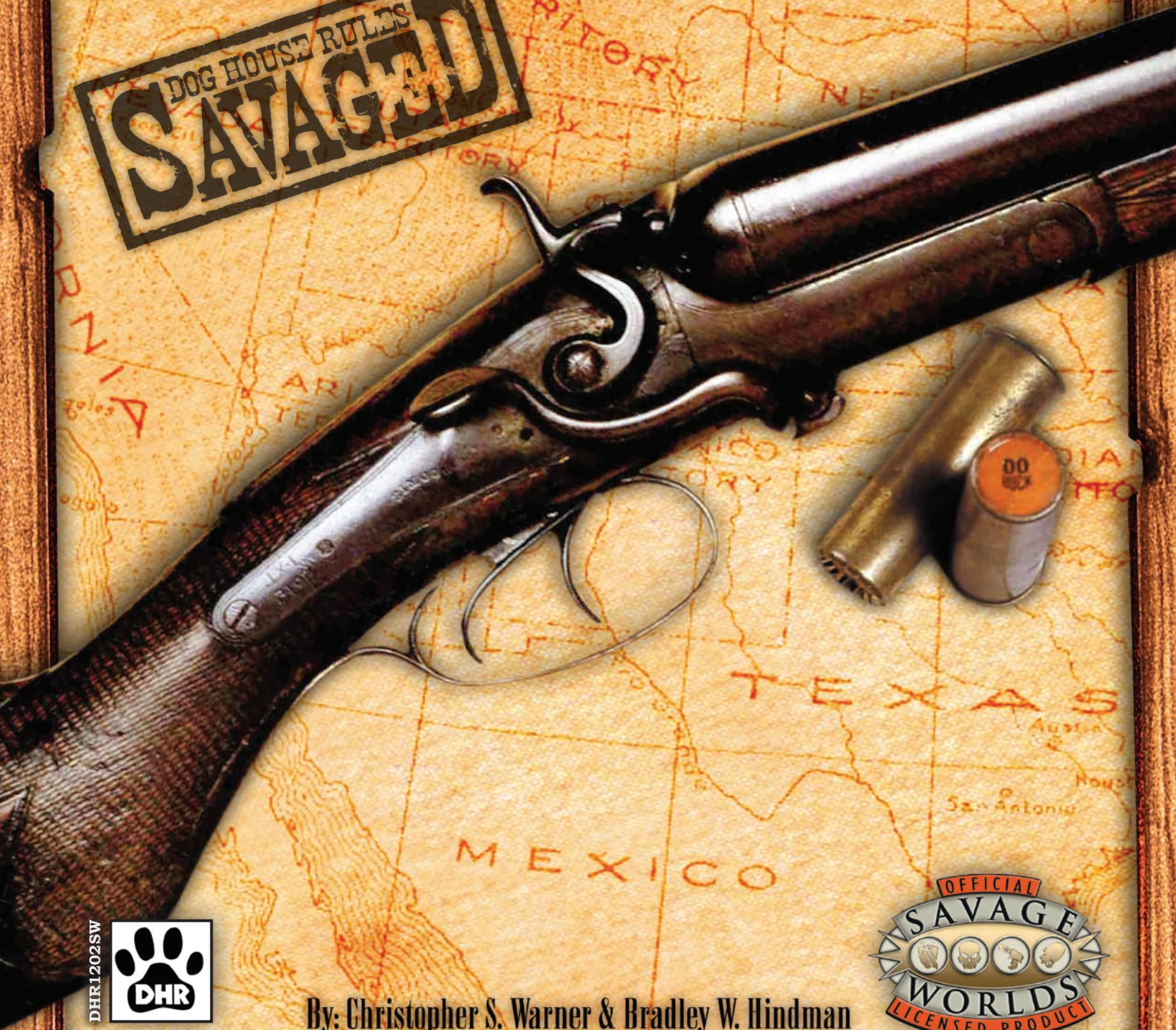


An Old West Adventure for Savage Worlds

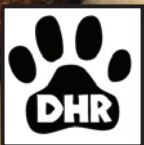
# BUCKSHOTS

JOHNNY COMES MARCHING HOME

DOG HOUSE RULES  
**SAVAGED**



DHR1202/SW



By: Christopher S. Warner & Bradley W. Hindman



# BUCKSHOTS

## JOHNNY COMES MARCHING HOME

*Just like re-loadin' a shootin' iron, developin' full-fledged scenarios for your Old West gamin' experience can take some time. Don't fret none — this quick loadin' Buckshot will do the trick.*

