

# 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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## 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).



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**Scenes:** Each Buckshot adventure is divided into different scenes composing the whole scenario. Here the Judge will find an overall description and general information about each scene along with more specific elements, such as detailed maps of specific locales, notes about the personalities involved and special information about the scene the Judge might need to make things happen. When appropriate, special text for the Judge to read aloud (or adapt as needed) is highlighted in special gray boxes, indicated by the following icon:



Every Buckshot comes with at least one map and an overall description of the area's terrain, foliage, creatures, etc. Typically, this will include a wilderness map complete with graphic presentation of topographic features, relevant structures and scale measurements.

When appropriate, each scene will include one or more detail level maps with descriptions. These specialized locale maps will vary, depending on the adventure, providing specific information crucial to the success of the adventure. These may range from an outdoor locale where a particular encounter occurs to a town street where a gunfight breaks out or a building where characters must spend significant time in order to advance the adventure.

Each map will also include a number-by-number key providing detailed description of important areas for the adventure. For easy reference, each map will be provided in a separate PDF file and the map key will be set in a sidebar with the following icon:



The number-by-number key for such detail maps will also include any necessary game mechanics (e.g., building properties, furnishings, and special terrain effects, etc.), as required. Building maps will include a floor plan in standard 1 inch = 5 feet square scale. If warranted, detail maps will also come with battle map versions.

- 15mm Battle Maps – containing full scale 1/2" = 5' maps you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps – containing full scale 1" = 5' maps you can print and piece together for table-top gaming sessions.

**Forks in the Road:** A few twists on the basic scenario are offered to help Judges fire this Buckshot in the right direction for any given campaign, or to make it possible to extend the adventure beyond the original scope. In addition to making it easier to work this into an existing home-brewed campaign, we figure these ideas will help to keep players from gaining the proverbial keys to the kingdom—that is, those players who purchase this supplement and read all the goodies in order to have an ace up their sleeve. Not that we believe that would ever happen, mind you.

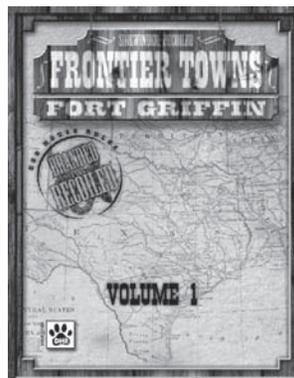
**NPCs and Statistics Blocks:** Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy.

Sometimes a famous personality might be involved in a Buckshot, but most often these folks are just plumb made up. If a famous gunfighter, buffalo hunter or gambler shows up, it's darn likely that we will have taken some "cinematic" liberties with these historical figures if we figured they needed spicing up (or when the real details proved elusive). Those based on the available historical record, whether fact, fiction or somewhere in-between, are noted with a "historical person" icon as shown below.



**Gameplay Aids:** To make it even easier for a Judge to start using this adventure without spending a lifetime in preparation, each Buckshot also comes with extra information that will make it easier for the Judge to handle gameplay. These special adventure tools include combat-version statistic blocks, full character sheets, and adventure specific reference information.

## TAKE A GANDER, PARDNER



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*Dorothy said “there’s no place like home.” And then again, someone else said “you can’t go home again,” while some folks say, “home is where you hang your hat” or “a man’s home is his castle” or “home is where the heart is.” Taken as a whole, it all sounds a might confounding. Anyhow, in this Buckshot, home is something a cowpoke has to fight for. This brief adventure is designed for 4 to 8 characters of Novice rank.*

## Introduction

One thing that sustains a cowpoke out on the trail is the thought of returning home—to friendly faces, a familiar bed and a mess o’ comfort food. *Johnny Comes Marching Home* presents an introductory adventure for use in any *Savaged Wild West* era game. The adventure revolves around the premise of returning home after the trials and tribulations of war. Our worn out heroes are eager to return to the old homestead, leaving the burden and horror of war behind and starting over. But just as things seem to be returning to normal, the heroes are faced with a challenge that will determine whether they can ever, truly, go home again.

## Adventure Synopsis

A small group of veterans make their way back home after the end of a grueling and divisive war. True heroes, these soldiers have risked their lives to protect home, country and family. Memories of loved ones helped keep their spirits intact during the conflict; now the very thought of returning home to reunite with kith and kinfolk—perhaps even an old, trusty hound dog or favorite mare—inspires a lively step as our heroes drink in the familiar sights and sounds of the old homestead.

The heroes are headed toward a residence in a sparsely populated rural region such as southwestern Missouri, northeastern Arkansas or east Texas. At least one of the player characters lived here—the others are either neighbors and relatives, or close friends and companions from their regiment who had no place else to go.

Visions of Ma greeting them on the front porch with fresh-baked biscuits are disturbed when the heroes come within sight of the dirt road leading up to the homestead. They see a few crude signs nailed to trees and fence posts—including one warning “Trespassers Shot on Site” (sic). None of the locals can recollect such signage being here before the war, while everyone notices that the path and fields are overgrown and unkempt. But, having seen the ravages of war, this doesn’t stop the heroes from pushing onward.

As soon as the building once called home comes into view, gunfire stops the heroes in their tracks and forces them to take cover. Talk about a rude welcome! Now fortified for battle, the old place bears little resemblance to the quiet home they left for the war. Rifle barrels extend from gun slits between boarded up windows while a long ditch makes a direct frontal approach difficult and strategically placed piles of junk further aid in defense of the property.

## Border States in the Civil War



The obvious timeframe for this Buckshot is in the aftermath of the Civil War. That’s how the Dog House Gang structured this adventure, but there’s no reason it couldn’t be a different war or battle, including the Indian Campaigns, the War for Texas Independence or even the Mexican-American War, depending on when the Judge wants to establish the game’s timeframe.

While states voted to secede from or to stay within the Union during the Civil War, all residents didn’t necessarily side with the majority. Often, friends, neighbors and relatives split, joining either the Union or Confederate armies—numerous accounts of brothers fighting on opposite sides can be found in the historical record. This occurred frequently in the Border States of Kansas, Missouri, Kentucky, Arkansas, and Tennessee.

Thus, which side the player characters fought for is irrelevant for this adventure. Although the choice of a location such as southwestern Missouri or northwestern Arkansas serves well, as soldiers returned home from battle from both sides—all considering it home.

A shotgun blast sends another powerful warning, soon followed by an unrecognized voice hollerin’ to the heroes, telling them to vacate the premises quick like or prepare to meet their maker. With dismay and anger slowly turning to resolve, the heroes realize they have one more battle to win before they can return home.