable to the understanding of pre-columbian native american culture...
♣ Q	<p>Falling Rocks!</p> <p>If on canyon bottom, pass a Dodge Test or be hit by 1d3 falling rocks.</p> <p>If on a Mesa, pass Skill Test or fall from the edge; Pass a Skill Test to grab onto the edge (or plummet to the ground, screaming as you go!)</p>