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# BUCKSHOTS: JOHNNY COMES MARCHING HOME

## What are Buckshots?

Even the most diligent of GMs can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well, the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Buckshots* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Savage Worlds*, GMs (we like to call 'em "Judges") should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

**Introduction:** This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

**Adventure Synopsis:** This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

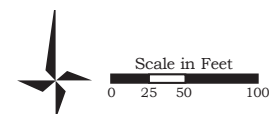
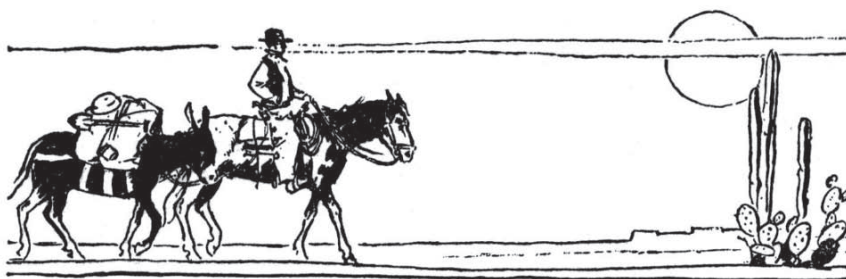
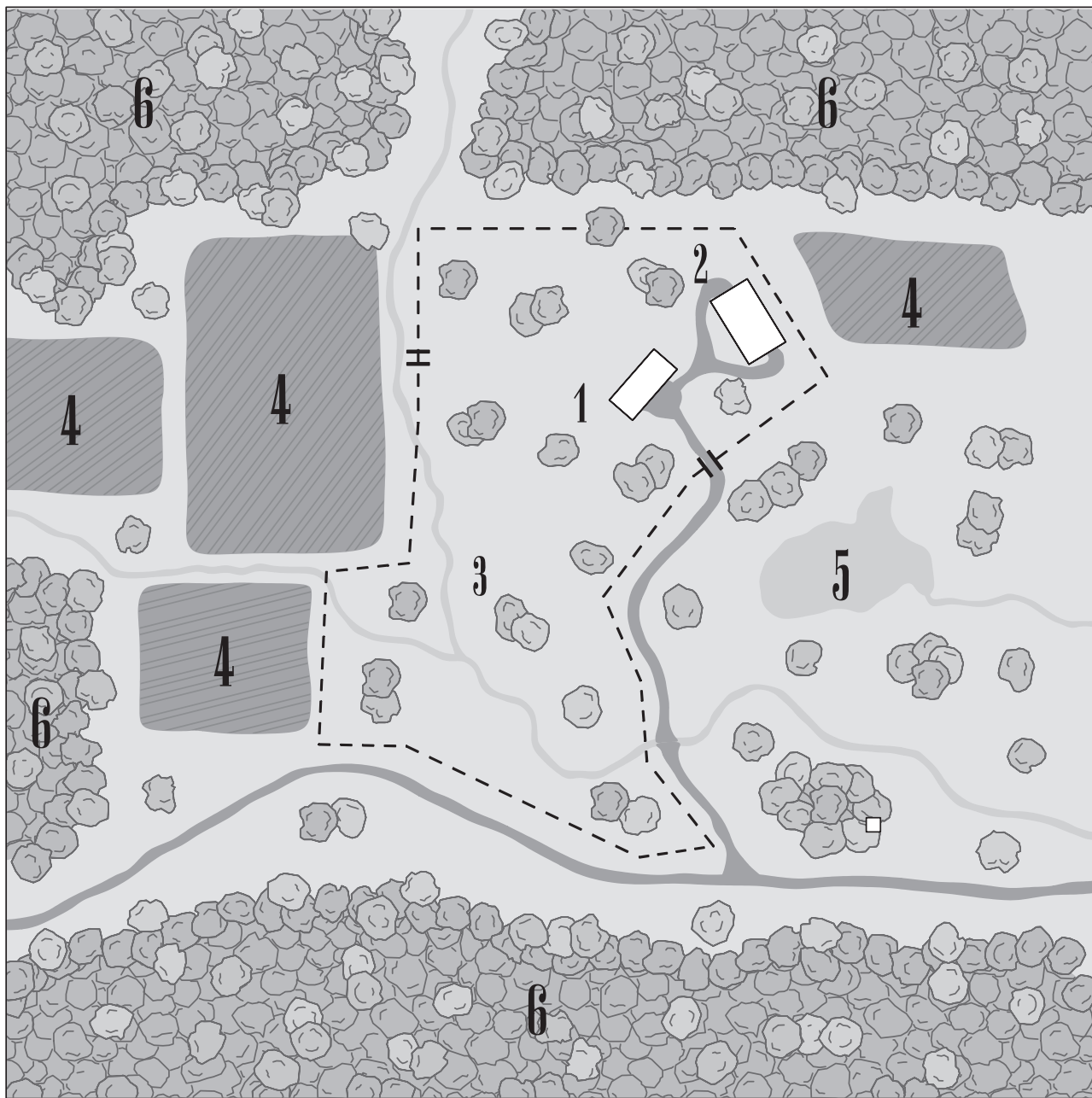
**For the Judge:** Includes general information about the timing and milieu for the adventure, and any pertinent local area history or backstory needed to set the stage for gameplay.

**Getting Started:** This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started might address any geographical requirements for the adventure (e.g., the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).



# BUCKSHOTS: JOHNNY COMES MARCHING HOME

## Area Map for The Homestead



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# BUCKSHOTS: JOHNNY COMES MARCHING HOME

## COMBAT SHEETS

### THREE-FINGER LADD



#### ATTRIBUTES:

**Agility** d6  
**Smarts** d4  
**Spirit** d6  
**Strength** d6  
**Vigor** d8  
  
**Parry** 5  
**Toughness** 6  
**Pace** 6  
**Charisma** 0  
**Bennies** 2

#### ATTACKS:

*Fists* d6 (d6)  
*Sharps Rifle* d8 (2d8; ROF 1; Range 20/40/80) Ammo: 1 int. □  
*Colt Improved Pocket Pistol* d8 (2d6+1; ROF 1; Range 12/24/28) Ammo: 6 cyl. □□□□□□  
*Knife* d6 (d6+d4)  
*Knife, Thrown* d4-2 (d6+d4; ROF 1; Range 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Gambling d4, Guts: d6, Intimidate d6, Notice: d4, Ride d4, Shooting d8, Stealth d6, Survival d4

#### EDGES:

Fast Healer

#### HINDRANCES:

None

### NOVICE-EXTRA

### LUDWIG METZGER



#### ATTRIBUTES:

**Agility** d6  
**Smarts** d6  
**Spirit** d4  
**Strength** d8  
**Vigor** d8  
  
**Parry** 5  
**Toughness** 7  
**Pace** 8  
**Charisma** 0  
**Bennies** 2

#### ATTACKS:

*Fists* d6 (d8)  
*Sharps Rifle* d6 (2d8; ROF 1; Range 20/40/80) Ammo: 1 int. □  
*Starr Army Revolver* d6 (2d6+1; ROF 1; Range 12/24/28) Ammo: 6 cyl. □□□□□□  
*Knife* d6 (d8+d4)  
*Knife, Thrown* d4-2 (d6+d4; ROF 1; Range 3/6/12)  
*Bowie Knife* d6 (d8+d4)

#### SKILLS:

Climbing: d6, Fighting: d6, Guts: d4, Knowledge (Missouri area) d4, Knowledge (Tactics) d4, Notice: d4, Ride d4, Shooting d6, Stealth d6, Survival d4, Swimming d4

#### EDGES:

Brawny, Fleet-Footed

#### HINDRANCES:

Guilt (Minor, see sidebar), Poverty (Minor)

### NOVICE-WILDCARD